

**ARTICLE**

**THE EFFECTIVENESS OF USING MIMING GAME  
ON STUDENTS' VOCABULARY MASTERY  
TO THE EIGHTH GRADE STUDENTS AT SMPN 7 KEDIRI  
IN ACADEMIC YEAR 2016/2017**



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## SURAT PERNYATAAN ARTIKEL SKRIPSI TAHUN 2017

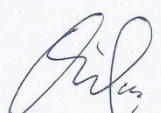
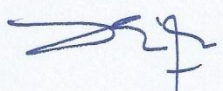

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**ABSTRACT**

Vocabulary is the basic aspect to support the learning process for the students. English has more vocabulary that should be mastered for the students. Because using the vocabulary, we can express our ideas and our thought conceptually to communicate and mastering in English subject. To solve the problem in students' vocabulary mastery, the writer gave a game. Game is to reduce the students' stress. This game is miming game. Miming game is a game that uses our body to describe the word. The problems of research were to describe the effectiveness of using miming game on students' vocabulary to the eighth grade students at SMPN 7 Kediri.

This research used experimental in quantitative research. The sample of the research was the eighth grade students especially in 8-B Class of SMPN 7 Kediri. To collect the data, the writer gave pre-test, treatment and post-test. The technique of analyzing the data used SPSS Version 21 in t-test formula. The results of this research showed that the students' vocabulary mastery using miming game was statistically significant. The research result is the mean of post-test (85,22) is higher than mean score of pre-test (61,85). From Paired Samples Test table above, it showed that t-test has 23,370 and the t-table with degree of freedom 26 is 14,497 at the level of significance of 5%. It means that t-test was higher than t-table ( $14,497 > 2,051$ ) and Sig. (2-tailed) is 0,000. It was lower than 0.05. Then, the research has differences between pre-test and post-test score was 23,370. The hypothesis here was found that  $H_0$  was rejected and  $H_a$  was accepted. It can be defined that there was significant effect of using Miming game on students' vocabulary mastery. Because when miming game applied many of the students were active and teaching vocabulary give positive effect to make students enthusiastic in learning process and to help them in understanding vocabulary.

**Keyword:** vocabulary, game, miming game

**I. BACKGROUND OF THE RESEARCH**

Language is the most important things in communication which is used by humans to communicate and interact with each other. By language, people can express the ideas and get the information among people in all over the world. According Brown (2000:5) language is a system of arbitrary conventionalized vocal,

written or gestural symbols that enable members of a given community to communicate intelligibly with one another. From that statement, language is a tool to communicate with the others through vocal or sound, written and body language as like as their symbols. Language is used to communicate in order that they will be

more understood what they said by written or orally. English is very important to learn and it used as tool of orally and written to communicate. Especially in Indonesia's education, the government has decided that English to be taught in formal school as a compulsory subject. In teaching of foreign language, English is aimed to develop the students' ability to communicate in world society. Most of the students assumed that English is difficulty subject. In addition English will learn into four those skills, the students also learn about English content, such as grammatical functions, pronounce of each words, and vocabulary. From all of those difficulties, the basic problem for the students is to learn in aspect of the vocabulary.

Vocabulary is the basic aspect to support the learning process for the students. English has more vocabulary that should be mastered for the students. Vocabulary encompasses all of the words to master on students' vocabulary. Because using the vocabulary, we can express our ideas and our thought conceptually to communicate and mastering in English subject.

Mastering vocabulary means that we know all the words in the language which we use. "Vocabulary is more than a list of words, and although the size of one's vocabulary matters, it's knowing how to use it which matters most" (Hackman,

2008:3). Based on the statement, we know that vocabulary should be mastered, however each word has the size of vocabulary matters, but we have to know the meaning of vocabulary in each words and we have to know how to use vocabulary correctly.

Game is one of the interesting ways that the teacher used to build up a lesson in classroom. "The word 'game' to mean an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others" (Wright 2006:1). It means that game is an interesting and entertaining activity to suppose learners by doing the game within the context of their lesson in classroom activity. So, the teacher usually provides a game in order that teaching and learning process can be interesting in the classroom activities. The game can improve the ability. Especially in vocabulary mastery, the teacher should be more creative to increase the motivation and interest of students on learning English vocabulary.

Miming game is a game that uses our body to describe the word. Tao Tan (2008:56) states actually one of the techniques that most effective in helping my students achieve this level of enjoyment is one in which they do not have to speak—pantomime. This game makes the students express the



wordsthrough body language, and the other friends will be guessing the word by a student who practices the miming game.

Based on that problem, the research questions were formulated to be (1) Is Miming game effective on students' vocabulary mastery to the eighth grade students at SMPN 7 Kediri in academic year 2016/2017?(2) How effective is Miming game on students' vocabulary mastery to the eighth grade students at SMPN 7 Kediri in academic year 2016/2017? (3) What are the advantages and the weaknesses of using Miming game on students' vocabulary to the eighth grade at SMPN 7 Kediri in academic year 2016/2017? Thus, this study was aimed to know whether using Miming game is effective or not on students' vocabulary mastery, to describe how the effectiveness of using miming game on students' vocabulary mastery, and to describe the advantages and the weaknesses of using Miming game on students' vocabulary to the eighth grade at SMPN 7 Kediri in academic year 2016/2017.

## II. METHOD OF THE RESEARCH

This research used a quantitative research. The data used in the form of number to measure the objective which researched and the result of the research must be calculated in quantitative research. Developing instruments to gather

data to answer the questions, and analyzes numbers from the instruments, using statistics.

The technique of the research was pre-experimental research. It used One Group Pre-test Post-test design. Because there is three steps of test, those are pre-test, treatment, and post-test in order to make a comparison between the three different period of time.

For the population, this research has researched in the eighth grade students of SMPN 7 Kediri. There are divided into 10 classes (8A – 8J). In each class have 30 students. But, in each class has different amount of the students. So, the writer calculated of the totaling students in eighth grade has 300 students for population of the research. The subject of 27 students in eighth grade students especially in 8-B Class at SMPN 7 Kediri. This research did in three periods and it was conducted on 19<sup>th</sup> – 27<sup>th</sup> of May 2017. The data of the research was taken by pre-test, treatment and post-test as the instrument of collecting data.

## III. FINDINGS AND DISCUSSION

The data was analyzed in SPSS version 21. The writer has the purpose of this research, it was to find out the answer of question research that got from paired samples test table.

The writer did correction the student's result of pre-test and post-test, before the writer analyzed the data. Then, the writer was input and calculated pre-test and post-test score using SPSS version 21 and to analyze the data. The writer used Paired Sample t-test in SPSS. The research result is the mean of post-test (85,22) is higher than mean score of pre-test (61,85).

1) Mean score of pre-test and post-test

**Table 4.3**

**The mean score of Pre-test and Post-test Paired Samples Statistic**

	Mean	N	Std. Deviation	Std. Error Mean
Pair 1 PRET	61,85	27	10,483	2,018
POST	85,22	27	4,492	,865

2) Correlations of pre-test and post-test

**Table 4.4**

**The correlations score of Pre-test and Post-test**

	N	Correlation	Sig.
Pair 1 PRETEST & POSTTEST	27	,636	,000

From Paired Samples Correlations table above, the output data showed that the data before and after being taught through recount text of using Miming game which has 0,636 with significance value (sig.) 0,000. It means that there is

any correlation between students' vocabulary mastery of using Miming game which relates recount text.

From Paired Samples Test table, it showed that t-test has 23,370 and the t-table with degree of freedom 26 is 14,497 at the level of significance of 5%. It means that t-test was higher than t-table ( $14,497 > 2,051$ ) and Sig. (2-tailed) is 0,000. It was lower than 0.05. Then, it has differences between pre-test and post-test score was 23,370. The hypothesis here was found that  $H_0$  was rejected and  $H_a$  was accepted. It can be defined that there was significant effect of using Miming game on students' vocabulary mastery.

#### IV. BIBLIOGRAPHY

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