ABSTRACT

Novitasari, Dian. 2013. *The Influence of "Slap the Word" Game on Students' Vocabulary Mastery at SMPN 2 Jatirejo, Mojokerto*. A thesis. English Education Department, Faculty of Education and Teacher Training, IAIN Sunan Ampel. Advisor: Dr. Muhammad Salik, M.Ag

Key Words: *"Slap the Word" Game, Vocabulary.*

This research is conducted in order to know whether **"Slap the Word"** game influence students' vocabulary mastery and to know the students' response which is related to the application of this game. In conducting this research, the researcher used Quasi Experimental as the method of research and Quantitative - Qualitative approach to analyze the data. In collecting the data the researcher used test, questionnaire and interview as instrument. To know the influence of the game, the researcher held pre-test to know the students' ability before applying treatment and post test to know the influents and improvement after applying the treatment. Then, the researcher analyzed to answer statement of the problems using t-test. Questionnaire was collected to answer the second statement of problem. Interview was used to clarify the students' answer in questionnaire. This study was conducted in seventh grade students at SMPN 2 Jatirejo, Mojokerto. In this research, there were experimental and control group. The researcher took 2 classes for sample. Those are VII B (experimental group) and VII A (control group). The result of this study was "Slap the Word" game influenced students' vocabulary mastery. The researcher concluded from the result of research methodology that students who learnt by using "Slap the Word" game were better than students who learnt without this game. It was evidenced by the result of statistical computation (independent t-test) which revealed that t-value (2,6) was higher than t-table, t-value > t-table, (2,004, $\alpha = 0,05$ and df= 54). In conclusion, the null hypothesis (Ho) was rejected and the alternative hypothesis was accepted. It concluded that the treatment was successful. The students also gave positive response to the application of this game. They agreed to use "Slap the Word" game as a strategy in learning vocabulary.

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