

ABSTRACT

Muhammad Fajar G : “THE INFLUENCE OF USING OPEN WORLD PC GAME ON STUDENTS’ ENGLISH VOCABULARY MASTERY” (An Experimental Study at 2nd Grade of Bina Muda Senior High School. Kab. Bandung.

Vocabulary learning is an important and indispensable part of any language learning process. Vocabulary becomes the main language element that student should master, because it is the key to understand what they hear and they read then communicate fluently with other people. Especially for young learner who has started to develop the words they have got from their learning experience. Mastering vocabulary continually will help their ability in four main aspects; listening, reading, speaking and writing. There are so many teaching techniques which are available to be applied and teacher should choose the good one for sure. The researcher focuses on the effectiveness from one of the alternative teaching technique by using Open World PC Game. It is kind of the way student drill their memorization system to remember the words then find another words related to the main words. So that they can improve their vocabulary and learn in associating and categorizing the words based on the certain theme.

The researcher used a quantitative method by divided the class into two classes; 1) experimental class, students are taught by using spreading activation network technique and 2) control class, students are taught only by drilling and memorization. The purpose of this research was to determine the influence of spreading activation network technique of the student’s vocabulary mastery. The study was conducted in several steps by using the experimental research as the design of study. The steps which occurred are setting establishing, procedure measuring, sampling and data analyzing. The population was taken from the 2nd grade of Bina Muda High School, Kab. Bandung. The total sample amounted 40 students were drawn from XI-I as the experimental class and XI-K as the control class.

The statistic in this research used Chi square count (χ^2) and Chi Square table (χ^2) , and used 5 % for significance. The hypothesis result of this research showed $t_{count} -0.9 < t_{table} = 2.57$ for Pre-Test, and $t_{count} 22.7 > t_{table} = 2.57$ for Post-Test. So, the hypothesis is H_0 is rejected and H_a is accepted. It shows that students who were taught by using Open World PC Game technique have better score and was increasing effectiveness 40 % than students who were taught by the conventional technique was increasing effectiveness 13 %, In conclusion, there is significant difference between student’s vocabulary mastery between experimental class and control class. Therefore, the researcher can declare that teaching English, especially in vocabulary material by using spreading activation network technique is an effective way to improve the student’s vocabulary mastery.