

**THE EFFECT OF HANGMAN GAME TOWARD VOCABULARY
MASTERY OF THE EIGHTH-GRADE STUDENTS AT SMPN 13
BANJARMASIN**

SARJANA'S THESIS

ALIF NORFAREZ

REG. NUMBER 2010117210017



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

2025

**THE EFFECT OF HANGMAN GAME TOWARD VOCABULARY
MASTERY OF THE EIGHTH-GRADE STUDENTS AT SMPN 13
BANJARMASIN**

SARJANA'S THESIS PROPOSAL

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

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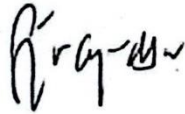
**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
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2025

LETTER OF APPROVAL

This is to certify that the *Sarjana's* Thesis Proposal of Alif Norfarez Reg. Number 2010117210017 entitled "The Use of Hangman Game to Improve Students' Vocabulary at Junior High School in Banjarmasin" has been approved by the advisor for oral examination.

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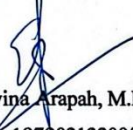
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Has completed the revision of the thesis manuscript in accordance with the suggestions given by The Examiner Board. Therefore, this thesis is ready to be submitted for the Research Result Seminar.

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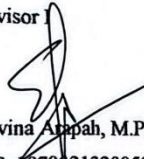
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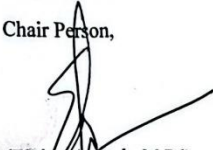

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ABSTRACT

Norfarez, Alif. 2025. The Effect of Hangman Game toward Vocabulary Mastery of the Eighth-Grade Students at SMPN 13 Banjarmasin. Sarjana's Thesis. English Language Education Study Program, Faculty of Teachers' Training and Education, Lambung Mangkurat University, Banjarmasin. The first advisor: Elvina Arapah, M.Pd., the second advisor: Fahmi Hidayat, M.Pd.

Keywords: vocabulary mastery, Hangman Game

Without sufficient vocabulary, students may have difficulty communicating and understanding the lessons delivered by the teacher because vocabulary is a critical component of language learning, serving as the foundation for developing speaking, listening, reading, and writing skills. Using games in the classroom has been widely recognized as an effective strategy to make vocabulary learning more engaging and interactive. Therefore, this research investigates the effect of Hangman game toward vocabulary mastery among eighth-grade students at SMPN 13 Banjarmasin.

This research used a quantitative approach with a quasi experimental design. The sample consisted of 44 students, with 22 students from class 8B serving as the experimental group and 22 students from class 8A as the control group. The experimental group was taught using the Hangman game, while the control group utilized the Word Search Puzzle game. Data were collected through pre-tests and post-tests comprising 40 questions designed to measure students' vocabulary mastery.

The results were analyzed using an independent sample t-test using SPSS 30. The findings revealed a t-score of 2.083, which exceeded the critical value of 2.018 (t-table, $df = 42$). This indicates that the null hypothesis (H_0) is rejected, and the alternative hypothesis (H_a) is accepted. Therefore, it can be concluded that the Hangman game has a significantly greater effect on improving students' vocabulary mastery compared to the Word Search Puzzle game. These results underscore the potential of using engaging and interactive teaching methods, such as Hangman game, to enhance vocabulary learning in English language education.

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Regardless, the researcher is aware that this Sarjana's Thesis is still far from being perfect. However, the researcher hopes that this thesis will make a meaningful contribution in the future. Thus, the researcher would happily accept constructive thoughtful criticism and suggestions to improve the research.

Banjarmasin, May 2025



The Researcher

TABLE OF CONTENT

LETTER OF APPROVAL.....	i
ABSTRACT.....	v
ACKNOWLEDGEMENT.....	vi
TABLE OF CONTENT.....	ix
LIST OF TABLES.....	xii
CHAPTER I INTRODUCTION.....	1
1.1 Background of the Study.....	1
1.2 Research Question.....	4
1.3 Purpose of the Study.....	4
1.4 Scope of the Study.....	5
1.5 Significance of the Study.....	5
1.5.1 Theoretical Significance.....	5
1.5.2 Practical Significance.....	5
1.6 Hypotheses.....	6
1.7 Definitions of the Key Term.....	6
CHAPTER II REVIEW OF LITERATURE.....	8
2.1 Vocabulary.....	8
2.1.1 Types of Vocabulary.....	9
2.1.2 The Importance of Vocabulary.....	10
2.2 Teaching Vocabulary.....	12
2.2.1 Teaching Vocabulary for Junior High School.....	13
2.2.2 The Principle of Teaching Vocabulary.....	14
2.2.3 Techniques of Teaching Vocabulary.....	15
2.3 Game.....	16
2.3.1 Game as a Teaching Media.....	17
2.3.2 Types of Games.....	18
2.3.3 Advantages and Disadvantages of Using Games in Classroom.....	20
2.4 Hangman Game.....	21
2.4.2 Advantages and Disadvantages of Hangman Game.....	22

2.4.3 Procedure of Hangman Game	23
2.5 Word Search Puzzle Game	24
2.5.1 Advantages and Disadvantages of Word Search Puzzle Game.....	25
2.5.2 Procedure of Word Search Puzzle Game	26
2.6 Comparison between Hangman Game and Word Search Puzzle Game.....	27
2.7 Previous Studies	27
CHAPTER III METHOD OF THE RESEARCH.....	30
3.1 Approach and Type of Research	30
3.2 Population and Sample	31
3.2.1 Population.....	31
3.2.2 Sample	32
3.3 Instrumentation.....	33
3.3.1 Test	33
3.4 Instrument Testing.....	34
3.4.1 Validity	34
3.4.2 Reliability	35
3.4.3 Difficulty Index	36
3.4.4 Discrimination Index	37
3.5 Data Collection.....	38
3.5.1 Try-Out	39
3.5.2 Pre-Test.....	40
3.5.2 Treatment.....	40
3.5.3 Post-Test	42
3.6 Data Analysis.....	43
3.6.1 Descriptive Statistics	44
3.6.2 Normality Test.....	45
3.6.2 Homogeneity Test	45
3.6.3 Hypothesis Test	46
CHAPTER IV RESEARCH FINDINGS AND DISCUSSION	47
4.1 Data Description	47

4.1.1 Data Result in Experimental Class	47
4.1.2 Data Result in Control Class	50
4.2 Research Findings.....	53
4.2.1 Descriptive Statistics	54
4.2.2 Normality Test.....	55
4.2.3 Homogeneity Test	56
4.2.4 Hypothesis Test	57
4.3 Research Discussion	59
CHAPTER V CONCLUSION AND SUGGESTION	62
5.1 Conclusion	62
5.2 Suggestion	62
REFERENCES.....	64
APPENDICES	68

LIST OF TABLES

Table 3. 1 Quasi Experimental Design	31
Table 3. 2 Research Population.....	32
Table 3. 3 The Result of Reliability Test	36
Table 3. 4 The Criteria of Difficulty Index	36
Table 3. 5 The Criteria of Discrimination Index.....	38
Table 4. 1 The Schedule for Experimental Class.....	48
Table 4. 2 The Schedule for Control Class	51
Table 4. 3 Descriptive Statistics.....	54
Table 4. 4 The Result of Normality Test.....	55
Table 4. 5 The Result of Homogeneity Test for Pre-Test	56
Table 4. 6 The Result of Homogeneity Test for Post-Test	56
Table 4. 7 The Average Score of each Group Statistics	57
Table 4. 8 The Result of Independent Samples Test.....	57