

**THE EFFECT OF USING KAHOOT GAME ON STUDENTS'
VOCABULARY MASTERY AT SEVENTH GRADE
OF SMPN 20 BENGKULU CITY**



By:

ABBET ARIOSAGI
NIM. 2011230043

**STUDY PROGRAME OF ENGLISH EDUCATION
FACULTY OF TARBIYAH AND TADRIS
FATMAWATI SOEKARNO STATE ISLAMIC UNIVERSITY OF
BENGKULU
2024**

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STUDENTS' VOCABULARY MASTERY AT SEVENTH
GRADE OF SMPN 20 BENGKULU CITY**

THESIS

**Submitted as a Partial Requirements for the degree of
Sarjana Pendidikan (S.Pd) In English Study Program**



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UNIVERSITAS ISLAM NEGERI
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Jalan Raden Patah Pagar Dewa Kota Bengkulu 38211
Telepon (0736) 51276- 51171-53879 Faksimili (0736) 51171-51172
Website: www.uinfabengkulu.ac.id

ADVISORS SHEET

Subject : Abbet Ariosagi
NIM : 2011230043

To : The Dean of Tarbiyah and Tadris Faculty
UIN Fatmawati Sukarno Bengkulu
In Bengkulu

Assalamu'alaikum Wr.Wb

After reading through and giving necessary advice, herewith, as the advisors, we state that the thesis of:

Name : Abbet Ariosagi
NIM : 2011230043
Title : The Effect of Using Kahoot Game on Students' Vocabulary Mastery
at Seventh Grade of SMPN 20 Bengkulu City

Has fulfilled the requirements to be present before the examiners in the thesis exam. Thank you for the attention.

Wassalamu'alaikum Wr.Wb

First Advisor

Bengkulu, 2024
Second Advisor

M. Arif Rahman Hakim, Ph.D
M. Arif Rahman Hakim, Ph.D
NIP. 199012152015031007

Yashori Revola, M.Pd
Yashori Revola, M.Pd
NIP. 199008032023211015

Department Heads

M. Hidayaturrahman, M.Pd.I
M. Hidayaturrahman, M.Pd.I
NIP. 197805202007101002



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UNIVERSITAS ISLAM NEGERI
FATMAWATI SUKARNO BENGKULU

Jalan Raden Ratah Pagar Dewa Kota Bengkulu 38211

Telepon (0736) 51276-51171-53879 Faksimili (0736) 51171-51172

Website: www.uin@shengkulu.ac.id

RATIFICATION

This is to certify the thesis entitled **"The Effect Of Using Kahoot Game On Students' Vocabulary Mastery At Seventh Grade Of SMPN 20 Bengkulu City"** by **Abbet Ariosagi** has been approved by the board of Thesis Examiners as the requirement for degree of **Sarjana** in English Education Program

Chairman
Prof. Riswanto, Ph.D
NIP. 197204101999031004

Secretary
Yashori Revola, M.Pd
NIP. 199008032023211015

Examiner I
Ferri Susanto, M.Pd
NIP. 197512082014111001

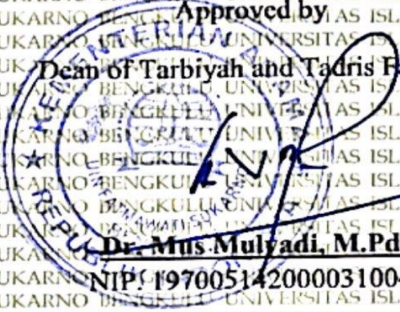
Examiner II
Pebri Prandika Putra, M.Hum
NIP. 198902032019031003

Bengkulu, 2024

Approved by

Dean of Tarbiyah and Tadris Faculty

Dr. Mus Muljadi, M.Pd
NIP. 197005142000031004



MOTTO

If you can't fly the run, if you can't run then walk, if you can't walk then crawl. But whatever you do you have to keep moving forward.

(Martin Luther King Jr)



DEDICATION

Bismillahirrahmannirrahim

In the name of Allah the beneficent and the merciful, the final project is dedicated to:

- Allah SWT and Prophet Muhammad SAW
- My beloved parents, My father (Wiharno), my mother (Susmi Juita). Thank you for the love, prayers, time, and support that you give me. I love you to the moon and back.
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PRONOUNCEMENT

Name : Abbet Ariosagi
NIM : 2011230043
Study Program : Englis Study Program
Faculty : Tarbiyah and Tadris

I herby sincerely state that the thesis titled “The Effect of Using Kahoot Game on Students’ Vocabulary Mastery at Seventh Grade of SMPN 20 Bengkulu City” is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and referred in the bibliography. If later proven that my thesis has discrepancies, I am willing to take the academic sanction.

Bengkulu,

2024

Stated By



Abbet Ariosagi

NIM. 2011230043

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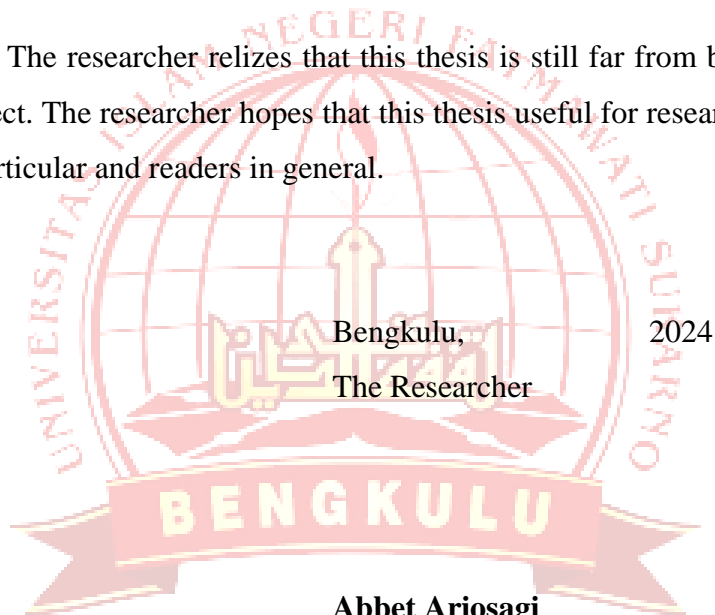
First of all, the researcher would like to express her gratitude to Allah SWT. God almighty who has given the guidance to researchers during the writing of this thesis entitled: “The Effect of using Kahoot Game on Students’ Vocabulary Mastery at Seventh Grade of SMPN 20 Bengkulu City. This thesis is one of requirements for obtaining a bachelor’s degree at the English Education Study Program faculty of Tarbiyah and Tadris UIN Fatmawati Sukarno Bengkulu.

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8. All of my friends, especially in English Program of UIN Fatmawati Sukarno Bengkulu.

The researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis useful for researcher in particular and readers in general.



Abbet Ariosagi

NIM. 2011230043

ABSTRACT

Abbet Ariosagi, (2011230043), 2024. The Effect of using Kahoot Game on Students' Vocabulary Mastery at Seventh Grade of SMPN 20 Bengkulu City. Thesis English Education Study Program, Tarbiyah and Tadris, Supervisor: Universitas Islam Negeri Fatmawati Sukarno Bengkulu.

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

2. Yashori Revola, M.Pd

The purpose of this study was to determine the Effect of Using Kahoot Games on Vocabulary Mastery of Students in Grade Seven of SMPN 20 Kota Bengkulu. The method used in this study was quantitative with a quasi-experimental design. The sample in this study was 60 students consisting of 30 students in the experimental class (VII A) and 30 students in the control class (VII B) taken by purposive sampling. The experimental class was given treatment using the Kahoot Game strategy, while the control class did not use the Kahoot Game strategy. The results of the study showed the following: First, the pre-test score showed an average score of the experimental class of 56.17 and the Post-test of 70.33. Furthermore, the hypothesis test obtained a 2-tailed sig (p) of 0.00 while alpha (α) was 0.05 ($0.00 < 0.05$). meaning H_0 is rejected and H_a is accepted. it can be concluded that the use of the Kahoot game strategy has a significant effect on students' mastery of understanding. the magnitude of the effect obtained based on the Ancova test, obtained f count $> f$ table. It can be concluded that it has an influence, and how big the influence is can be seen in the partial eta square table column, the effect is 0.055 to 5.5%.

Keywords : Kahoot Game, Vocabulary Mastery

ABSTRAK

Abbet Ariosagi, (2011230043), 2024. The Effect of using Kahoot Game on Students' Vocabulary Mastery at Seventh Grade of SMPN 20 Bengkulu City. Thesis English Education Study Program, Tarbiyah and Tadris, Supervisor: Universitas Islam Negeri Fatmawati Sukarno Bengkulu.

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

2. Yashori Revola, M.Pd

Tujuan dari penelitian ini untuk mengetahui Pengaruh Penggunaan Game Kahoot terhadap Penguasaan Kosakata Siswa di Kelas Tujuh SMPN 20 Kota Bengkulu. Metode yang digunakan dalam penelitian ini adalah kuantitatif dengan desain eksperimen semu. Sampel dalam penelitian ini berjumlah 60 siswa yang terdiri dari 30 siswa kelas eksperimen (VII A) dan 30 siswa kelas kontrol (VII B) yang diambil secara purposive sampling. Kelas eksperimen diberikan perlakuan dengan menggunakan strategi Kahoot Game, sedangkan kelas kontrol tidak menggunakan strategi Kahoot Game. Hasil penelitian menunjukkan sebagai berikut: Pertama, skor pre-test menunjukkan rata-rata skor kelas eksperimen sebesar 56,17 dan Post-test sebesar 70,33. selanjutnya uji hypothesis diperoleh sig 2-tailed (p) sebesar 0,00 sedangkan alpha (a) sebesar 0,05 ($0,00 < 0,05$). artinya H_0 ditolak dan H_a diterima. dapat disimpulkan bahwa pengguna strategi permainan Kahoot memberikan pengaruh yang signifikan terhadap penguasaan kosakata siswa. besarnya pengaruh diperoleh berdasarkan uji Ancova, diperoleh f hitung $>$ f tabel. dapat disimpulkan memiliki pengaruh, dan untuk seberapa besar pengaruh maka dapat dilihat pada kolom tabel partial eta squared pengaruhnya 0.055 menjadi 5.5%.

Kata Kunci : Kahoot Game, Vocabulary Mastery

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