ABSTRACT

Sabiila, Azmi Aldina. 2023. Investigating Digital Game 'Big City Adventure' for Teaching English to Young Learners: A Pre-Experimental Study on Vocabulary Mastery to One of Elementary Schools in Lamongan

The problem often encountered when teaching English vocabulary to young learners is that the media and learning methods are less varied so that the student often feel bored, so this impacts students' vocabulary mastery. This research will focus on improving students' vocabulary mastery using the digital media game Big City Adventure. This research has three objectives: 1) To find out the students' vocabulary mastery before using Big City Adventure digital game media, 2) To find out the students' vocabulary mastery after using Big City Adventure digital game media, and 3) To determine the significant differences in students' vocabulary mastery before and after using Big City Adventure digital game media.

It used a quantitative approach with a pre-experimental method using a one-group pre-test and post-test design. Researchers used the 5th grade of MI Muhammadiyah 06 Tebluru, Kabupaten Lamongan, totaling 15 students, as the sample in this research. This research was conducted in 6 meetings with one pre-test, four treatment, and one post-test at the end of the meeting. Researchers used Microsoft Excel 2013 and SPSS version 25 to analyze research data.

The research results prove a significant increase in students' vocabulary mastery. It can be confirmed by the students' post-test scores higher than the pre-test scores. The mean (average score) of students during the pre-test was 41.33, which means it was included in the "average" category. Meanwhile, the mean (average) obtained by students in the post-test after carrying out treatment using the Big City Adventure digital game media is 77.00, which is in the "very good" category. The hypothesis test also shows a significant difference before and after using the treatment, as evidenced by the sig value. (2-talled) lower than 0.05. It indicates that H0 is rejected, and Ha is accepted.

The result shows using the Big City Adventure digital game can be used to teaching English to young learners can improve the vocabulary mastery of 5th-grade students of MI Muhammadiyah 06 Tebluru, Kabupaten Lamongan. It is suggested that English teachers use digital game media, especially Big City Adventure, to improve students' vocabulary mastery.

Keywords: *vocabulary, young learner, digital game, and media*