

THESIS
IMPLEMENTING THE *HANGMAN GAME*
IN TEACHING ENGLISH VOCABULARY
AT SD NEGERI 1 SIDEMEN KARANGASEM



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Dengan ini saya menyatakan bahwa karya tulis yang berjudul “IMPLEMENTING THE HANGMAN GAME IN TEACHING ENGLISH VOCABULARY AT SD NEGERI 1 SIDEMEN KARANGASEM” beserta seluruh isinya, merupakan benar-benar karya sendiri dan tidak melakukan penjiplakan dan mengutip dengan cara-cara yang tidak sesuai dengan etika yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung sanksi yang dijatuhkan kepada saya apabila kemudian hari ditemukannya pelanggaran atas etika keilmuan dalam karya seni saya ini, atau klaim terhadap keaslukan karya tulis ini.



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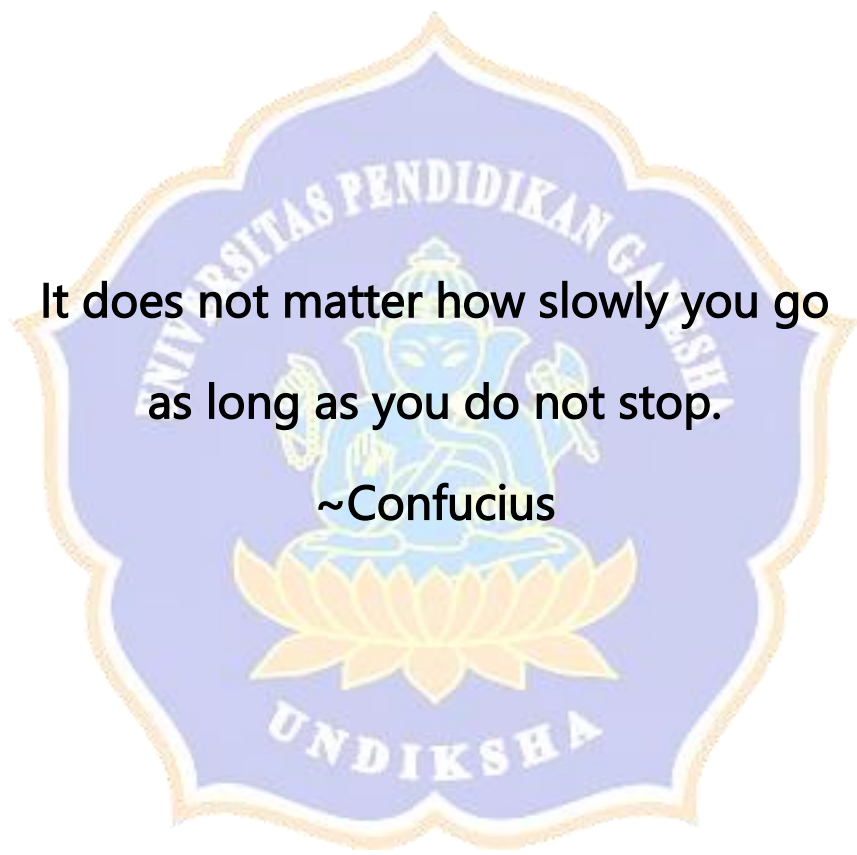
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**It does not matter how slowly you go
as long as you do not stop.**

~Confucius

DEDICATIONS

This is highly dedicated

To

Ida Sang Hyang Widhi Wasa
For the blessing and guidance

My Parents

I Gede Purwa & Ni Made Srinadi
For the love and supports

My Siblings

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I Nyoman Weda Dharmayasa

**IMPLEMENTING THE *HANGMAN GAME*
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Abstract

This research intended to analyze students' vocabulary mastery after being exposed to the Hangman game as the learning medium. The subject of this study was 19 students of fifth-grade students of SD Negeri 1 Sidemen Karangasem in the 2022/2023 academic year. This research used the pre-experimental design in one group pre-test and post-test design. The observation sheet and the vocabulary test were used to accurate the data during six meetings of implementation then analyze the data using descriptive and inferential statistical analyses. The vocabulary mastery of fifth-grade students of SD Negeri 1 Sidemen increased from 32.89 to 81.84 in the mean score, which means that there was an improvement in the students' performance. Moreover, the normality and homogeneity test results revealed that the students' scores were distributed and homogeneous. A paired-samples t-test was used to test the hypothesis that indicated that the null hypothesis was rejected (sig. 0.000<0.05). In addition, the Cohens' effect was used to indicate the effect of the Hangman game on students' vocabulary mastery (1,9). Furthermore, there was a significant effect and strong effect on students' vocabulary mastery by using the Hangman game. The Hangman game could help students' vocabulary mastery in learning the English language.

Keywords: Hangman game, Game, Vocabulary mastery, Young learners.

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