**ABSTRACT**

**Asri Rohil Mina, 2013.** *Enhancing Vocabulary of the Second Year Students of SMP Negeri 2 Pinrang through Escape Rosecliff Island Game.* A Thesis, State University of Makassar. Supervised by Haryanto and Ahmad Thalib.

The research aims to find out whether or not the implementation of *Escape Rosecliff Island Game* enhance the students’ English vocabulary of SMPN 2 Pinrang. This research applied quasi experimental method. The population of this research is the second year students of SMPN 2 Pinrang which consist of ten classes academic year 2013-2014. The subject was taken by cluster random sampling technique. The sample was 35 students of VIII-2 as the experimental class and 35 students of VIII-3 as the control class. The data analysis was collected through pretest and posttest (Vocabulary test). The researcher applied t-test analysis to find out the improvement of vocabulary achievement. The result of the analysis showed that there was significant difference between pretest and posttest. The findings of this research were the mean score of the pretest 5.9 and posttest 8.634, standard (sum of square) of the pretest 32. 20 and posttest 2.92, the value of the t-test (12.649) was greater than t-table (1.691) at level of significance (p) = 0.05 and degree of freedom (df) = 68. It’s concluded that implementation of the use Escape Rosecliff Island Game in teaching English vocabulary could enhance students’ vocabulary achievement of the second grade of SMP Negeri 2 Pinrang