**ABSTRACT**

**Ikawati, 2013, *Building Up Students’ Vocabulary Mastery through Guessing Word Game*. Thesis. English Department, Faculty of Languages and Literature, State University of Makassar. (Supervised by Muhammad Amin Rasyid and Ahmad Talib).**

This research aimed to find out whether or not the implementation of guessing word game built up the students’ vocabulary mastery. The researcher applied quasi-experimental design. There were 30 students in experimental group and 30 students in control group who were decided by cluster sampling technique. Vocabulary test was given to both groups. Vocabulary test was given in pretest to know the students’ knowledge of vocabulary mastery and vocabulary test was given in posttest to know the students’ vocabulary mastery after giving treatment. The result of this research showed that the students’ result of posttest for experimental group was higher than the students’ result of posttest for control group. It was proved by the mean score of experimental group (72.53) was higher than the mean score of control group (69.07). Testing of hypothesis used independent samples t-test with SPSS 17 to get significance value was 0.017. The significance value 0.017 < α = 0.05, so the hypothesis was accepted. Based on the finding and discussion of the study, the researcher concluded that the implementation of guessing word game was effective to build up vocabulary mastery of the first year students of SMP Negeri 25 Cenrana.