ABSTRACT

The Use of Crossword Puzzle Game to Improve Students' Vocabulary Mastery in Tenth Grade at SMK N 9 Bandar Lampung

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The aim of this study was to obtain about the empirical evidence from the effectiveness of crossword puzzle game towards students' vocabulary mastery. This study was conducted at the second grade of SMK N 9 Bandar Lampung. The method of this study is a pre-experimental by taking the sample 25 students. Before giving the treatment, the researcher gave pre-test. Then the researcher taught in class with crossword puzzle game. After third meetings, the researcher gave the post-test to the class. The scores of pre-test and post-test were collected from twenty multiple-choice questions. The finding of this study led into the conclusion that using crossword puzzle game was effective towards students' vocabulary mastery at the tenth grade SMK N 9 Bandar Lampung. This was based on the T-test result which based on the result it can be seen that the sig $0.000 < 0.05$ it means that the Ha was accepted and H0 was reject. It can be concluded that there is a significant improvement in students' vocabulary mastery after being taught through crossword puzzle game.

Keywords: Crossword Puzzle Game, Descriptive text, Vocabulary Mastery