

**THE EFFECT OF USING THE U-DICTIONARY GAME
APPLICATION ON STUDENTS' VOCABULARY MASTERY
IN LEARNING ENGLISH**

A THESIS

*Submitted to the Faculty of Tarbiyah and Teachers Training State Islamic
University Of North Sumatera as a Partial Fulfillment of the Requirements for
the Degree of Sarjana Pendidikan*

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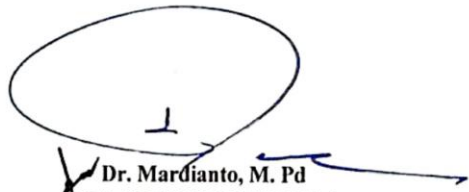
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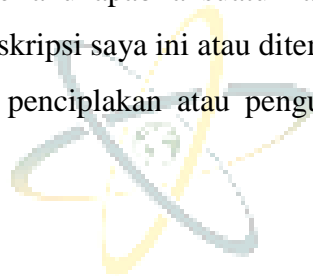
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PERNYATAAN KEASLIAN SKRIPSI

Saya menyatakan dengan sesungguhnya bahwa skripsi yang berjudul “The Effect of Using U-Dictionary Game Application on Students’ Vocabulary Mastery in Learning English” adalah karya saya sendiri. Pengutipan yang terdapat dalam skripsi ini dilakukan dengan cara yang sesuai dengan keilmuan. Atas pernyataan ini, saya bersedia menerima sanksi sesuai dengan peraturan perundang-undangan yang berlaku apabila suatu hari nanti ada pihak lain yang keberatan terhadap keaslian skripsi saya ini atau ditemukan bukti yang sangat kuat adanya unsur plagiasi atau penciplakan atau pengutipan yang melanggar etika keilmuan.

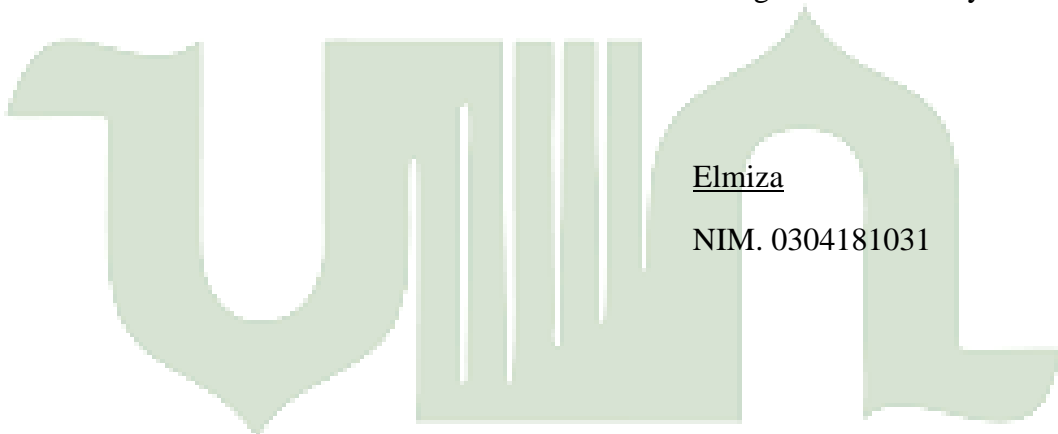


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ABSTRACT

Elmiza. Registration Number: 0304181031. The Effect of Using U-dictionary Game Application on Students' Vocabulary Mastery in Learning English. A Thesis, English Education Department, Faculty of Tarbiyah and Teachers Training, State Islamic University of North Sumatra, 2022.

This study aims to determine whether or not there is a significant effect on the application of the U-dictionary Game application on the English vocabulary of eighth grade students at SMP Negeri 2 Lawe Sigala-gala. This research is a quantitative research with a quasi-experimental design. It was carried out in class VIII of SMP Negeri 2 Lawe Sigala-gala. The total population was 235 students and the researcher took 25 students for the experimental class and 25 students for the control class, which means 50 students as the total sample. In collecting data, the researcher used a multiple choice test as the instrument. The tests carried out were pre-test given before treatment and post-test given after treatment. Then, the data obtained were analyzed using the t-test on SPSS V.25 with a significance level of 5% (0.05). Furthermore, the researcher found that the average post-test score in the experimental class was higher than the control class ($79.60 > 72.20$). The results of the t-test also show that t_0 (2.422) is higher than t_{table} at a significance level of 5% (0.05) with 50 degrees of freedom is 2.00856. Therefore, $t_0 > t_{table}$ results that H_0 (Nul hypothesis) is rejected and H_a (Alternative hypothesis) is accepted. Calculation of effect size is 0.78 which is within the range of effect criteria including moderate effects. Thus, the application of the U-dictionary application has a significant effect on the vocabulary mastery of eighth grade students of SMP Negeri 2 Lawe Sigala-gala.

Keyword: *U-dictionary Application, Vocabulary Mastery*

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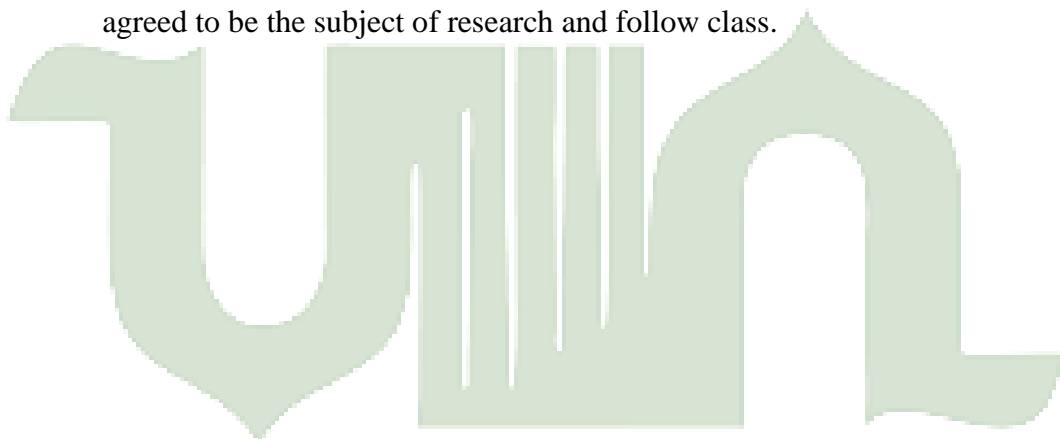
All praises to Allah SWT, who has given the writer the blessings and a chance to complete and finish this thesis. Praise and blessing to the Prophet Muhammad SAW, who has been our figure to serve Allah SWT. Peace and blessing be upon Prophet Muhammad *Shalallahu 'alaihi wa salaam*.

This thesis which is entitled " The Effect of Using The U-Dictionary Game Application on Students' Vocabulary Mastery in Learning English " is written to fulfill one of requirements to obtain the Sarjana Pendidikan degree at English Education Department, Faculty of Tarbiyah and Teachers Training, State Islamic University of North Sumatra.

In the process of completing this thesis, the writer faced difficulties, problems, emotional, and mood problems. It was hard for me to finish this thesis without the help and support from my dearest people and inspiring people. The researcher has received many supports, helps, and gets motivation from many people. Therefore, the researcher would like to thank to:

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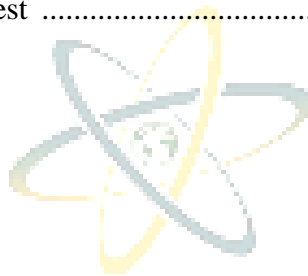
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