

**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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BANJARMASIN**

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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LAMBUNG MANGKURAT UNIVERSITY**

2023

i

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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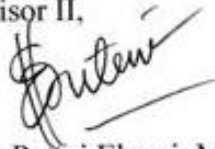
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ABSTRACT

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.

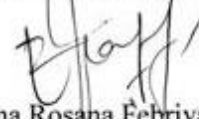
Keywords: Scribblenauts, videogame, effect, vocabulary

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 Scribblenauts 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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This thesis is intended 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.

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