THE EFFECT OF “BIG CITY ADVENTURE” GAME MEDIA ON VOCABULARY MASTERY IN THE SEVENTH GRADE OF SMP NUSANTARA PALANGKA RAYA

THESIS

Presented to the Department of Education of the State Islamic Institute of Palangka Raya in Partial Fulfillment of the Requirements for the Degree of Sarjana Pendidikan Islam

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Education is the most powerful weapon which you can use to change the world

Nelson Mandela
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THE EFFECT OF “BIG CITY ADVENTURE” GAME MEDIA ON VOCABULARY MASTERY AT THE SEVENTH GRADE OF SMP NUSANTARAPALANGKA RAYA

ABSTRACT

This study is intended to know are the students at the class VII at SMP Nusantara Palangka Raya taught by using Pc Game Media gain better scores in vocabulary than taught by non Pc Game media. The objective of this study is to know the effect of using Big City Adventure Game Media on vocabulary mastery in writing skills at the seventh students of SMP Nusantara Palangka Raya.

In this study, the researcher applied quantitative approach in collecting the data and the instruments of the study was test. The sample was all of the students at VII in SMP Nusantara Palangka Raya about 12 students. The validity is used content validity and constructs validity and the formula KR-20 is used to measure the reliability of the test. The data were analyzing using t-test.

The result of data analysis showed the result of this study. Before conducting the treatment, the average score of students was 51.167 by level of completeness about 16.67% students who passed and there were 83.33% students who failed. After conducting the treatment, there were significant effects. The average score of students’ achievements was 81 by level completeness about 100% students who passed and there were 0% of student failed. Based on the analysis, it could be said that teaching vocabulary by using Pc Game media “BIG CITY ADVENTURE” give significant improvement toward students’ vocabulary. The result can be seen on the statistical calculation, in which: \( t_o = 7.223 \). Then, it was consulted with \( t_{table} = 2.201 \) which\( df = N - 1 \) or \( df = 12 - 1 \). Significant level 5% at \( t_{table} \) was \( (t_o) = 2.201 \) and significant level 1% was \( (t_o) = 3.106 \). So \( 2.201 < 7.223 > 3.106 \). It meant \( t_o \) was higher than \( t_{table} \). So, the use of Pc Game media gives significant effect toward the improvement of students’ vocabulary.

Based on the result of data analysis from vocabulary scores which gained by students before and after conducting treatment, there were significantly different \( (t_{observed} = 7.223 > t_{table} 2.201 \) at 5% level of significance). This indicated that teaching vocabulary by using Pc Game media “BIG CITY ADVENTURE” gives significant effect toward the students’ vocabulary. It implicated, if the students were taught vocabulary by using Pc Game media “BIG CITY ADVENTURE”, Therefore, the students’ vocabulary score would be better than without using Pc Game media “BIG CITY ADVENTURE”.

Key terms : Vocabulary, Media and Pc Game “Big City Adventure”
EFEK MEDIA PERMAINAN “BIG CITY ADVENTURE” PADA PENGUASAAN KOSAKATA DI KELAS TUJUH SMP NUSANTARA PALANGKARAYA

ABSTRAK

Penelitian ini bertujuan untuk mengetahui apakah siswa kelas VII di SMP NUSANTARA Palangka Raya diajar dengan menggunakan media Pc Game Big City Adventure memperoleh nilai yang lebih baik dalam vocabulary dibandingkan dengan yang bukan media game. Tujuan penelitian adalah untuk mengetahui efek dalam menggunakan media pc game Big City Adventure pada penguasaan vocabulary pada keterampilan menulis siswa kelas VII di SMP Nusantara Palangka Raya.


Hasil analisis data menunjukkan hasil dari penelitian ini. Sebelum diberikan perlakuan, nilai rata-rata siswa adalah 51.167 dengan tingkat ketuntasan siswa adalah 16.67% siswa tuntas dan 83.33% siswa tidak tuntas. Setelah diberi perlakuan, terdapat perubahan yang cukup signifikan. Nilai rata-rata siswa menjadi 81 dan tingkat ketuntasan siswa yaitu 100% siswa tuntas dan 0% siswa tidak tuntas. Berdasarkan analisis ini, dapat dikatakan bahwa pengajaran kosakata dengan menggunakan PC Game “BIG CITY ADVENTURE” memberikan kemajuan yang signifikan terhadap penguasaan kosakata siswa. Hasil ini dapat terlihat dari perhitungan statistic dengan hasil sebagai berikut: \( t_0 = 7.223 \). kemudian dibandingkan dengan \( t_{table} \) dimana \( df = N-1 = 12-1 = 11 \). Standar signifikansi pada \( t_{table} \) adalah \( 5\% = 2.201 \) dan \( 1\% = 3.106 \). jadi \( 2.201 < 7.223 < 3.106 \) ini artinya \( t_0 \) lebih besar dari \( t_{table} \). Sehingga penggunaan Pc game sebagai media pengajaran memberikan pengaruh yang signifikan terhadap kemajuan kosa kata siswa.

Berdasarkan hasil analisis data dari nilai vocabulary yang diperoleh dari siswa sebelum dan sesudah diberikan perlakuan, terdapat perbedaan yang signifikan \( (t_{hitung} = 7.223 > t_{table} = 2.201 \) pada tingkat signifikan 5%). Ini menunjukkan bahwa pengajaran vocabulary dengan menggunakan media PC Game BIG CITY ADVENTURE memberikan pengaruh yang signifikan terhadap penguasaan vocabulary siswa. Initerlihat, jika siswa diajar vocabulary dengan menggunakan media Pc Game BIG CITY ADVENTURE sehingga, nilai vocabulary siswa lebih bagus dari pada tanpa menggunakan Media Pc Game BIG CITY ADVENTURE.

Kata Kunci : Vocabulary, Media, Pc Game “Big City Adventure”
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<td>SPSS</td>
<td>Statistical Package for Service Solution/ Statistical Package for Social Science</td>
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