# THE EFFECT OF USING SCRIBBLENAUTS VIDEOGAME ON STUDENTS' VOCABULARY AT TENTH GRADE STUDENTS SMAN 7 BANJARMASIN

**SARJANA'S THESIS**

**RIZA NOOR IRWANTO**

**REG. NUMBER: 1810117210028**

**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM**

**FACULTY OF TEACHER TRAINING AND EDUCATION**

**LAMBUNG MANGKURAT UNIVERSITY**

**2023**

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**SARJANA'S THESIS**

**Presented to Faculty of Teacher Training and Education as a Partial Fulfillment of the Requirement for Completing the *Sarjana's Pendidikan* Degree in English Language Education Study Program**

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**2023**

## LETTER OF APPROVAL

This is to certify that the *Sarjana's* Thesis entitled "The Effect of Using Scribblenauts Videogame on Students' Vocabulary at Tenth Grade Students SMAN 7 Banjarmasin" has been approved by the thesis advisors for oral examination.

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## ABSTRACT

Irwanto Riza Noor. 2023. The Effect of Using Scribblenauts Videogame on Students' Vocabulary at Tenth Grade Students SMAN 7 Banjarmasin. Sarjana's Thesis. English Language Education Study Program, Faculty of Teachers' Training and Education, Lambung Mangkurat University, Banjarmasin. The first advisor: Emma Rosana Febriyanti, M.Pd., the second advisor: Eka Putri Elyani, M.Pd.
Keywords: Scribblenauts, videogame, effect, vocabulary

Videogames are advantageous and effective in learning vocabulary. They are motivating because they usually involve friendly competition and create a cooperative learning environment, allowing students to work together. This research aimed to determine the effect of Scribblenauts videogame on Students Vocabulary of tenth-grade students at SMAN 7 Banjarmasin in the academic year 2022/2023. The researcher tried to figure out the difference in effect of vocabulary tests before and after treatment to see the effect. The test concerned the vocabulary skill of the tenth grader students.

This research was categorized into quasi-experimental research to see the effect of implementing the chosen method by using Scribblenauts Videogame in vocabulary teaching in the classroom. A total of 75 tenth-grader students of SMAN 7 Banjarmasin were chosen as the subjects of this research. The experimental class was taught using Scribblenuats Videogame, and the control class was taught using video. The research instrument was a test (pre-test and post-test) and observation sheet to help collect data. The test was administered to determine the effect of the earned score before and after treatments.

The research findings show that the students from experimental and control classes showed different scores. Both classes yielded better scores in vocabulary. The change can be seen in each word classification. It was found that the mean score of the experimental class was 8,38. The control class has 2,24 for the mean score as it got different treatments. The scores were used to calculate the t-test to determine the researcher's final result. Therefore, it can be said that teaching vocabulary using Scribblenauts videogame has an effect.

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## ACKNOWLEDGEMENT

Alhamdulillahi robbil ‘alamin, all praises and thanks to Allah SWT, for all His blessing and everything given to the researcher in completing this study and finishing this thesis entitled “The Effect of Using Scribblenauts Videogame on Students’ Vocabulary at Tenth Grade Students SMAN 7 Banjarmasin Prayer and peace always given to our prophet Muhammad SAW who has guided us from the darkness to the lightness.

This thesis is intented as partial fulfillment of the requirements for completing the Sarjana Thesis Degree in English Language Education Study Program, Faculty of Teachers’ Traininig and Education, Lambung Mangkurat University.

The researcher realized that this thesis would not be completed without the helps, supports, encouragement, contribution, and suggestion from the researcher colleagues. Therefore, in this valuable opportunity, the researcher would like to express his gratitude and his deepest appreciation to:

1. Prof. Dr. Ahmad Alim Bahri, S.E, M.Si as the Rector of Lambung Mangkurat University.
2. Dr. Sunarno Basuki, Drs., M.Kes. AIFO as Dean of Faculty of Teacher Training and Education Lambung Mangkurat University Banjarmasin
3. Moh. Yamin, S.Pd., M.Pd as the coordinator of English Language Education Study Program.
4. My great advisors, Emma Rosana Febriyanti, M.Pd as the first advisor as well as researcher’s academic advisor, and Eka putri Elyani, M.Pd as the second

advisor for their guidance, patience, support and trust along the process of conducting this thesis from the very beginning until the end.

5. Dr, Rina Listia, M.Pd as the examiner for guidance and support along the step by step of this research.
6. All the lecturers in ELESP of FKIP ULM for the knowledge they have given for all these years.
7. The teacher and students of SMAN 7 Banjarmasin for being cooperative, kindness and big support during research.
8. My beloved parents, brother and sister for never give up push me to reach our dream and become the first guy in big family who has Sarjana's Degree title.
9. My bestfriends, SOBAT SBC who accompany since freshman until now and so on. Thanks for become part of life journey to reach this achievement.
10. My Housemate Yusuf for never quit support and share joy and life burden as comer-Banjarmasin people.
11. I want to thank me for believing in me. I want to thank me for doing all this hard work. I want to thank me for having no days off. I want to thank me for never quitting.

Banjarmasin, May 2023

Riza Noor Irwanto

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