THE TEACHERS' PERCEPTION OF USING HANGMAN GAMES AS A MEDIUM IN TEACHING VOCABULARY

A THESIS

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ABSTRACT

This research is the qualitative research which aim to know the classroom ambience when using hangman game and to find out the teachers perceive in using hangman game as a medium in teaching vocabulary. This research was conducted on May 2024 in the class of VIII Bilingual B at Al-Azhar Medan Junior High School. Observation and interview were the technique of data collection that used in this research which were carried out directly with 2 teachers who had a long experience in teaching English and used the hangman game as a medium in the vocabulary teaching and learning process. The model of interactive data analysis by Miles and Huberman (1984) is used as the technique of analyzing the data in this research. The findings from the data that have been analyzed show that when using the hangman game, the classroom ambience look supportive, nice, and joyful in supporting the teaching and learning process run well. Both of the teachers have positive and negative perception about using hangman game. Both of the teachers also stated that hangman game is one of appropriate medium to use for the students who want to recall or add their vocabulary. This research provides several useful information, especially for English teacher who need references about tool or media for teaching vocabulary.

Keywords: Teachers' Perception, Hangman Game



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TABLE OF CONTENTS

ABSTRACT	i
ACKNOWLEDGEMENT	ii
TABLE OF CONTENT	. iv
LIST OF PICTURES	, vi
LIST OF APPENDICES	, vii
CHAPTER I INTRODUCTION	. 1
1.1 The Background of Study	. 1
1.2 The Identification of Study	3
1.3 The Problem of Study	3
1.4 The Objectives of Study	3
1.5 The Limitation of Study	
1.6 The Significance of Study	
CHAPTER II LITERATURE REVIEW	
2.1 The Theoretical Framework	5
2.1.1 Perception	
2.1.2 Hangman Games	. 8
2.1.3 Vocabulary	10
2.2 The Previous Study	13
2.3 The Conceptual Framework	15
CHAPTER III METHODOLOGY	16
3.1 The Design of Study	16
3.2 The Data and Source of Data	
3.3 The Technique of Data Collection	16
3.4 The Technique of Analyzing Data	18
3.5 The Procedure of Study	19
3.6 The Data Trustworthiness	20
CHAPTER IV FINDING & DISCUSSION	22
4.1 The Finding	22

4.2 The Discussion	35
CHAPTER V CONCLUSION AND SUGGESTION	39
5.1 The Conclusion	39
5.2 The Suggestion	40
REFERENCES	41
APPENDICES	44



LIST OF PICTURES

Figure	Title	Page
2.1 The Illustration of Hangn	nan Game	8
2.2 The Conceptual Framewo	ork Model	15
3.1 Miles and Huberman (198	84) Model	18
4.1 The Class of VIII Bilingua	al B at Al-Azhar Medan	22



LIST OF APPENDICES

Appendix	Title	Page
I Research Observation		. 44
II Research Interview		52
III Research Documentation		. 7 1
IV Curriculum Vitae		74





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