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

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2012

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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

An experimental research of the fifth grade students at SD Kanisius Wonosari II in the Academic Year of 2011/ 2012

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PERNYATAAN

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Menyatakan bahwa karya ilmiah ini adalah hasil pekerjaan saya sendiri. Sepanjang pengetahuan saya, karya ilmiah ini tidak berisi materi yang ditulis oleh orang lain, kecuali bagian-bagian tertentu yang saya ambil sebagai acuan dengan mengikuti tata cara dan etika penulisan karya ilmiah yang lazim.

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 nerver give up"

_ *The Researcher* _

ACKNOWLEDGEMENTS

First of all, I would like to express my praise and gratitude to Tuhan YME, the Almighty, for His blessing, spirit, guidance and love throughout the accomplishment of this thesis.

I would like to express my sincere gratitude and appreciation to my first consultant, Drs. Suhaini Muhammad Saleh, M.A. who has always given me support and renewed my spirit when I was down. His guidance, criticism, correction, and contribution of ideas in this thesis really motivate me to finish my work. My sincere gratitude and appreciation also goes to Mrs. Siti Sudartini, S.Pd., M.A. my second consultant, who has patiently encouraged me to finish this thesis and spent her time providing and giving correction on my thesis.

I would also like to thank all the lecturers in the English Education Study Programme, who educated me to be a better person with knowledge and good behavior. Without them all, I am nothing.

My deepest love and gratitude go to my family, my father (Fx. Suyanto), my mother (Y. Sumarni), and my little sisters (Epifani Rima de Villanova and YF. Merlin Tria de Villanova). Thanks to God that He gives me a remarkable family, who always support me in sadness and happiness. They are everything for me. To my father, I really thank him for giving me his greatest love. I am really proud of being his son. To my mother, I thank her for her deepest love. She is a great mother for me. Moreover, to my sisters, my life is complete to have them as sisters. I dedicate this thesis especially to those who love me, who have been so patient with me over the years, and who have been waiting for my graduation patiently and praying for my best. I have tried to do my best to make them all proud of me.

I also would like to thank all of my friends in the academic year 2005, especially Ani , Novi, Alfa, Jati, Andi, and Angga; and all of J class thanks for caring and helping me. I also thank *Mbak* Sekar who patiently encouraged me to finish this thesis and spent her time providing and giving correction on my thesis.

I also thank the big family of SD Kanisius Wonosari II, especially the Headmaster, Mr. Subari, the English teacher, Miss Ari, the other teachers and all the grade V students.

Last but not least, my gratitude also goes to all my boarding house friends (Cempaka), *Jambul, Sigit the programer, Siom, Seno, Yoga, and Sidik* for their support, warmth, love and company and all people in my life who cannot be mentioned one by one for giving me support to finish this thesis. Surely, this thesis could not have been completed without their help.

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 17th 2012

Hevi de Villanova

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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_o =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.