STUDENTS' RESPONSE AND ENGAGEMENT IN THE USE OF THE "LAST ONE STANDING" GAME TO ASSESS STUDENTS' VOCABULARY

THESIS

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

By

Fadila Rahmadhani

NIM D95219061

ENGLISH LANGUAGE EDUCATION DEPARTMENT

FACULTY OF TARBIYAH AND TEACHERS TRAINING

SUNAN AMPEL STATE ISLAMIC UNIVERSITY

SURABAYA

2024

PERNYATAAN KEASLIAN TULISAN

Saya yang bertanda tangan di bawah ini   :

Nama   : Fadila Rahmadhani

NIM   : D95219061

Jurusan / Prodi : Pendidikan Bahasa Inggris

Fakultas   : Tarbiyah dan Keguruan

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Surabaya, 26 Februari 2024

Fadila Rahmadhani
D95219061

ADVISOR APPROVAL SHEET

This thesis by Fadila Rahmadhani entitled *"STUDENTS' RESPONSE AND ENGAGEMENT IN THE USE OF THE "LAST ONE STANDING" GAME TO ASSESS STUDENTS' VOCABULARY"* has been approved by the thesis advisor for the further approval by the Board of Examiners.

Surabaya, 26 Februari 2024

Advisor I,

Rizka Safriyani, M. Pd.
NIP. 198409142009122005

Advisor II,

Prof. Dr. Mohamad Salik, M. Ag
NIP. 196712121994031002

EXAMINER APPROVAL SHEET

This Thesis by Fadila Rahmadhani entitled *"Students' Response and Engagement in the Use of the "Last One Standing" Game to Asses Students' Vocabulary"* has been examined on June 5th 2024 and approved by the Boards of Examiners.

Dean,

Prof. Dr. Muhammad Thohir, S. Ag, M. Pd.
NIP. 197407251998031001

Examiner I,

Dr. Hj. Irma Soraya, M. Pd
NIP. 196709301993032004

Examiner II,

Afida Safriani, Ph.D
NIP. 197509162009122003

Examiner III,

Rizka Safriyani, M. Pd.
NIP. 198409142009122005

Examiner IV,

Prof. Dr. Mohamad Salik, M. Ag
NIP. 196712121994031002

LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI
KARYA ILMIAH UNTUK KEPENTINGAN AKADEMIS

Sebagai sivitas akademika UIN Sunan Ampel Surabaya, yang bertanda tangan di bawah ini, saya:

Nama : Fadila Rahmadhani

NIM : D95219061

Fakultas/Jurusan : Tarbiyah dan Keguruan/ Pendidikan Bahasa Inggris

E-mail address : Fadilarahmadhani20@gmail.com

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(Fadila Rahmadhani)

ABSTRACT

Rahmadhani, Fadila. (2024). *STUDENTS' RESPONSE AND ENGAGEMENT IN THE USE OF LAST ONE STANDING GAME TO ASSESS STUDENTS' VOCABULARY*. THESIS. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Supervisor: Rizka Safriyani, M. Pd. And Prof. Dr. Mohammad Salik, M. Ag.

Key Words: *Last One Standing, Vocabulary Assessment, Students' Response, Students' Engagement.*

Various vocabulary assessment techniques have been implemented by the English teacher, including the Last One Standing game. The Last One Standing game was advantageous for teaching and learning English. Therefore, it is important to know students' responses and engagement in vocabulary assessments to improve the teaching and learning process. This study aims to investigate student responses and engagement in vocabulary assessments using the Last One Standing game. Two primary research questions guide the inquiry: (1) What are the students' responses to using The Last One Standing game for assessing vocabulary mastery? (2) What is the level of student engagement when assessed through the Last One Standing game? Employing a quantitative survey design, data were collected through questionnaires administered to 30 students in a 7th-grade class at SMPN 35 Surabaya. The survey data were analyzed using descriptive statistics to draw valid research conclusions. The study's results indicate a positive response in the cognitive, affective, and conative aspects. Additionally, the study shows active engagement in the affective, behavioral, and cognitive aspects when using the Last One Standing game for vocabulary assessment. Furthermore, data analysis suggests that the game increases students' vocabulary knowledge, while also demonstrating an increase in students' motivation and active participation during the assessment process. This research offers recommendations for teachers and future researchers interested in integrating the Last One Standing game to create a fun and engaging English learning and assessment experience for students.

ABSTRAK

Rahmadhani, Fadila. (2024). *STUDENTS' RESPONSE AND ENGAGEMENT IN THE USE OF LAST ONE STANDING GAME TO ASSESS STUDENTS' VOCABULARY*. THESIS. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Supervisor: Rizka Safriyani, M. Pd. And Prof. Dr. Mohammad Salik, M. Ag.
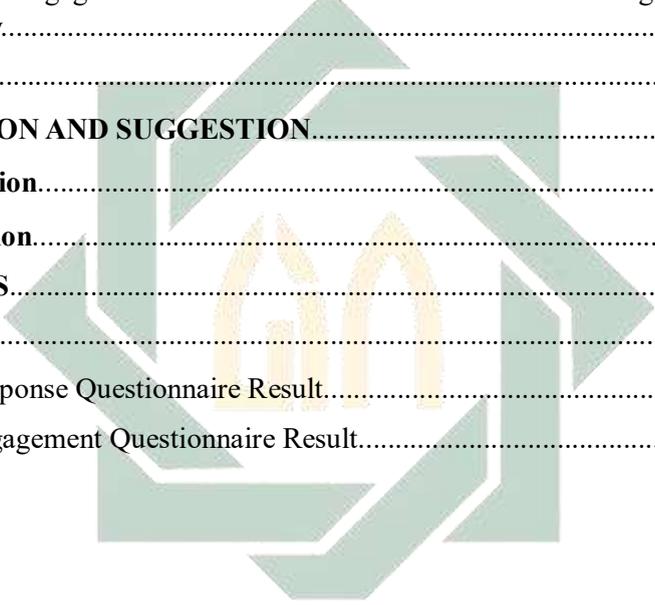
Key Words*: Last One Standing, Penilaian Kosakata, Respon Siswa, Keterlibatan Siswa.*

Berbagai teknik penilaian kosakata telah diterapkan oleh guru bahasa Inggris, diantaranya adalah permainan Last One Standing. Permainan Last One Standing bermanfaat untuk pengajaran dan pembelajaran bahasa Inggris. Oleh karena itu, penting untuk mengetahui respons dan keterlibatan siswa dalam penilaian kosakata untuk meningkatkan proses belajar mengajar. Penelitian ini bertujuan untuk mengetahui respon dan keterlibatan siswa dalam penilaian kosakata menggunakan permainan Last One Standing. Dua pertanyaan penelitian utama memandu penyelidikan: (1) Apa tanggapan siswa terhadap penggunaan permainan The Last One Standing untuk menilai penguasaan kosakata? (2) Bagaimana tingkat keterlibatan siswa jika dinilai melalui permainan Last One Standing? Dengan menggunakan desain survei kuantitatif, data dikumpulkan melalui kuesioner yang diberikan kepada 30 siswa di kelas 7 di SMPN 35 Surabaya. Data survei dianalisis menggunakan statistik deskriptif untuk menarik kesimpulan penelitian yang valid. Hasil penelitian menunjukkan respon positif pada aspek kognitif, afektif, dan konatif. Selain itu, penelitian ini menunjukkan keterlibatan aktif dalam aspek afektif, perilaku, dan kognitif ketika menggunakan permainan Last One Standing untuk penilaian kosa kata. Lebih jauh lagi, analisis data menunjukkan bahwa permainan ini meningkatkan pengetahuan kosa kata siswa, sekaligus menunjukkan peningkatan motivasi dan partisipasi aktif siswa selama proses penilaian. Penelitian ini menawarkan rekomendasi bagi para guru dan peneliti masa depan yang tertarik untuk mengintegrasikan permainan Last One Standing untuk menciptakan pengalaman pembelajaran dan penilaian bahasa Inggris yang menyenangkan dan menarik bagi siswa.
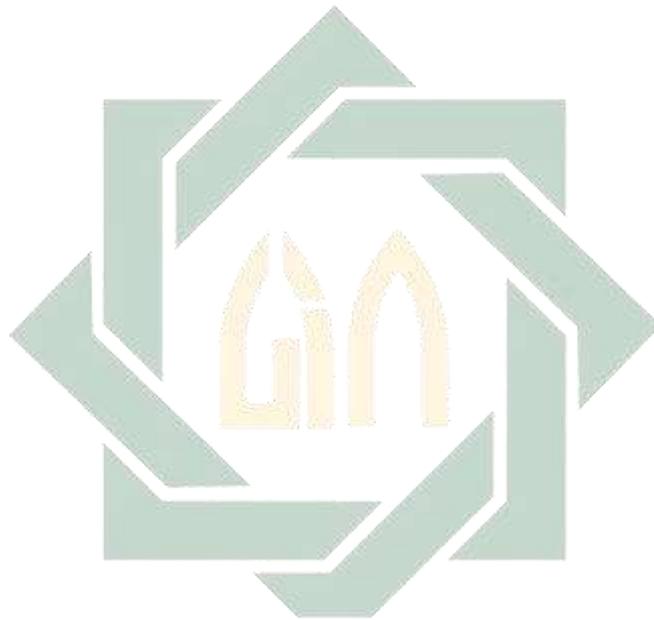
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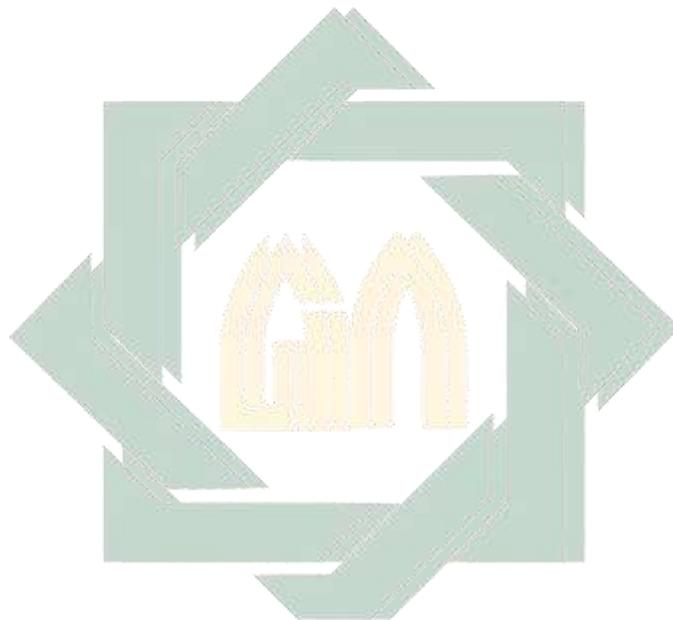# LIST OF TABLES

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