

## ABSTRACT

**Adawiyah, Robiatul. 2022.** *The Effectiveness of Using Simon Say Game to Increase EFL Learners Vocabulary Mastery at Attarbiyatut Tijaniyah.* Undergraduate program Nurul Jadid University. Advisor (I) Sofyan Adi Pranata, M.Li, Advisor (II) Dr. Tirmidi, M.Pd.,

Key word: Simon Say Game and English Vocabulary Mastery

The research was aimed to study the effectiveness of using simon say game to increase EFL Learners Vocabulary Mastery. The population of this study was all students of at At-Tarbiyatut Tijaniyah. The research takes a class as sample research from the basic level of student at At-tarbiyatut Tijaniyah Institute. The research chooses group A of the basic level class as Experimental class with 10 students and group B as control class with 10 students. In this research, there are two variables, namely variable X is using Simon say game and variable Y is Increasing EFL learners' vocabulary mastery, in which researchers want to know whether or not there is a difference before and after applying Simon say game. To obtain research data, the researcher used a test instrument that required two tests. There are pre-test and post-test to investigate both variables, achievement tests are used in this study.

The data was computed by SPSS 16.0. The results of the calculation of the difference in the gain score of the experimental group and the comparison group using the Mann-Whitney test are obtained that the significant obtained is 0.000. Because the asymp. Sig (2-tailed) <0.05, this means  $0.000 < 0.05$  then  $H_a$  is accepted, and  $H_o$  is rejected. So according to the basis of decision-making in the Mann-Whitney test it can be concluded, the using of simon says game is effective to Increase EFL Learners vocabulary mastery at Attarbiyatut Tijaniyah.