

**THE EFFECT OF USING BINGO GAME ON STUDENTS'
VOCABULARY ACHIEVEMENT OF SEVENTH-GRADE STUDENTS AT
SMPN 14 BANJARMASIN**

***SARJANA'S* THESIS**

**YUNITA DIVA KIRANA
REG. NUMBER: 2110117220033**



**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF LAMBUNG MANGKURAT
BANJARMASIN**

2025

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SMPN 14 BANJARMASIN**

SARJANA'S THESIS

**Presented to Faculty of Teacher Training and Education as a Partial
Fulfilment of the Requirements for Completing the *Sarjana Pendidikan*
Program in English Language Education Study Program**

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ENGLISH LANGUAGE EDUCATION STUDY PROGRAM

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UNIVERSITY OF LAMBUNG MANGKURAT

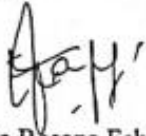
BANJARMASIN

2025

LETTER OF APPROVAL

This is to certify that the Sarjana's thesis proposal of Yunita Diva Kirana reg. number 2110117220033 entitled "The Effect of Using Bingo Game on Students' Vocabulary of Seventh-Grade Students at SMPN 14 Banjarmasin" has been approved by the advisors for oral examination.

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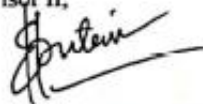
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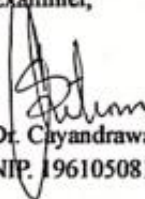
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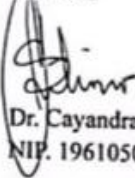
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ABSTRACT

Kirana, Yunita Diva. 2025. *The Effect of Using Bingo Game on Students' Vocabulary Achievement of Seventh-Grade Students at SMPN 14 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 Puteri Elyani, M.Pd.

Keywords: Bingo game, vocabulary achievement

Vocabulary is an essential part of language learning and communication. However, many seventh-grade students at SMP Negeri 14 Banjarmasin had low level of English vocabulary. This problem may affect their ability to achieve learning goals. Meanwhile, Bingo games known as a helpful learning media to enhance students' vocabulary achievement. Based on this, the research aimed to find out whether there is a significant difference in students' vocabulary achievement between those taught using the Bingo game and those taught using a Crossword Puzzle at the seventh grade of SMP Negeri 14 Banjarmasin.

This study used a quantitative approach with a quasi-experimental design. Fifty-five students were selected through cluster sampling and divided into two groups: the experimental group and the control group. A vocabulary achievement test was used as the main instrument, given in the form of a pre-test and a post-test. The collected data were analyzed using an independent t-test in SPSS version 21.

The result show that there is a significant difference between the two groups. The students in the experimental group achieved higher post-test scores than those in the control group. This was shown by a significance value of 0.013, which was lower than 0.05. Therefore, the null hypothesis was rejected, and the alternative hypothesis was accepted. It can be concluded that the Bingo game gave a positive effect on the students' vocabulary achievement. Therefore, it is suggested for teachers to use Bingo game as media to teach vocabulary in order to enhance students' outcomes, and participation.

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This research has not certainly achieved perfection. Hence, constructive feedback and suggestions for enhancing its quality are highly appreciated. It is hoped that this study will provide a meaningful contribution to the field of English language teaching.

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The Researcher

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