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The Effect Of Scramble Game By Using Quiziz Application On Students Vocabulary Mastery At SMP Gajah Mada Medan

Cici Suzana Saragih^{1✉}, Sahlan Tampubolon², Harpen Silitonga³

Pendidikan Bahasa Inggris, FKIP, Universitas HKBP Nommensen Medan

Email: cici.saragih@student.uhn.ac.id^{1✉}

Abstract

Vocabulary as the basic to speak with other people is very important. By having many vocabularies, people can communicate with other people fluently. Scramble game by using Quiziz application was used to increase student's vocabulary achievement. The objective of this study was to find out the effect of scramble game by using Quiziz application on student's vocabulary mastery at SMP Gajah Mada Medan. This study was carried out by Experimental quantitative research. The object of this study was the nine grade students at SMP Gajah Mada Medan. It consisted of 40 students which included two groups, the experimental and control group. Scramble game was used to teach the experimental group while conventional strategy was used to teach control group. The instrument of data collection was reorder the words, drag and drop vocabulary test with 20 items. The mean of the student's scores for the pre-test in the experimental group was 62,555 and the mean of the the post-test in the experimental group was 80,2 while the mean for the pre-test in the control group was 61,45, and the mean for the post-test was 73,45. The calculation revealed that the reliability was 5,479. The T-test formula was used to analyze the data. The calculation revealed that t-observed (5,479) was greater than t-table (2,026) at the level of significance (α) 0,05 and with a degree of freedom (df) of 38. It means that Scramble Game by using Quiziz Application had a significant effect on students' vocabulary mastery. So H_a was accepted.

Key words:; *Quiziz Application, Scramble game, Vocabulary Mastery.*

Abstrak

Kosa kata sebagai dasar untuk berbicara dengan orang lain sangatlah penting. Dengan memiliki banyak kosakata, seseorang dapat berkomunikasi dengan orang lain dengan lancar. Scramble game dengan menggunakan aplikasi Quiziz digunakan untuk meningkatkan prestasi kosa kata siswa. Tujuan dari penelitian ini adalah untuk mengetahui Pengaruh Permainan Scramble Menggunakan Aplikasi Quiziz terhadap Penguasaan Kosakata Siswa di SMP Gajah Mada Medan. Penelitian ini dilakukan dengan penelitian kuantitatif Eksperimental. Objek penelitian ini adalah siswa kelas sembilan SMP Gajah Mada Medan. Penelitian ini terdiri dari 40 siswa yang terdiri dari dua kelompok, kelompok eksperimen dan kelompok kontrol. Scramble Game digunakan untuk mengajar kelompok Eksperimental, sedangkan strategi konvensional digunakan untuk mengajar kelompok Kontrol. Instrumen pengumpulan datanya adalah penyusunan ulang kata, tes kosa kata drag and drop dengan 20 item. Rata-rata nilai pre-test siswa pada kelompok eksperimen adalah 62,55 dan rata-rata post-test pada kelompok eksperimen adalah 80,2 sedangkan rata-rata pre-test pada kelompok kontrol adalah 61,45, dan rata-rata post-test adalah 73,45. Perhitungan mengungkapkan bahwa reliabilitas adalah 5.479. Rumus T-test digunakan untuk menganalisis data. Hasil perhitungan menunjukkan bahwa t-observasi (5,479) lebih besar dari t-tabel (2,026) pada taraf signifikansi (α) 0,05 dan derajat kebebasan (df) 38. Artinya, permainan Scramble dengan menggunakan Quiziz Aplikasi berpengaruh signifikan terhadap penguasaan kosa kata siswa. Jadi H_0 diterima.

Kata Kunci: *Aplikasi Quiziz, Permainan scramble, penguasaan kosakata.*

PENDAHULUAN

There are so many languages in the world. One of them is English. The English language is the most commonly spoken. In learning English there were so many things we need to know namely the skills in English. Students must master the four English skills when studying like listening, speaking, reading and writing. In order to know them, Students needed vocabulary to help them improve all the skills. Multazim, and Hudayah (2019:23) say that vocabulary is a list of targeted language words. Vocabulary is the glue that holds stories, ideas, and content together and making comprehension accessible. People couldn't speak English without words. People who had a large vocabulary speak more fluently than those who only had a small vocabulary. One of the junior high school in Medan, SMP Gajah Mada had good reputation. In fact, there were problems faced by the students, such as English proficiency. In order to motivate students to learn, teaching-learning activities need to employ variety of strategies. Game was used to help students to learn vocabulary. One of them was scramble game. Fita, Jatmiko, and Sudibyo (2021:95) state that scramble is a column that contains questions and answers. The answers are written in the answer column, but they are written randomly. Since the teacher only asks students to complete worksheet exercises,

students had difficulties recalling language. As a result, the teaching-learning process becomes boring, and the students only pick up a small number of vocabulary words. As a solution, The researcher offers word-scrambled games as a way to teach vocabulary. The objective of the study is to find out whether using scramble game by Quiziz application affect the student's vocabulary mastery.

METODE PENELITIAN

Research methodology is a scientific method of data collection with specific goals and applications. This study was conducted by using experimental quantitative design with pre test, treatment and post- test design. Quantitative method is used to examine questions that can be best answered by collecting and statistically analyzing data that are in numerical form. (Lube and Nuraeni 2020:110). The population of this research were the nine grade students of SMP Gajah Mada Medan in academic year 2022/2023. It consisted of 40 students. The Instruments to collect data in this study was vocabulary test. It used two types of test, such as arrange the words, drag and drop vocabulary. The researcher gave 20 questions as the pre – test and post – test by using media, Quiziz application. In analyzing the data between experimental group and control group, the researcher used T – test formula as follows:

$$t = \frac{Mx - My}{\sqrt{\left\{ \frac{\sum x^2 + \sum y^2}{Nx + Ny - 2} \right\} \left(\frac{1}{Nx} + \frac{1}{Ny} \right)}}$$

In scoring the test, the researcher used the score ranging from 0 – 100 by seeing the score from the quiziz application reports. There were the accuracy, correct number, points, so the researcher saw the score of the students from accuracy. It means the researcher didn't need to count the score again, but could be seen directly. It was scored by the system of Quiziz application. The hypothesis was tested by using a pair sample T-test to determine whether the hypothesis was rejected or accepted. Ha was rejected if t-table was greater than t-count. Meanwhile, Ha was accepted if t-table was less than t-count.

HASIL DAN PEMBAHASAN

The result of this study described and analyzed the effect of scramble game by using Quiziz application on students' vocabulary mastery at the nine grade of SMP Gajah Mada Medan. Based on the data of this

study, it could be seen that there was a significant effect of scramble game by using Quiziz application in teaching vocabulary mastery because the mean of experimental group (80,2) was higher than the mean of control group (73,45). Furthermore, the result of calculation data showed that t_{count} (5,479) was higher than t_{table} (2,026) or $t_{count} > t_{table}$ $5,479 > 2,026$. It means that H_a was accepted and H_o was rejected. The calculation of data analysis proofs that teaching vocabulary through scramble game by using Quiziz application was more effective on students' vocabulary mastery rather than conventional method.

Tabel

1. The results of study analyze

NO	Students' Initial (Experimental)	Post – test (T2)	Students' Initial Control)	Post – test
1	AA	85	AOH	76
2	AS	75	BI	60
3	CYM	85	DI	70
4	DV	75	FAM	65
5	DE	76	HA	76
6	DS	80	HN	69
7	IS	79	IA	76
8	JS	76	JE	67
9	JU	80	KAS	82
10	KSK	82	KA	77
11	KAP	86	KB	80
12	KH	78	LT	67
13	MAZ	78	MAS	80
14	NCP	80	NI	75
15	OSP	91	RE	76
16	RDT	81	SJS	80
17	SRM	83	SR	73
18	SYA	76	SSS	75
19	SA	81	SSN	72
20	TAB	77	WKN	73
	Total	1604	Total	1482
	Mean	80,2	Mean	73,45

SIMPULAN

The research conclusion was presented in accordance with the data examined in the preceding chapter. From the data analysis about the effect of Scramble game by using Quiziz application into students' vocabulary mastery at the third-grade students of SMP Gajah Mada Medan, It can be concluded that:

1. Scramble game by using Quiziz application is recommended in student's vocabulary mastery
2. Scramble game by using Quiziz application affect student's vocabulary mastery.
3. The alternative hypothesis (H_a) is accepted, and the null hypothesis (H_o) is rejected. it is found from the computation of the t-test that t-observed is higher than t-table ($5,479 > 2,026$). Based on the test results above, this research is recommended, because the value is above average or the KKM is 75.

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