

ABSTRACT

Ravrian Sofyan, 2019. Using Palindrom Game of Improve the Vocabulary of the Eighth Grade Students of SMPN 7 Palopo. Thesis, Tarbiyah Department. Consultant (1) Dr. Hilal Mahmud, M.M (2) Andi Tenrisanna Syam, S.Pd., M.Pd.

Key Words: Improve Vocabulary, Palindrom Game, Quasi Experimental Design

The researcher focuses on the use of using palindrom game to improve the vocabulary of the eighth grade students of SMPN 7 Palopo. The research question of this research, Do the students who are taught by using palindrome game have better scores than the students who are taught by using non-palindrome game?. The objective of this research is to find out whether or not the students who are taught by using palindrom game have better scores than the students who are taught by using non-palindrom game.

This research applied quasi-experimental. The population of this research was the eighth grade students of SMPN 7 Palopo. The number of population was 112 students. The sample was class VIII B consisted of 23 students as experimental class and class VIII D consisted of 23 students as control class. The sampling technique in this research was purposive sampling. The instrument of the research was vocabulary test. The researcher gave pretest and posttest to the students. The data analyzed by using SPSS 20.

The finding of this research shown that the use of using palindrom game can improve the students' vocabulary of the eighth grade students at SMPN 7 Palopo. The students' result of the mean score in the pretest of experimental class was lower than the mean score in the posttest ($54.08 < 77.39$). The researcher found that the p Value was 0.00 and alpha was 0.05, therefore $p < \alpha$ ($0.00 < 0.05$). Meanwhile, the mean score of the students' in pretest of control class was lower than the mean score in posttest ($46.43 < 51.91$). It means that the mean score of posttest in experiment class is better than the mean score of posttest in control class ($77.39 > 51.91$). The researcher concluded that the students who are taught by using palindrom game have better achievement than the students who are taught by using non-palindrom game.