ABSTRACT

THE INFLUENCE OF USING HANGMAN GAME TOWARDS STUDENTS' VOCABULARY MASTERY AT THE SECOND SEMESTER OF THE SEVENTH GRADE OF MTSN 2 BANDAR LAMPUNG IN THE ACADEMIC YEAR OF 2016/2017

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One of the most important components in English is vocabulary. Based on the preliminary research, the students' score of vocabulary of the seventh grade of MTs N 2 Bandar Lampung are low. Most of them, 67.70 %, got score under the criteria of minimum mastery (KKM), 75. Some techniques were needed by teacher to overcome that problem. One of the techniques is Hangman game. The objective of this research is to know whether there is significant influence of using Hangman game toward students' vocabulary mastery at the seventh grade of MTs N 2 Bandar Lampung in the academic year of 2016/2017 or not.

The design of this research was pre-test post-test group design. The population of this research was the students of MTsN 2 Bandar Lampung at the seventh grade. The researcher chose the sample randomly by using cluster random sampling technique. The researcher used Hangman game in Experimental class as a treatment and translation technique in control class. In collecting the data, the researcher used instrument in multiple choice form. The instrument was used for the pre test and post test. The researcher did the pre test to know the students' vocabulary mastery before the treatment, and post test to find out the students' vocabulary mastery after conducting the treatment.

Before analyzing the data, the researcher did test for normality and homogeneity to know whether the data had normal distribution and the variance of the data was homogenous or not. The result was the data did not have normal distribution and the variance of the data was homogenous. Therefore, to analyze the data, the researcher used Mann-Withney test.

After giving the post test, the researcher analyzed the data by using Mann-Withney test. It was found out that result of *Sig* (Pvalue) = 0.000 < = 0.05. It means that H_o is rejected and H_a is accepted. To sum up, the use of Hangman game toward students' vocabulary mastery had significant influence. The conclusion of this research is Hangman game is effective to be used toward students' vocabulary mastery.

Keywords: **Hangman game, Vocabulary, Quasi Experimental**, **Students' Vocabulary Mastery.**