

**STUDENTS' RESPONSES IN THE IMPLEMENTATION OF
WORD CHAIN GAME IN FOSTERING ENGLISH
VOCABULARY**

THESIS

Submitted in partial fulfillment of the requirement for the degree of
Sarjana Pendidikan (S.Pd) in Teaching English



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ABSTRAK

Cendikya, Dwiki Achadiyin. (2003). *Students' Responses in The Implementation of Word Chain Game in Fostering Students' English Vocabulary*. Thesis. English Language Education Department, Faculty of Tarbiyah Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Prof. Dr. Mohamad Salik, M.Ag and Drs. Muhtarom, M.Ed, Gred, Dip.TESOL.

Kata Kunci: Respon Siswa, Permainan Kata Berantai, Kosakata Bahasa Inggris

Dalam suatu bahasa, penguasaan kosa kata dalam bahasa tersebut merupakan hal yang penting bagi siswa. Ada banyak teknik untuk mempelajari kosa kata, salah satunya adalah permainan kata berantai. Tujuan dari penulisan skripsi ini adalah untuk mengetahui sejauh mana permainan kata berantai dapat meningkatkan kosakata siswa dan menjelaskan kendala apa saja yang mungkin dialami siswa ketika melaksanakan permainan kata berantai. Respon siswa menjadi fokus penelitian yang penting untuk mengetahui apa yang dirasakan siswa sebagai objek dalam penerapan permainan kata berantai ini. Data yang diperoleh dari 36 siswa sebagai peserta menunjukkan bahwa permainan kata berantai dapat meningkatkan kosa kata berdasarkan tiga aspek yang menunjukkan bahwa kosa kata dapat dikatakan berkembang, yaitu mendapatkan kosa kata baru, memahami arti suatu kata, dan mampu menyebutkan nama. kosakata. Dari hasil penelitian ini, guru kedepannya diharapkan mempertimbangkan penerapan permainan kata berantai di kelasnya dengan tujuan untuk mengembangkan kosa kata bahasa Inggris siswanya.



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ABSTRACT

Cendikya, Dwiki Achadiyin. (2003). *Students' Responses in The Implementation of Word Chain Game in Fostering Students' English Vocabulary*. Thesis. English Language Education Department, Faculty of Tarbiyah Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Prof. Dr. Mohamad Salik, M.Ag and Drs. Muhtarom, M.Ed, Gred, Dip.TESOL.

Key Words: Student's Responses, Word Chain Game, English Vocabulary

In a language, mastering the vocabulary in that language is important for students. There are many techniques for studying vocabulary, one of which is chain word games. The aim of writing this thesis is to find out to what extent chain word games can improve students' vocabulary and explain what obstacles students may experience when implementing chain word games. Student responses are an important focus of research to find out what students feel as objects in implementing this chain word game. Data obtained from 36 students as participants' shows that chain word games can increase their vocabulary based on three aspects which indicate that vocabulary can be said to be developing, namely getting new vocabulary, understanding the meaning of a word, and being able to name the vocabulary. From the results of this research, teachers in the future are expected to consider implementing chain word games in their classes with the aim of developing their students' English vocabulary.



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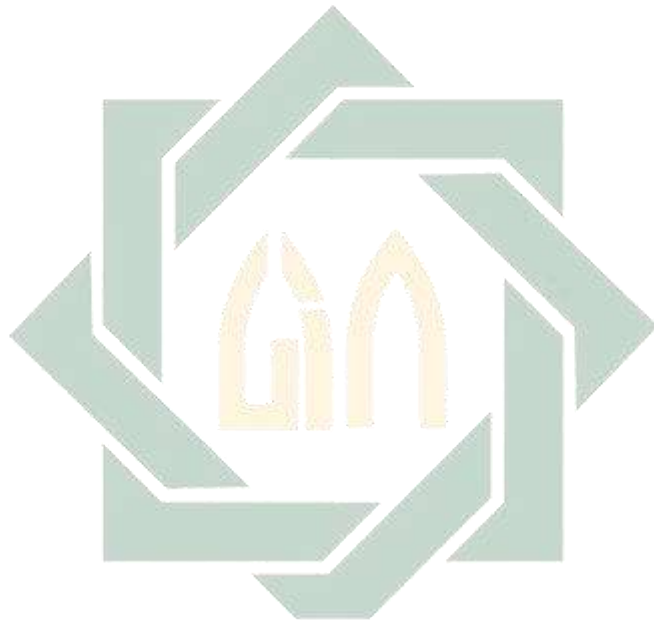
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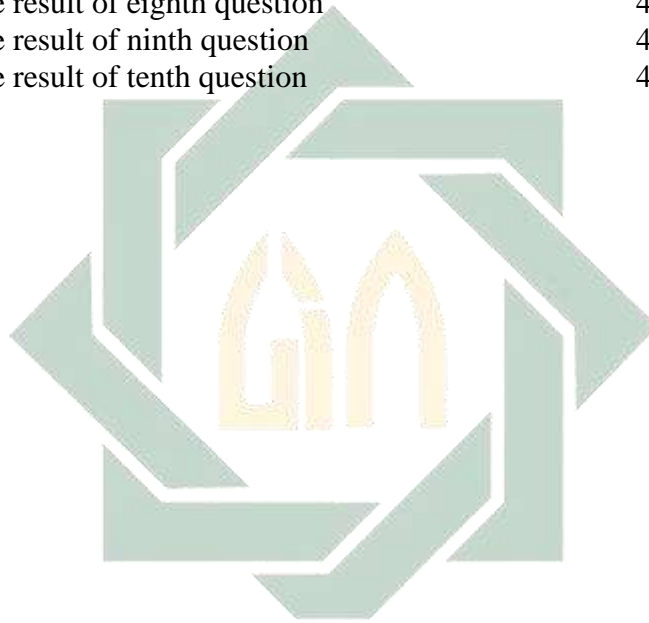
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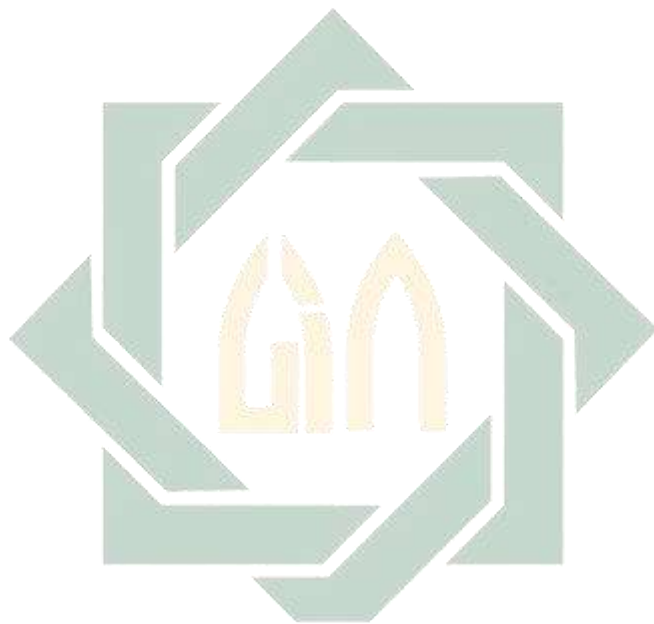
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