

**THE EFFECTIVENESS OF GAME BASED LEARNING ‘KAHOOT’ ON
STUDENTS’ VOCABULARY MASTERY**

THESIS

Presented to
State Islamic Institute of Kediri
In Partial fulfillment of the Requirements
For Degree of *Sarjana* in English Education



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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 the result of my own original research. It does not incorporate any materials previously written or published by another person except those indicated in quotations and references. No portion of this work has been submitted 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 if there is any objection or claim from others.

This thesis is to fulfill the requirements for the degree of *Sarjana (S1)* in English Education, State Islamic Institute (IAIN) Kediri.

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Setelah diperbaiki materi dan susunannya, kami berpendapat bahwa skripsinya telah memenuhi syarat sebagai kelengkapan ujian akhir Sarjana Strata Satu (S-1).

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Setelah disepakati materi dan susunannya sesuai dengan beberapa petunjuk dan tuntutan yang diberikan dalam sidang munaqosah yang dilaksanakan pada tanggal 22 Juni 2021 kami dapat menerima dan menyatakan hasil perbaikannya.


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MOTTO

لَا يُكَلِّفُ اللَّهُ نَفْسًا إِلَّا وُسْعَهَا

“Allah does not charge a soul except [with that within] its capacity.”

(Q.S. Al-Baqarah :286)

DEDICATION

All praise is due to Allah SWT, the lord of the worlds, for His mercies and blessings that have been given to me to finish this thesis.

With all my love, I dedicate this thesis to:

- My dearest family, my mother (Sutrismi), my father (Subiyanto), my brother (Rudi Wahyu H.) and my sister (Dewi Puspitasari) who always pray for my success, support and encourage me. Thanks for raising me up until I grow as well as I am now.
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6. All of the staff of MTsN 5 Kediri who help me in process collecting the data.

The researcher realized that this research was not perfect. There were many mistakes in this research. Thus, the researcher apologized for the mistakes and the researcher hope that this research could give meaningful knowledge for the readers. Several suggestions and criticism are needed to make this research better.

Kediri, 8th June 2021

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ABSTRACT

Rahmawati, Desi. 2021. *The Effectiveness of Game Based Learning 'Kahoot' on Students' Vocabulary Mastery*. Thesis, Department of English Language Education, Faculty of Tarbiyah, State Islamic Institute (IAIN) Kediri. Advisors: (I) Ima Fitriyah, M.Pd, (II) Erna Nurkholida, M.Pd

Keywords: *Game Based Learning, Kahoot, Vocabulary Mastery*

Kahoot is one of online learning application that can help in teaching and learning process. Kahoot included interactive response system (IRS), it engages students through game like impromptu quizzes. The need for using Kahoot in improving students' vocabulary mastery is essential, because the students can use Kahoot as media in vocabulary mastery. The objective of the research is to find out whether or not there is significant difference in vocabulary mastery between students who are taught by using Kahoot and those who are taught by using Google Meet.

The method of this research was quasi-experimental research conducted in two classes. It involved 48 students of the seventh grade students of MTsN 5 Kediri in the second semester of the academic year 2020/2021. The sample of this research was VII-D as the experimental group and VII-E as the control group. Each group consists of 24 students. The data was gathered by using test: pre-test and post-test. The data were analyzed by using ANCOVA in SPSS 25 program.

The result of ANCOVA showed that the significant was 0.000. It less than 0.05 ($0.000 < 0.05$). So, it can be concluded that there is a significant difference in vocabulary mastery between students who are taught by using Kahoot and students who are taught by using Google Meet. It is necessary to use appropriate learning media to increase students' vocabulary mastery. It is important for teachers to avoid the use of monotonous method such as lecturing in delivering material. Kahoot fostered wider and active student participation, it also presents fun and interesting learning so that the students can mastering vocabulary easily.

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