

**THE EFFECT OF GAME-BASED QUIZZZ APPLICATION
TOWARDS STUDENTS' VOCABULARY MASTERY
(A Quasi-Experimental Study at the Tenth Grade at SMKN 2
Bengkulu)**

T H E S I S

Submitted as a partial requirement for the degree of *Sarjana Pendidikan* (S.Pd) in the English Education Study Program Tarbiyah and Tadris Faculty UIN Fatmawati Sukarno Bengkulu



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DEPARTMENT OF LANGUAGE EDUCATION
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BENGKULU 2023/2024**

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PRONOUNCEMENT

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I hereby sincerely state that the thesis titled “The Effect Of Using Game-Based Quizizz Application Towards Students’ Vocabulary Mastery (A Quasi-Experimental Study at the Tenth Grade at SMKN 2 Bengkulu)” is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and refered in the blibliography. If later proven that my thesis has discrepancies, I am willing to take academic sanctions in the form of repealing my thesis and academic degree.

Bengkulu, 2024

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Menyatakan dengan sesungguhnya bahwa skripsi yang berjudul "**The Effect Of Game-Based Quizizz Application Towards Students' Vocabulary Mastery (A Quasi-Experimental Study at the Tenth Grade at SMKN 2 Bengkulu)**" adalah asli hasil karya atau penelitian saya sendiri dan bukan plagiatsi dari karya orang lain. Apabila di kemudian hari diketahui bahwa skripsi ini adalah hasil plagiatsi, maka saya siap dikenakan sanksi akademik.

Bengkulu, 2024

Yang Menyatakan



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MOTTO

*“Nothing is impossible because impossible is nothing, as long as
we keep trying and praying!!”*



DEDICATION

By giving thanks, Alhamdulillah hirabbil`alamin for the blessings given by Allah SWT, I dedicate this paper to:

1. Allah SWT, the creator of the universe, has given me life, blessings, smoothness and sustenance so that I can complete this paper.
2. To my beloved parents, especially my dear father, my first love, Hairudin. Thank you for always striving to provide the best for my life. Although he never had the opportunity to experience a college education, he has been able to educate me, motivate me, and provide unwavering support, enabling me to complete my studies and earn my degree.
3. To my path to heaven, the strong woman in my life, my mother, Melsi Susnita. Thank you endlessly for your boundless love and care, for always providing unwavering support and sincere Prayers, and for tirelessly working and fighting for me so that I could complete my studies and earn my degree.
4. To my sisters, Destia Harsita and Dea Firda Sari, thank you for your unwavering support and Prayers that have enabled me to complete my studies and earn my degree.
5. Supervisors I and II who have guided and helped me to complete this thesis with great patience and a lot of knowledge.

6. My dearest friend in college, Nurida Andela Putri, thank you for always being there and encouraging me through every situation from the beginning to the end of my studies. Let's always keep in touch, no matter the distance, near or far. And to my beloved friend, Asih Sulita, thank you for always offering your support and encouragement to me in every step I took during my college years.
7. Elementary, middle school, high school teachers and UINFAS Bengkulu lecturers who have given me useful knowledge.
8. All my friends in English class A Class of 2020 who have accompanied me through the times of sitting in lectures with a thousand stories.
9. Last but not least thank you to myself, Kartika Nur Hidayah. Heartfelt appreciation for your efforts and responsibility in finishing what you started. Thank you for continuously striving, believing in yourself, and not giving up, as well as for enjoying every step of the process. Thank you for holding on this far, you deserve all the best in this world.

PREFACE

Praise and gratitude to Allah SWT for all his blessings and gifts so that the author can complete the thesis entitled "The Effect of Using Game-Based Quizizz Application Towards Students' Vocabulary Mastery (A Quasi-Experimental Study at the Tenth Grade at SMKN 2 Bengkulu). Shalawat and greetings to the great Prophet Muhammad SAW, who has struggled to convey the teachings of Islam so that Muslims receive guidance on the straight path both in this world and in the afterlife.

The preparation of this thesis aims to reveal the problem of low listening scores of English language education students and to fulfill one of the requirements for obtaining a Bachelor of Education (S.Pd) degree in the English Education Study Program at the Faculty of Tarbiyah and Tadris, Fatmawati Sukarno Bengkulu State Islamic University (UINFAS).

In the process of preparing this thesis, the author received assistance from various parties. Thus the author would like to express his gratitude to:

1. Prof. Dr. H. Zulkarnain Dali, M.Pd., Rector of UINFAS Bengkulu who has given us the opportunity to develop knowledge at UINFAS BENGKULU.
2. Dr. H. Mus Mulyadi. S.Ag, M.Pd. As Dean of the Faculty of Tarbiyah and Tadris, Fatmawati Sukarno Bengkulu State Islamic

University and staff who provide supporting facilities in the lecture process.

3. M.Hidayaturrahman, M.Pd.I as Head of the Language Department, Faculty of Tarbiyah and Tadris.
4. Fenny Martina, M.Pd as Coordinator of the English Education Study Program who has provided direction and support during the proposal making process.
5. M. Arif Rahman Hakim, Ph.D as supervisor I, who diligently and sincerely guided and motivated the author in completing this thesis.
6. Fenny Martina, M.Pd as supervisor II who has provided guidance, motivation, enthusiasm and direction with full sincerity and patience to the author in completing this thesis.
7. My parents are Hairudin and Melsi Susnita who are always there support and pray for my success.
8. Mr. and Mrs. Lecturers at the Faculty of Tarbiyah and Tadris, UINFAS Bengkulu who have taught, guided and provided various knowledge with full sincerity.
9. Staff and employees of the Tarbiyah and Tadris Faculty, Fatmawati Sukarno State Islamic University (UINFAS) Bengkulu who have provided services in terms of administration.
10. All parties who have helped in writing this thesis, In preparing this thesis, the author realized that there were still many weaknesses and deficiencies from various sides. the author's future perfection.

ABSTRAK

Kartika Nur Hidayah (2011230026), 2024. The Effect of Using Game-Based Quizizz Application Towards Students' Vocabulary Mastery (A Quasi-Experimental Study at the Tenth Grade at SMKN 2 Bengkulu).

Pembimbing : 1. M.Arif Rahman Hakim, Ph.D

2. Feny Martina, M.Pd

Penelitian ini bertujuan untuk mengetahui pengaruh Game-Based Quizizz Application terhadap Kemampuan Vocabulary Matery Siswa Kelas X SMKN 2 Kota Bengkulu. Metode yang digunakan pada penelitian ini adalah metode kuantitatif dengan menggunakan desain kuasi eksperimental. Sample dalam penelitian ini berjumlah 560 siswa yang terdiri dari 30 siswa dikelas eksperimen (X TGM 2) dan 30 siswa dikelas kontrol (X TP 1) yang diambil secara purposive sampling. Kelas eksperimen adalah kelas yang diberikan perawatan menggunakan strategi Game-Based Quizizz Application, sedangkan kelas kontrol adalah kelas yang menggunakan strategi Grammar Translation Method. Pre-test diberikan dalam dua kelompok sebelum memberikan perawatan. Hasil penelitian menunjukkan sebagai berikut: Pertama, skor pre-test menunjukkan skor rata-rata kelas eksperimen adalah 51.47 dan kelas kontrol adalah 44.73. Setelah diberi perawatan, post-test diberikan. Hasil post-test menunjukkan nilai rata-rata kelas eksperimen adalah 79.70 dan kelas kontrol adalah 77.40. Kedua, skor sampel dari independent T-test menunjukkan nilai signifikan (2 tailed) adalah $0,000 < 0,05$. Dengan kata lain, Ho ditolak dan Ha diterima. Singkatnya, dapat dikatakan bahwa siswa yang diajar menggunakan strategi Game-Based Quizizz Application lebih efektif dari pada tidak menggunakan. Jadi, dapat disimpulkan bahwa pembelajaran menggunakan Game-Based Quizizz Application memiliki pengaruh positif pada siswa kelas sepuluh di SMKN 2 Kota Bengkulu.

Kata kunci : Quizizz Applicaion, Students Vocabulary Mastery

ABSTRACT

Kartika Nur Hidayah. (2011230026), 2024. The Effect of Using Game-Based Quizizz Application Towards Students' Vocabulary Mastery (A Quasi Experimental Study at the Tenth Grade at SMKN 2 Bengkulu). Thesis English Education Study Program, Tarbiyah and Tadris, Supervisors: Universitas Islam Negeri Fatmawati Sukarno Bengkulu.

Supervisors : 1. M. Arif Rahman Hakim, Ph.D

2. Feny Martiana, M.Pd

This research aimed to determine the effect of the Game-Based Quizizz Application on students' Vocabulary Mastery in the tenth grade at SMKN 2 Bengkulu City. The method used in this study was quantitative with a quasi-experimental design. The sample in this study consisted of 60 students, with 30 students in the experimental class (X TGM 2) and 30 students in the control class (X TP 1), selected through purposive sampling. The experimental class received treatment using the Game-Based Quizizz Application strategy, while the control class use the Grammar Translation Method strategy. Pre-tests were administered to both groups before providing treatment. The research findings are as follows: First, the pre-test scores showed that the average score in the experimental class was 51.47, and in the control class was 44.73. After treatment, post-tests were administered. The post-test results showed that the average score in the experimental class was 79.70, and in the control class was 77.40. Second, the independent T-test sample scores indicated a significant value (2-tailed) of $0.000 < 0.05$. In other words, H_0 was rejected, and H_a was accepted. In short, it can be said that students taught using the Game-Based Quizizz Application strategy were more effective than those who were not. Therefore, it can be concluded that learning using the Game-Based Quizizz Application has a positive effect on tenth-grade students at SMKN 2 Bengkulu City.

Keywords: Quizizz Applicaion, Students Vocabulary Mastery

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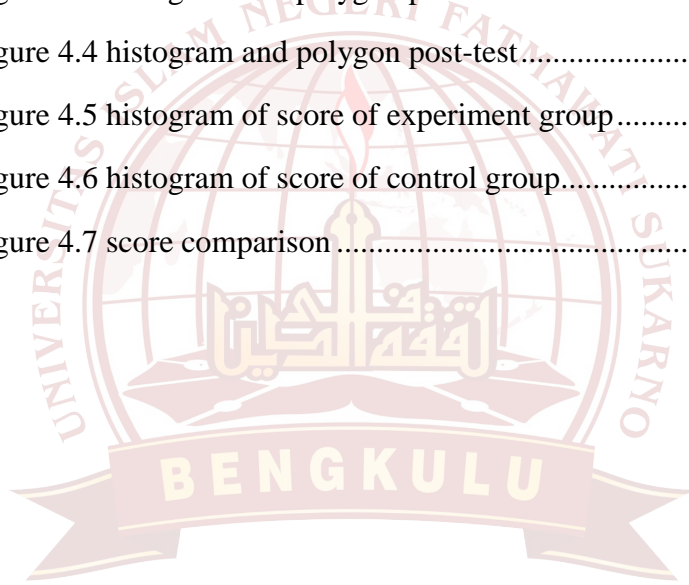
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