

**THE EFFECTIVENESS OF *EDU-GAMES SOFTWARE* (CD-ROM) AS  
MEDIA IN THE ENGLISH TEACHING-LEARNING PROCESS TO  
IMPROVE VOCABULARY MASTERY OF THE FIFTH GRADE  
STUDENTS OF SD KANISIUS WONOSARI II**

**A Thesis**

**Presented as Partial Fulfillment of the Requirements for the Attainment of  
the Degree of *Sarjana Pendidikan* in English Education**



**By**

**HEVI DE VILLANOVA**

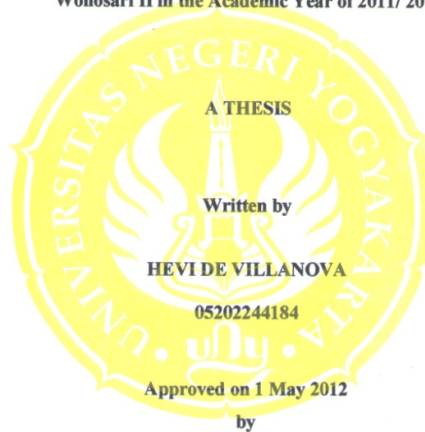
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**ENGLISH EDUCATION DEPARTMENT  
FACULTY OF LANGUAGES AND ARTS  
STATE UNIVERSITY OF YOGYAKARTA  
2012**

**APPROVAL**

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STUDENTS OF SD KANISIUS WONOSARI II**

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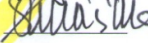
**RATIFICATION**

**THE EFFECTIVENESS OF *EDU-GAMES SOFTWARE* (CD-ROM) AS  
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**A THESIS**

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## PERNYATAAN

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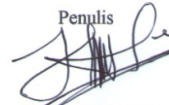
Judul : **The Effectiveness of *Edu-Games Software* (CD-ROM)  
As Media In The Teaching-Learning Process to  
Improve Vocabulary Mastery of The Fifth Grade  
Students of SD Kanisius Wonosari II**

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Apabila ternyata terbukti bahwa pernyataan ini tidak benar, sepenuhnya menjadi tanggung jawab saya.

Yogyakarta, Januari 2012

Penulis



Hevi de Villanova

# DEDICATION

This thesis is especially dedicated to :

- My beloved Mother < Y. Sumarni > and My Father  
< FX. Suyanto >

*You are the reason I want to finish this thesis. Sorry for waiting too long. For every sweat and tear you drop in taking care of me. Only God can give you the reward. The supports from all of you are so meaningful to me. I am proud of being your son. I love you mom and dad.*

- My beloved little sisters: Rima and Merlin

*Thank you for your support. You always give me motivation so that I can finish my thesis. I love you.*

- My almamater English Education Department

UNY

*Thanks for the leadership education, inspirations, and discussions.*

# Mottos

"Success . . . seems to be connected with action.

Successful men keep moving. They make  
mistakes, but they don't quit"

*\_ Conrad Hilton \_*

"Do a little more each day than you think you  
possibly can"

*\_ Lowell Thomas \_*

"Be yourself and never give up"

*\_ The Researcher \_*

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I hope that this thesis would be useful for the readers; however, I realize that this thesis is far from being perfect. Therefore, any criticisms, ideas and suggestions for the improvement of this thesis are greatly appreciated.

Yogyakarta, February 17<sup>th</sup> 2012

Hevi de Villanova



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05202244184**

**ABSTRACT**

The objective of this research is to know whether or not there is a significant difference in the vocabulary mastery between the students who are taught by using *Edu-Games Software* (CD-ROM) and those who are not taught by using *Edu-Games Software* (CD-ROM).

This research is quasi-experimental research in which the choice of the research sample was done randomly. The sample of this research consisted of 35 students (two classes). The two classes were class 5 A as the experimental group and 5 B as the control group. The data were collected by using a vocabulary test. The two groups were given pre-test (before the experiment was conducted) and the post-test (after the experiment). During the research, the students of 5 A or the experimental group were taught vocabulary by using *Edu-Games Software* (CD-ROM) as media in the English teaching and learning process, while the control group were not taught by using *Edu-Games Software* (CD-ROM). From the try-out, it was found out that 37 items of the vocabulary mastery test were valid with the reliability of 0.897. The data were collected by means of a descriptive and an inferential statistics technique. The test of normality and homogeneity were conducted before the test of hypothesis was applied.

The data show that the vocabulary mastery of students who were taught using *Edu-Games Software* (CD-ROM) is in the *very high* category. The mean of the gain scores of the experimental group is 5.67, while the mean of the control group is only 1.29. Moreover, it was found that there is a significant difference in the scores of students' vocabulary mastery ( $t_0 = 3.654$ ;  $p=0.000$ ) between those who were taught using *Edu-Games Software* (CD-ROM) and those who were not. It can be concluded that the use of *Edu-Games Software* (CD-ROM) is good to teach vocabulary for it can increase the vocabulary mastery of the fifth grade students of SD Kanisius Wonosari II.