

**THE EFFECTIVENESS OF USING KAHOOT GAME TO
INCREASE STUDENTS' VOCABULARY MASTERY**

Skripsi

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English Education Program
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MOTTO AND DEDICATION

“Knowledge is not what is memorized, but knowledge is what is useful”

THIS SKRIPSI IS DEDICATED FOR:

- 1. My Parents, Hatima and H. M. Idris**
- 2. My father, Alm. Hadawi**
- 3. All my comrades**



DECLARATION OF AUTHORSHIP

Bismillahirrohmanirrohim

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ABSTRACT

Ismah, Nurul. 2023. *The Effectiveness of Using Kahoot Game to Increase Students' Vocabulary Mastery.* Undergraduate Program Nurul Jadid University. Advisor (I) Mohammad Sofyan Adi Pranata, M.Li. Advisor (II) Mochlis Ekowijayanto, M.Pd.

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In teaching English, there are many media that can be used by educators to facilitate the delivery of material. Kahoot game is one of media that can be used. In this case, the researcher has tried to teach using Kahoot Game in order to increase the students' vocabulary mastery, which to obtain evidence about the effect of Kahoot Game on students' vocabulary mastery. The aim of this study was to measure the value of students before and after using the Kahoot Game and compare these values to measure the effect of Kahoot Game on students' vocabulary mastery. This research is a Pre-Experiment with a quantitative approach and using design one group pre-test and post-test. In this study, the researcher use a class as a research sample that is tenth grade of Excellent Program (UI) of MA Nurul Jadid which consists of 24 students. Validation used is content validity and construct validity and SPSS 29 Application Version is used to determine the reliability of the test, afterward data were analyzed using t-test. The Results of data analysis is show the results of this study. Before it was treated, the mean value of the students score is 41,41 with a total score 994. After the treatment given, there is a significant increasement. The mean value of students score was 82,91 with a total 1990. So, it can be said that Kahoot Game gave significant effect toward students' vocabulary mastery. Statistical calculation results as follows; 0.00, lower than the significance level used is 0.05 ($0,00 < 0,05$) then the value of the T-table at 5% was 2,069. The T-test value of this research was -27,490 higher than T-table value was 2,069. In conclusion, the effect of using Kahoot Game on students' vocabulary mastery was significant.

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I know, I am just human being. I realize that this skripsi is far from the perfectness. Hence, I warmly welcome and appreciate many corrections, suggestions and, critics. Finally I hope this skripsi will be useful reference for further researcher.

Paiton, 19 July 2023

The researcher

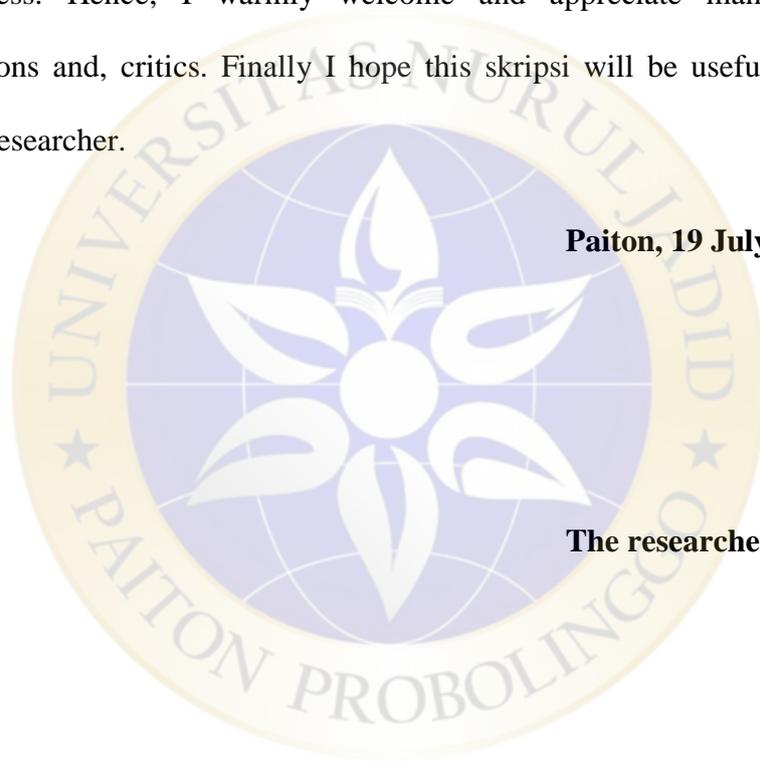


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