

ABSTRACT

Asdinar Galuh Wahdini. *The Effectiveness of Monopoly Game to The First Grade Students' Vocabulary Mastery at MTs N Pacitan in Academic Year of 2021/2022.* Thesis. Pacitan: STKIP PGRI Pacitan, 2022.

This research aimed to find out The Effectiveness of Monopoly Game to The First Grade Students' Vocabulary Mastery at MTs N Pacitan in Academic Year of 2021/2022. This research used quasi experimental research. The objectives of the research were: (1) Clarifying effectiveness of Monopoly Game to first grade students' vocabulary mastery. (2) Proving effectiveness of Monopoly Game to first grade students' vocabulary mastery. (3) Examining the hypothesis of effectiveness Monopoly Game to first grade students' vocabulary mastery.

The method used in this research was quasi experimental research design with parametric in quantitative study. The research instruments were pre-test and post-test. The study was divided into two groups, namely experimental class and control class. The sample used in this study consisted of 20 students of 7C as experimental class and 20 students of 7D as control class. In experimental class was implemented Monopoly Game media in learning vocabulary. Besides, control class was implemented conventional learning by remembering words only without playing game. Before testing the hypothesis, the researcher calculated normality, homogeneity, validity and reliability to answer the statements of problems in this research.

The instruments used in this research was t-test, namely pre-test and post-test. The result of this study indicated that Monopoly Game was more effective and had significant improvement in learning vocabulary for experimental class rather than conventional learning in control class. It could be proven from gain score of post-test in experimental class was up to 412 and control class was 138 It showed that experimental class' post-test was higher than control class' post-test.

Keywords: *Effectiveness, Monopoly Game, Vocabulary Mastery.*