THE EFFECTIVENESS OF USING HANGMAN GAME IN INCREASING STUDENTS’ VOCABULARY MASTERY

(A Quasi Experimental Study at the Second Grade of MTs Yapin Kertasemaya, Indramayu)

A Paper

Submitted to English Education Department, the Faculty of Tarbiyah and Teacher Training, State Islamic University of Sunan Gunung Djati Bandung in Partial Fulfillment of the Requirements for S1 Scholar Degree

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2015/1436 H