ABSTRACT

Laksmi, 2022. "The Implementation Of Hot Seat Game To Improve Students Vocabulary Mastery of the Seventh Grade At SMPN 3 Bua". Thesis, English Study Program of Tarbiyah and Teacher Training Faculty, the State Islamic Institute of Palopo. Consultant I, Madehang, S.Ag.,M.Pd. and Consultant II, Dewi Furwana, S.Pd.I., M.Pd.

This thesis aims to improve students' vocabulary mastery through hot seat games at SMP Negri 3 Bua. The research question is: Do hot seat games improve students' vocabulary mastery in the seventh grade at SMPN 3 Bua? The purpose of this research was to determine whether the use of hot seat game improve students' vocabulary mastery. This research used pre-experimental. This research was conducted in one class, the pre-test and the post-test. The population in this research is the students of seventh grade at SMP Negeri 3 Bua, with a sample of 20 students. The sampling technique in this research is total sampling. The research instrument was tested with gave pre-test and post-test students. The data were analyzed using SPSS 20. The results of this research indicated a significant effect of the hot seat game in teaching vocabulary. The mean score in the pre-test was 38.85, and the mean score in the post-test was 61.60, and the researcher found that the probability value (Significant 2-tailed) is lower than alpha (α) (0.00<0.05). It means that the hot seat games were effective in improving students' vocabulary mastery.

Keywords: *Vocabulary Mastery, Hot Seat Game, Pre-experimental*