

A THESIS

**ENCOURAGING STUDENTS' VOCABULARY ABILITY BY
USING DIGITAL VIDEO GAME-BASED LEARNING FOR
THE SECOND GRADE AT SMPN 8 PAREPARE**



By

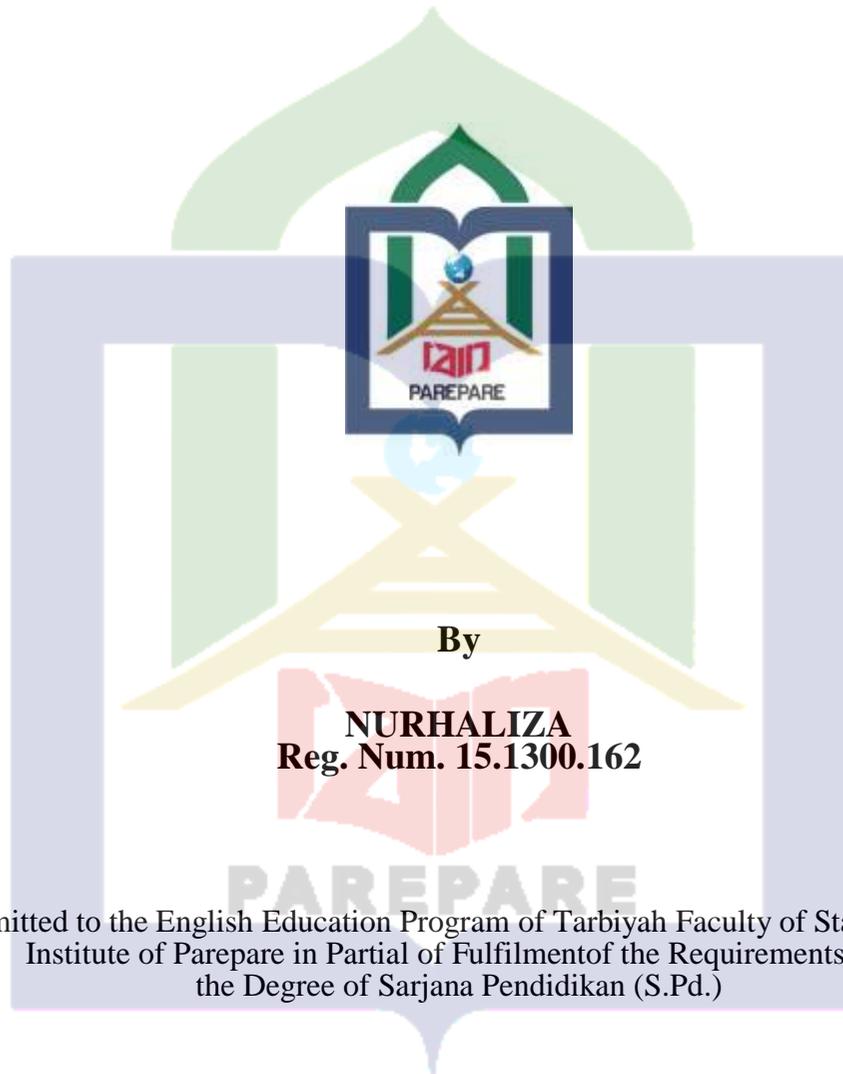
NURHALIZA
Reg. Num. 15.1300.162

**ENGLISH EDUCATION PROGRAM
TARBIYAH FACULTY
STATE ISLAMIC INSTITUTE (IAIN)
PAREPARE**

2021

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NURHALIZA
Reg. Num. 15.1300.162

Submitted to the English Education Program of Tarbiyah Faculty of State Islamic
Institute of Parepare in Partial of Fulfilment of the Requirements for
the Degree of Sarjana Pendidikan (S.Pd.)

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**As Partial Fulfillment of the Requirement for the Degree of
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English Education Program

Submitted by

**NURHALIZA
Reg. Num. 15.1300.162**

to

**ENGLISH EDUCATION PROGRAM
TARBIYAH FACULTY
STATE ISLAMIC INSTITUTE (IAIN)
PAREPARE**

2021

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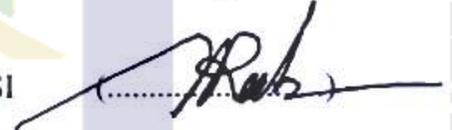
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DECLARATION OF THE RESEARCH AUTHENTICITY

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ABSTRACT

Nurhaliza *Encouraging Students' Vocabulary Ability by Using Digital Video Game-Based Learning at the Second Grade of SMP Negeri 8 Parepare* (Supervised by Hj. Nurhamdah and Abd. Rauf)

This research was aimed to see the improvement of Vocabulary Ability Students before and after using Digital Video Game-based learning . The results of the research are useful for the teacher and students. The teacher should aware that it is important to supplied before teaching make the students more active in learning process.

This researcher was conducted at SMP Negeri 8 Parepare, the population of this research were the students of VIII.2 class which is consisted of 29 students. The sample was taken by using classroom random sampling. In this research, the researcher used a pre-experimental design pre-test and post-test, which is the effect of treatment is judges by the differences between the pre-test and post-test score.

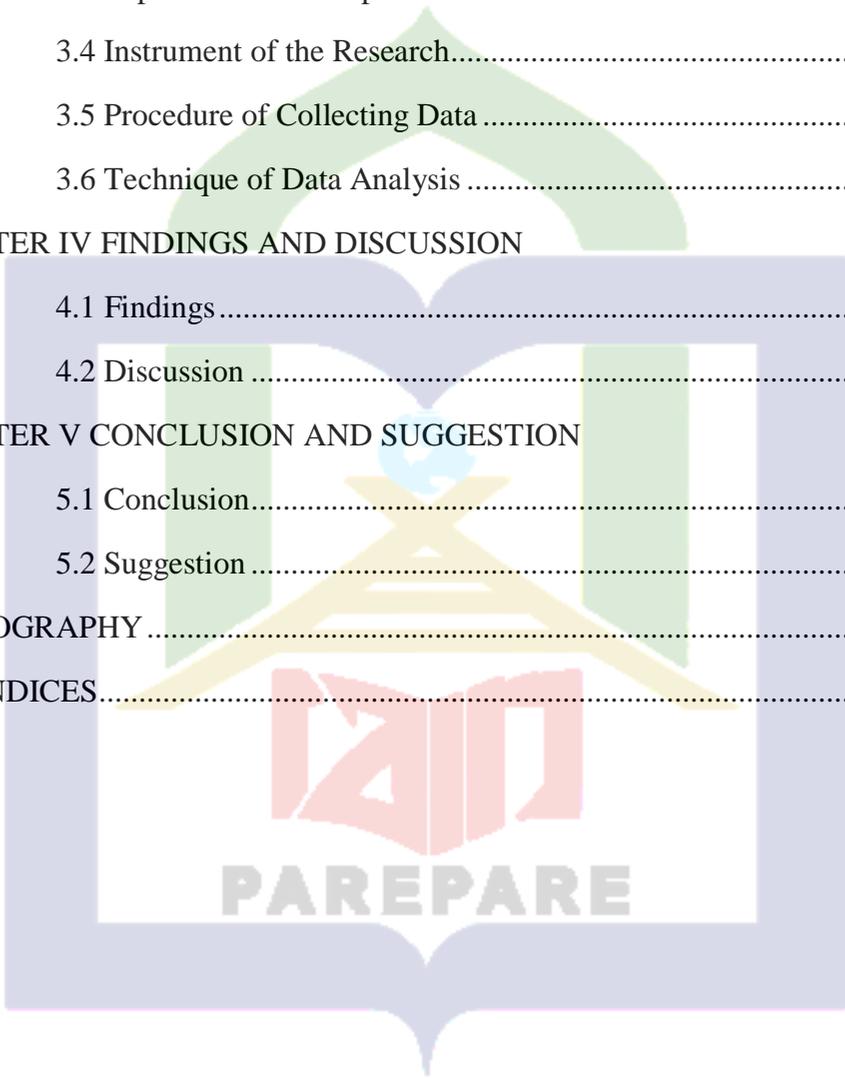
The researcher found that Digital Video Game-based Learning is able to improve the vocabulary ability. The students' vocabulary ability was improved significantly by looking at pre-test means score were 69 . By the end of the study the result of Digital Video Game-based learning to improved students' vocabulary ability enhance after giving treatment. The mean score indicate 90 . The impact using Digital Video Game-based learning seems to be significant in students improvement in vocabulary ability. It can be concluded that treatment have been effective.

Keyword: Digital Video Game-based Learning

LIST OF CONTENTS

COVER	i
COVER OF TITLE	ii
SUBMISSION PAGE	iii
ENDORSMENT OF CONSULTANT COMMISSIONS	iv
APROVED OF CONSULTANT COMMISSIONS	v
ENDORSMENT OF THE AUTHENTICITY OF THE SKRIPSI	vi
ACKNOWLEDGEMENT	vii
DECLARATION OF THE AUTHENTICITY OF THE SKRIPSI	x
ABSTRACT	xi
LIST OF CONTENTS	xii
LIST OF TABLES	xiv
LIST OF APPENDICES	xv
CHAPTER I INTRODUCTION	
1.1 Background	1
1.2 Research Qusetion.....	3
1.3 Objective of the Research	3
1.4 Significance of the research	4
CHAPTER II REVIEW OF RELATED LITERATURE	
2.1 Previous Research Findings	5
2.2 Some Partinent Ideas	6
2.3 The Conceptual Framework	16
2.4 Hypothesis	16
2.5 Operational Definition of Variable	17

CHAPTER III METHODOLOGY OF THE RESEARCH	
3.1 Research Design.....	18
3.2 Location and Duration of the Research.....	18
3.3 Population and Sample.....	18
3.4 Instrument of the Research.....	19
3.5 Procedure of Collecting Data	19
3.6 Technique of Data Analysis	20
CHAPTER IV FINDINGS AND DISCUSSION	
4.1 Findings.....	23
4.2 Discussion	39
CHAPTER V CONCLUSION AND SUGGESTION	
5.1 Conclusion.....	47
5.2 Suggestion	47
BIBLIOGRAPHY	I
APPENDICES.....	II



LIST OF TABLES

Number	Name of Tables	Page
3.1	Population Data of The Eight Grade Students of SMP Negeri 1 Parepare	23
3.2	Classification Students' Score	26
4.1	The Student's Pre-test Score	28
4.2	The Students' Classification Score in Pre-test	30
4.3	The Student's Post-test Score	31
4.4	The Students' Classification Score in Post-test	33
4.5	The Students' Mean Score and Standard Deviation of Pre-test and Post-test	35
4.6	The worksheet of Calculate Score of Pre-test and Post-test	35
4.7	The Test of Significant	38
4.8	The Result of pretest in multiple choice for noun	34
4.9	The Result of pretest in multiple choice for verb	36
4.10	The Result of posttest in multiple choice for noun	38
4.11	The Result of posttest in multiple choice for verb	39

LIST OF PICTURE

Number	The Title of Picture	Page
2.1	Conceptual of Framework	16

PAREPARE

LIST OF APPENDICES

Number	The Title of Appendices	Page
1	Research Instrument	49
2	Lesson Plan	55
3	Result of the Test	67
4	Documentation	70
5	Research Allowance	73
6	Curriculum Vitae	75