

ABSTRACT

Roliyah, Siti. 2015. The Effectiveness of Using Logico Game to Improve the Students' Vocabulary Mastery at the Seventh Grade of SMP N 2 Puring in the Academic Year 2014/2015. A Thesis, English Department Faculty of Teacher Training and Educational Sciences, Muhammadiyah University of Purworejo. Consultant 1: Abdul Ngafif, M.Pd. B.I and Consultant 2:Titi Rokhayati, M. Pd

Keywords: *Effectiveness, Logico Game, Vocabulary Mastery*

The objectives of this study were to find out whether logico game is effective or not to improve the students vocabulary mastery at the seventh grade students of SMP N 2 Puring in the Academic Year 2014/2015.

The subjects of the study were the seventh grade students of SMP N 2 Puring in the academic year of 2014/2015. In this research, the researcher used purposive sampling in taking the sample because of the limitation of time. In this research, the researcher took 64 students of VII A and VII F as sample; they are experimental group and control group. The researcher used test as the instrument. There were pre-test and post-test. Pre-test was conducted before the writer gave treatment to the students. The type of test was multiple choice and matching test. And to analyzed the data, the writer used by t-test analysis.

The mean of control group (76.625) was included into good category. The mean of experimental group (80.93) was included into excellent category. It means that the students have good result in their vocabulary mastery. It was found that the result the computation shows that t-value is higher than t-table (2.46. > 1.999.) Based on the result , it is concluded that the hypothesis is accepted. It means that it is effective of improving students' vocabulary mastery using logico game at the seven grade students of SMP N 2 Puring in the academic year of 2014/2015.