

**THE EFFECT OF DIGITAL BAMBOOZLE GAME
TOWARD STUDENTS' VOCABULARY MASTERY
(A Quasi Experimental Research on Eight Grade
Students' at SMP Negeri 14 Seluma Regency
Academic Year 2024-2025)**

T H E S I S



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**ENGLISH EDUCATION STUDY PROGRAM
FACULTY OF TARBIYAH AND TADRIS
STATE ISLAMIC UNIVERSITY OF FATMAWATI
SUKARNO BENGKULU
2025**

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THESIS

Submitted As a Partial Requirements
for the degree of Sarjana



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I hereby declare that my thesis entitled **"The Effect Of Using Digital Bamboozle Game Toward Students' Vocabulary Mastery (A Quasi Experimental Research On Eight Grade Students' At Smp Negeri 14 Seluma Regency Academic Year 2024-2025)"** is my own work or research and is not a plagiarism of the work of others. If in the future it is known that this thesis is the result of plagiarism, I am ready to be subject to academic sanctions.

Bengkulu, 28 May 2025

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MASTERY (A Quasi Experimental Research On
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Assalamu'alaikum Wr. Wb.

After reading, giving direction and making necessary
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Has met the requirements to be submitted at the thesis
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Wassalamu'alaikum Wr. Wb.

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MOTTO

"Maka sesungguhnya bersama kesulitan itu ada kemudahan.

Sesungguhnya bersama kesulitan itu ada kemudahan"

(Q.S Al-Insyirah: 5-6)

"God have perfect timing, never early, never late. It takes a little patience and it takes a lot of faith, but it's a worth the wait"



It is only a short trip, Enjoy it.

-FR -

DEDICATION

There are no words more beautiful than gratitude to Allah Swt for all the favors given and who is able to turn the hearts of His servants and set this heart always on His path so that the author can present this thesis to:

1. The Almighty (Allah SWT) who never leaves His servants and His Messenger Muhammad Saw who cares so much for his people.
2. Mr. Dr. Ferri Susanto, M. Pd as the first supervisor and Mr. Dedi Efrizal, M. Pd as the second supervisor, who have patiently guided and provided loving direction during the process of preparing this thesis.
3. My dearest father Alm. Ramlan Sumadi, and my most beloved mother, Nami, who always prayed for me and gave me support and advice that made me motivated, happy, and always my heaven.
4. Brother and sister Hadi Ismanto and Velly Fitri Dahlika, Heni Mayang Sari and Satria Afriadi. And my favorite children, Azka, Azkya, and Anaila, who always help me and give me joy in my world.
5. My best friends who are always present, listening, and encouraging, Amor Mardhatillah Aulia, Yulia Juniarti, Nur Hidayah, Rahmatul Fadhillah, Nungki, Annisa Nabila,

Riyani Khoerunisya you are not just friends, but part of an irreplaceable life story.

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7. My alma mater, UINFAS Bengkulu, which has become an institution that that has changed my mindset, attitude, and personality.



ABSTRAK

FITRIANI: PENGARUH PERMAINAN DIGITAL BAMBOOZLE TERHADAP PENGUASAAN KOSAKATA SISWA(Penelitian Kuasi Eksperimen Pada Siswa Kelas VIII Di Smp Negeri 14 Kabupaten Seluma Tahun Ajaran 2024 2025)

Penelitian ini mengidentifikasi berbagai masalah yang dihadapi oleh guru dan siswa dalam proses pembelajaran bahasa Inggris di dalam kelas, salah satunya adalah kemampuan kosakata siswa yang terbatas. Salah satu inisiatif untuk membantu anak-anak dalam menghafal kosakata adalah dengan menggunakan metode yang menarik, khususnya dengan menggunakan permainan. Penelitian ini bertujuan untuk mengetahui pengaruh permainan digital Bamboozle terhadap penguasaan kosakata siswa kelas VIII di SMP Negeri 14 Kabupaten Seluma. Penelitian ini menggunakan metode kuantitatif dengan desain kuasi eksperimen. Populasi dalam penelitian ini adalah seluruh siswa kelas VIII SMP Negeri 14 Seluma. Teknik pengambilan sampel yang digunakan adalah purposive sampling. Data yang diperoleh dianalisis dengan menggunakan rumus uji T dan uji F. Peneliti menemukan bahwa terdapat peningkatan pada post-test. Nilai rata-rata kelas eksperimen adalah 66,13 pada pretest dan 86,53 pada posttest. Hasil T-test lebih tinggi dari T-tabel ($7,419 > 1672$) dan F-test lebih tinggi dari F tabel ($55,039 > 4,00$). Dengan demikian dapat disimpulkan bahwa ada pengaruh yang signifikan dari penggunaan permainan bambu runcing digital terhadap penguasaan kosakata siswa pada siswa kelas VIII di SMP Negeri 14 Kabupaten Seluma tahun ajaran 2024-2025.

Kata Kunci: Penguasaan Kosakata, Permainan Bamboozle Digital, Kuasi Eksperimen, SMP Negeri 14 Seluma.

ABSTRACT

**FITRIANI : THE EFFECT OF DIGITAL
BAMBOOZLE GAME TOWARD
STUDENTS' VOCABULARY
MASTERY**

**(A Quasi Experimental Research On
Eight Grade Students' At Smp Negeri 14
Seluma Regency Academic Year 2024-
2025)**

The study identified various problems encountered by teachers and students in the English learning process within the classroom, one of which being students' restricted vocabulary proficiency. One initiative to assist kids in memorizing vocabulary involves engaging methods, specifically the use of games. This study seeks to ascertain the substantial effect of the digital game Bamboozle on vocabulary mastery among eighth-grade students at SMP Negeri 14 Seluma Regency. This research used quantitative method with quasi-experimental design. The population in this study were all eight grade students of SMP Negeri 14 Seluma. The sampling technique used was purposive sampling. The acquired data was analyzed using the T-test and F-test formulas. Researcher found that there was an increase in the post-test. The average value of the experimental class was 66.13 in the pretest and 86.53 in the posttest. The T-test result is higher than the T-table ($7.419 > 1672$) and the F-test is higher than the F table ($55.039 > 4.00$). Thus it can be concluded that there is a significant effect of using digital bamboozle game toward students' vocabulary mastery on eight grade students' at smp negeri 14 seluma regency academic year 2024-2025.

Keywords : *Vocabulary Mastery, Digital Bamboozle Game, Quasi-Experimental, SMP Negeri 14 Seluma.*

FREFACE

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Praise be to the presence of Allah Swt, for all His abundance of grace, taufiq and hidayat. Shalawat and salam are always poured out on our lord the Prophet Muhammad Saw and his family of friends and the successors of his treatise. So, that I can complete my thesis writing with the title The Effect Of Digital Bamboozle Game Toward Students' Vocabulary Mastery (A Quasi Experimental Research On Eight Grade Students' At Smp Negeri 14 Seluma Regency Academic Year 2024-2025)

The author would like to express his sincere gratitude to:

1. All lecturers in the Faculty of Tarbiyah and the English Department.
2. Mr. Dr. Ferri Susanto, M. Pd as the first supervisor and Mr. Dedi Efrizal, M. Pd as the second supervisor, who have patiently guided and provided loving direction during the process of preparing this thesis..
3. My dearest father Alm. Ramlan Sumadi, and my most beloved mother, Nami, who always prayed for me and gave me support and advice that made me motivated, happy, and always my heaven.
4. Brother and sister Hadi Ismanto and Velly Fitri Dahlika, Heni Mayang Sari and Satria Afriadi. And my favorite

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5. My best friends who are always present, listening, and encouraging, Amor Mardhatillah Aulia, Yulia Juniarti, Nur Hidayah, Rahmatul Fadhillah, Nungki, Annisa Nabila, Riyani Khoerunisya you are not just friends, but part of an irreplaceable life story.
6. All teachers and students of SMP N 14 Seluma who have provided opportunities and support during the research.
7. All parties who have helped in making this thesis.

With the preparation of this thesis to fulfill one of the requirements to obtain a bachelor's degree, as one of the requirements for writing a thesis in the English Tadris Study Program, Faculty of Language Tadris, State Islamic University (UIN) Fatmawati Sukarno Bengkulu. In the process of preparing this thesis, the author expresses his gratitude, accompanied by prayers, hopefully it will become a deed of worship Praise for the presence of Allah SWT for all his favors and gifts so that the author can also complete the thesis entitled "The Effect Of Digital Bamboozle Game Toward Students' Vocabulary Mastery (A Quasi Experimental Research On Eight Grade Students' At Smp Negeri 14 Seluma Regency Academic Year 2024-2025)". Shalawat and salam to the great Prophet Muhammad Saw, who has struggled to convey the teachings of Islam so that Muslims

are guided to a straight path both in this world and in the hereafter.

In writing this thesis, the author realizes that there are still many weaknesses and shortcomings. Therefore, the author apologizes and expects constructive criticism and suggestions for the perfection of this thesis.

Wassalamu'alaikum warohmatullahi wabarokatuh

Bengkulu, Mei 2025

FITRIANI



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