

ABSTRACT

Risna Rubianti (206 500 093): *English Vocabulary Enrichment through Playing Computer Game (An experimental study of elementary school student taking English course at Ganesha English Education)*

This research started from an opinion that using computer game in learning English subject, in this case, English vocabulary, would make the students more interested in learning vocabulary, because computer games are interesting and sometimes challenging. Computer game can enrich students' vocabulary because the players (students) would acquire new vocabularies especially English.

In reality, people like playing computer game and sometimes they spend their leisure time to play computer game. For example were children. Almost all of children like playing computer game. The phenomenon above could help students especially students of elementary school to mastery English vocabulary. The aim of this research was to know explicitly about: 1) the improvement of students' English vocabulary in the experimental class, 2) the differences between experimental class and control class in their English vocabulary enrichment, 3) the students' perceptions to a computer game using English as its instruction.

In conducting this research, the writer used experimental method, because this method had been regarded appropriate to prove the theory. The techniques of collecting the data used Determine and Variable, Test of Homogeneity, Pre-test, Post-test, and Questionnaires. The writer took two types of classes, they were experimental class (learning English using computer game) and control class (learning English without using computer game), in order to know the differences of students' ability in vocabulary between experimental class and control class. The Experimental class focused on 14 students and Control class also focused on 14 students. Furthermore, to test the differences of two interrelated averages was used t-test formula.

The results of this research showed that: 1) the students of experimental class got better result than before playing computer games, 2) the difference between experimental and control class is students' ability in mastering English vocabularies of experimental class were higher than the students of control class 3) the students' perception to computer game using English as its instruction that computer game make interest, can motivate, and creates a relaxed.

The conclusion of this research was that playing computer game can help student to improve their English vocabulary, while sometime playing computer game can make them forget to their time.

CURICULUM VITAE



The researcher's name is Risna Rubianti. She was born in Sukabumi on July 6th, 1988. She lives at Kp. Cisurupan 25/06 Gegerbitung Sukabumi. Her father's name is Nanang Suminar.S.Pd.I and her mother's name is Iis Suminar.

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2. Poetry : *"Malam"*, *"The wish"*, *"Sekarat"*, *"Sebuah Wajah"*, *"Jenuh"*, *"Renta"*, *"Titik Tuhan"*, etc.
3. Novel: *"Pelangi-pelangi Cinta di Ufuk Timur"*.

PREFACE

Thanks to the grace of Allah SWT who gives the writer strength to finish writing this paper on time.

The writing of the paper is aimed to fulfill one of the requirements to take the examination on Sarjana Degree at English Department of Adab and Humanities faculty. The title is *English Vocabulary Enrichment Trough Playing Computer game*. Playing computer game can be an acquiring language source especially for children, because when children play computer game, they will acquire new vocabulary expressly. In this study the writer takes two classes, they are experimental class and control class.

The writer realizes that the paper is still far from being perfect. Therefore, some criticism and suggestions to improve next written will be highly appreciated.

Finally, the writer hopes that this paper will be advantageous for the readers who are interested in language investigation, and especially for students of elementary school who like playing computer game. From this writing, they know that playing computer game has many advantages.

Bandung, Januari 2011

The writer

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The Writer

LIST OF ABBREVIATIONS

$$\pi_{PB} = \left(\frac{x_i - \bar{x}}{\sigma_x} \right) \sqrt{\frac{p}{1-p}}$$

- X The average test for everyone
- Xi The average for the test only for the people who answered correctly on the items-1
- p Proportion of people who answered correctly on the item-1
- 1-p Proportion of people who answered the one on the item-1
- σ_x Standard deviation of the test for everyone

$$KR-20 = \frac{n}{n-1} \left(\frac{S^2 - \sum pq}{S^2} \right)$$

- KR-20 Reliability Coefficient
- n Variance of the total test score
- S^2 Variance of the total test score
- p The proportion of people getting each item correct
- q Proportion of people getting each item incorrect. For each item, q equals who get the wrong value for each item, q equals $1-p$

$$SD = \sqrt{\sum \frac{(X-\bar{X})}{N-1}}$$

- SD Standard Deviation
- \bar{X} The average test for everyone
- \bar{X} The average test for all respondent
- N Number of population

$$df_1 = n_1 - 1$$

$$df_2 = n_2 - 1$$

df1	Degrees of freedom for numeration
df2	Degrees of freedom for denominator
n1	Number of population with higher variance
n2	Number of population with lower variance

$$SD = \sqrt{\frac{\sum X^2}{N}}$$

\bar{X}	The average test for everyone
N	Number of population

$$SD = \sqrt{\frac{\sum D^2}{N} - \left(\frac{\sum D}{N}\right)^2}$$

$\frac{\sum D^2}{N}$	Difference between score of X variable and Y variable
N	Number of population

$$t_o = \frac{M_D}{SE_{M_D}}$$

M_D	Difference between mean of X variable and Y variable
SE_{M_D}	Standard error

$$P = \frac{F \times 100}{N}$$

N

P	Percentage
F	Frequency
N	Response
100	Constant

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