

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

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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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Penelitian ini bertujuan untuk menganalisis penguasaan kosakata siswa setelah dipaparkan dengan media pembelajaran permainan Hangman. Subyek penelitian ini adalah 19 siswa kelas V SD Negeri 1 Sidemen Karangasem tahun pelajaran 2022/2023. Penelitian ini menggunakan pre-experimental desain di satu grup pre-tes and post-tes desain. Lembar observasi dan tes kosakata digunakan untuk mencermati data selama enam pertemuan pelaksanaan kemudian menganalisis data menggunakan analisis statistik deskriptif dan inferensial. Penguasaan kosakata siswa kelas V SD Negeri 1 Sidemen meningkat dari 32,89 menjadi 81,84 pada skor rata-rata yang berarti terjadi peningkatan kinerja siswa. Selain itu, hasil uji normalitas dan homogenitas menunjukkan bahwa nilai siswa berdistribusi dan homogen. Uji-t sampel berpasangan digunakan untuk menguji hipotesis yang menunjukkan bahwa hipotesis nol ditolak ($\text{sig. } 0,000 < 0,05$). Selain itu, efek Cohens digunakan untuk menunjukkan pengaruh permainan Hangman terhadap penguasaan kosakata siswa (1.9). Selain itu, terdapat pengaruh yang signifikan dan kuat terhadap penguasaan kosakata siswa dengan menggunakan permainan Hangman. Permainan Hangman dapat membantu penguasaan kosakata siswa dalam belajar bahasa Inggris.

Kata Kunci: Permainan Hangman, Permainan, Penguasaan kosakata, Pembelajaran muda.