

**THE EFFECTIVENESS OF EDUCANDY GAME TO IMPROVE THE
STUDENTS' VOCABULARY MASTERY AT THE SEVENTH GRADE OF
MTsN 9 KEDIRI**

THESIS

Presented to
State Islamic Institute of Kediri.
in Partial Fulfilment of the Requirements
for the Degree of *Sarjana* in English Language Education



Written by:
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2025**

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I hereby declare that the thesis and the work presented in it are my own and it has been generated by me as result of my own original research. It does not incorporate any materials previously written or publish by another person except those indicated in quotations and references. No portion on this work has been submitted in in support of an application for another degree or qualification of this or any other university or institution of higher education. Due to this fact, I am the only person responsible for the thesis of there is any subjection or claim from others. This thesis is to fulfill requirement for the degree of Sarjana (S1) in English Study Program, State Islamic Institute (IAIN) of Kediri.

Kediri, 13th June 2025

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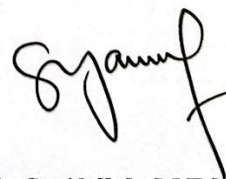
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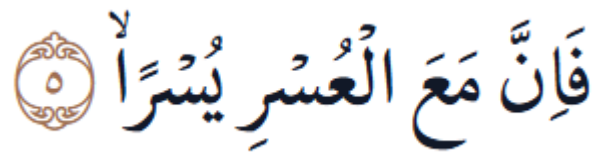
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MOTTO



Then indeed with difficulties there is ease

(Maka, sesungguhnya beserta kesulitan ada kemudahan Q.S. Al insyira (94:5))

Love what you do, do what you love

(Cintai apa yang kamu lakukan, lakukan apa yang kamu cintai)

DEDICATION

With all of my love, I would like to dedicate this thesis to:

1. Allah SWT the lord of this beautiful universe, who has given me strengths and blessings, so I can finish my thesis.
2. Prophet Muhammad SAW, who always guides us on his teachings from the darkness to the lightness.
3. To my beloved parents, whose unwavering support and love have been my foundation.
4. To my teachers, who have imparted knowledge and wisdom, guiding me on this journey.
5. To my friends, who have stood by me, providing encouragement and companionship through the challenges.
6. My dearest one, me myself, who has struggled so far during conducting this thesis. I love me so much.

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ABSTRACT

Marhudi, Irfan Maulana. (2025). *The Effectiveness of Educandy Game to Improve the Students' Vocabulary Mastery at MTsN 9 Kediri*. Department of English Language Education, Faculty of Tarbiyah, State Islamic Institute (IAIN) of Kediri. Advisors (I) Mohammad Muhyidin, M. Pd., (II) Burhanudin Syaifulloh, M.Ed., Ph.D.

Keywords: *Educandy, Effectiveness, Teaching Vocabulary, Vocabulary*

This research investigates the problem of limited vocabulary mastery among seventh-grade students at MTsN 9 Kediri, which significantly affects their language skills and academic success. The objective of this study is to determine whether the use of the Educandy game effectively enhances vocabulary acquisition among these students. This research aims to provide insights that could lead to more effective vocabulary teaching strategies.

This research was conducted by using quantitative with quasi experimental method design. This data analysis uses SPSS version 27.0 and employs ANCOVA analysis techniques. This technique is a statistical method used to compare the means of two or more groups while controlling for other variables that may affect the results. The are 31 students' population for the experimental group and the control group is 30 students. The instrument for this research uses a pre-test and post-test to measure the students' vocabulary mastery. The form of the test used in the pre-test is 20 multiple choices and for the post-test uses 10 items in multiple choices form, 5 true or false and 5 essays.

The result of this research can be seen from the mean of both pre-test and post-test experimental and control groups. The mean of the pre-test score experimental group is 54,03 and control group is 54,33. While, the mean of the post-test experimental group is 83,74 and control group is 66,27. It showed that the experimental class got a higher mean's score than the control group. The result of ANCOVA showed that the significant value is 000, which is lower than 0,05 ($0,05 > 0.000$). It is indicated that the null hypothesis (H_0) is rejected and the alternative hypothesis (H_a) is accepted. This indicates that there is a significant difference between students taught using Educandy and those taught using the Scramble Word game. The results also show that using Educandy as a medium is effective in teaching vocabulary.

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