

**IMPROVING STUDENTS’ VOCABULARY MASTERY**

**BY USING FAST HANDS GAME (FHG)**

**A Thesis**

*Submitted to the Faculty of Languages and Literature of*

*State University of Makassar in Partial Fulfillment of the Requirements for the Degree of Sarjana Pendidikan*

**MUHAMMAD NUR ILHAM**

**1352040024**

**ENGLISH DEPARTMENT**

**FACULTY OF LANGUAGES AND LITERATURE**

**STATE UNIVERSITY OF MAKASSAR**

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**ABSTRACT**

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The objective of the research was to find out whether or not the use of FHG can improve students’ vocabulary mastery. The researcher applied pre-experimental method with one group pretest and posttest design. The population of the research was the seventh grade students of SMP Negeri 1 Liliriaja in academic year 2016/2017. The total sample of the research was 20 students. It was determined by using simple random sampling. The data were collected through vocabulary test (pretest and posttest) to find out whether or not the implementation of FHG improved the vocabulary mastery of the seventh grade students of SMP Negeri 1 Liliriaja. The researcher used t-test analysis. The result of the data analysis showed that there was a significant difference between pretest and posttest. It was proved by the mean score of the students’ tests in which their posttest mean score (77.1) was higher than the mean score of their pretest (56.55). It was also proven by the t-test conducted by the researcher. The t-test value (20.76) was higher than the t-table (2.093). Therefore, it can be concluded that FHG can improve students’ vocabulary mastery.

***Keywords: Vocabulary Mastery, Fast Hands Game, FHG.***

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