

**THE USE OF *SCRABBLE* WORD GAME IN ENGLISH LANGUAGE
TEACHING (ELT): A META SYNTHESIS**

THESIS

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



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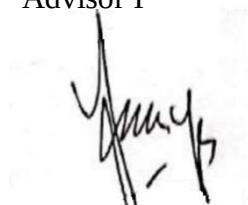
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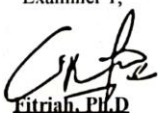
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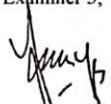
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ABSTRACT

Wicaksono, Juniar Tri. (2023). *The Use of Scrabble Word Game in English Language Teaching (ELT): A Meta-synthesis*. Thesis, English Language Education Department, Faculty Of Tarbiyah and Teacher Training, Islamic State University of Sunan Ampel. Supervisors: Dr. Hj. Arbaiyah YS., MA. and Hilda Izzati Madjid, M.A

Keyword: Scrabble word game, Meta-synthesis

Scrabble word game is an English language learning media based on board games by applying the arrangement of letters of the alphabet into words in its use. Most of the applications of The scrabble word game is generally applied to support students' vocabulary skills. This research aims to identify the use of scrabble word games in teaching English by synthesizing 15 journal articles using the meta-synthesis method. The results showED that the use of the scrabble word game can be applied based on several classifications, including being applied as a role in teaching English as a learning medium and also learning assessment, applied to various student contexts including advanced level, secondary level and also kindergarten level students. Apart from that, it is applied to improve several skills such as speaking skills, writing skills, and also reading skills. Based on the research conducted, it can be concluded that the scrabble word game is a game for learning English which is suitable to be applied to various roles in teaching English, and is also suitable for various levels of students, apart from that, the scrabble word game is also suitable as a support for several skills important in English.

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ABSTRAK

Wicaksono, Juniar Tri. (2023). *The Use of Scrabble Word Game in English Language Teaching (ELT): A Meta-synthesis*. Skripsi, Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Sunan Ampel Surabaya. Pembimbing: Dr. Hj. Arbaiyah YS., MA. dan Hilda Izzati Madjid, M.A

Kata kunci: Permainan papan Scrabble, Meta synthesis

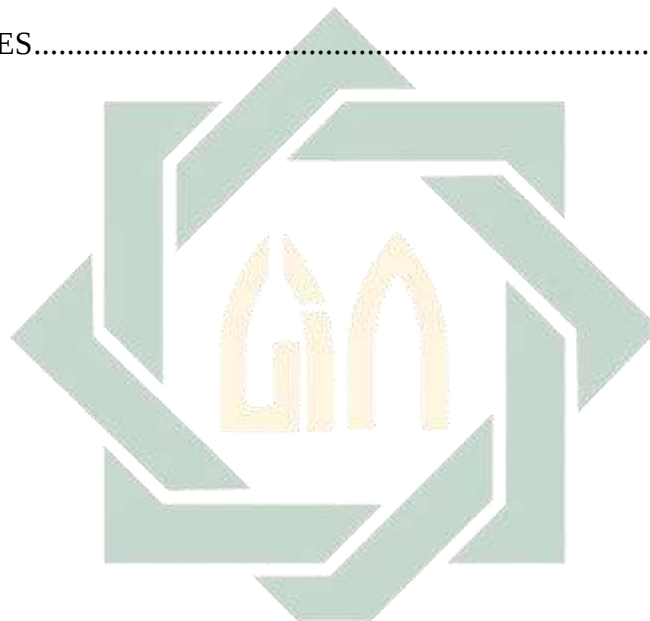
Scrabble word game merupakan media pembelajaran bahasa Inggris berbasis board game dengan menerapkan susunan huruf abjad menjadi kata dalam penggunaannya. Sebagian besar penerapan permainan kata scrabble umumnya diterapkan untuk mendukung kemampuan kosakata siswa. Penelitian ini bertujuan untuk mengidentifikasi penggunaan permainan kata scrabble dalam pengajaran bahasa Inggris dengan mensintesis 15 artikel jurnal menggunakan metode meta-sintesis. Hasil penelitian menunjukkan bahwa penggunaan permainan kata scrabble dapat diterapkan berdasarkan beberapa klasifikasi, antara lain diterapkan sebagai peran dalam pengajaran bahasa Inggris sebagai media pembelajaran dan juga penilaian pembelajaran, diterapkan pada berbagai konteks siswa termasuk tingkat lanjutan, tingkat menengah dan juga siswa tingkat taman kanak-kanak. Selain itu diterapkan untuk meningkatkan beberapa keterampilan seperti keterampilan berbicara, keterampilan menulis, dan juga keterampilan membaca. Berdasarkan penelitian yang dilakukan, dapat disimpulkan bahwa permainan kata scrabble merupakan permainan pembelajaran bahasa Inggris yang cocok diterapkan pada berbagai peran dalam pengajaran bahasa Inggris, dan juga cocok untuk berbagai tingkatan siswa, selain itu scrabble Permainan kata juga cocok sebagai penunjang beberapa keterampilan penting dalam bahasa Inggris.

UIN SUNAN AMPEL
S U R A B A Y A

TABLE OF CONTENT

PERNYATAAN KEASLIAN	2
ADVISOR APPROVAL SHEET	3
EXAMINER APPROVAL SHEET.....	4
LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI.....	5
MOTTO	6
ACKNOWLEDGE	7
ABSTRACT	9
ABSTRAK	10
TABLE OF CONTENT	11
LIST OF TABLE	13
LIST OF APPENDIXES.....	14
CHAPTER I INTRODUCTION	15
A. Background of The Study.....	15
B. The Problem of The Research.....	18
C. Objective of The Study.....	18
D. Significance of The Study	18
E. Scope and Limitation of The Study.....	19
F. The Definition of Key Term	19
CHAPTER II REVIEW OF RELATED LITERATURE	20
A. Theoretical Framework	21
1. The Use of Game in Teaching	21
2. Scrabble Word Game.....	24
B. Review of Previous Study	28
CHAPTER III RESEARCH METHOD	35
A. Research Design.....	35
B. Data and Data Sources of The Study.....	37
C. Data Collection Technique	38

D. Research Instrument	39
E. Data Analysis Technique	39
CHAPTER IV _RESEARCH FINDINGS AND DISCUSSIONS.....	42
A. Findings	42
B. Discussions	71
CHAPTER V _CONCLUSION AND SUGGESTION.....	78
REFERENCES	80
APPENDIXES.....	86



UIN SUNAN AMPEL
S U R A B A Y A

LIST OF TABLE

<i>Table 4.1 Table of the role of scrabble word game</i>	45
<i>Table 4.2 Table context of students of the use of scrabble word game</i>	59
<i>Table 4.3 Table of targeted skill of the use of scrabble word game</i>	65



UIN SUNAN AMPEL
S U R A B A Y A

LIST OF APPENDIXES

- Appendix 1: Research Instrument
- Appendix 2: Surat Validasi Research Instrument
- Appendix 3: Approval Sheet of Thesis Proposal
- Appendix 4: Approval Sheet of Thesis



UIN SUNAN AMPEL
S U R A B A Y A

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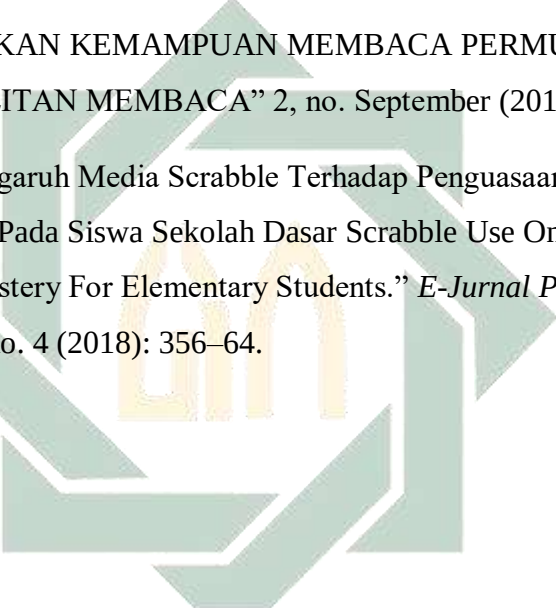
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