

**THE APPLICATION OF MIME GAME TOWARD STUDENTS'
VOCABULARY MASTERY AT THE SEVENTH GRADE OF
SMP ISLAM NURUL ULUM KALITIDU BOJONEGORO**

SKRIPSI

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**ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGE AND ART EDUCATION
IKIP PGRI BOJONEGORO**

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by

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APPROVAL SHEETS

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LEGITIMATION

SKRIPSI

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This is to certify that Sarjana's thesis

Has been approved by the Board of Examiners

As the requirement of the degree of Sarjana in English Language Education

Monday, August 07th 2023

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I solemnly declare that the thesis that I have written is really my own writing and does not constitute plagiarism either in part of in whole.

If in future it is proven or can be proven that this thesis is the result of plagiarism, either partially or wholly, then I am willing to accept sanctions for such actions with the applicable provisions.

Bojonegoro, 27 July 2023

The Researcher



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ABSTRACT

Diana, Khulwatut, 2023. The Application of Mime Game Toward Students' Vocabulary Mastery at The Seventh Grade of SMP Islam Nurul Ulum Kalitidu Bojonegoro. Skripsi, English Education Department, Faculty of Language and Arts Education, IKIP PGRI Bojonegoro, Advisor (1) Ayu Fitriarningsih, M.Pd., Dian Ratna Puspananda, M.Pd.

Keywords: Vocabulary, students' vocabulary mastery, mime game

Teaching vocabulary to the student junior high school is important to make the student be able to communicate by using the learnt. There are some problems in teaching vocabulary of the students in understanding and memorizing new word in English. The English teaching process was boring to apply their knowledge of vocabulary. So, it would be difficult for students to achieve the teaching and learning target. In order to solve this problem the teacher should have creative activity, and the using of mime game method can be an alternative way as a learning media that will make students enjoy and easy to memorize the word. In this research the researcher used classroom action research. The researcher got the data from test, observation checklist and questionnaire. The findings of the study using mime game are able to increase students' vocabulary mastery and get the means score pre test, cycle I and cycle II the researcher get mean score 59.5, 80.5, and 87.5. The implication of the research give motivation to the student in English learning to improve their vocabulary mastery. In future, it provide the alternative strategies to the teacher and further researcher to improve students' vocabulary mastery.

ABSTRAK

Diana, Khulwatut, 2023. *The Application of Mime Game Toward Students' Vocabulary Mastery at The Seventh Grade of SMP Islam Nurul Ulum Kalitidu Bojonegoro*. Skripsi, English Education Department, Faculty of Language and Arts Education, IKIP PGRI Bojonegoro, Advisor (1) Ayu Fitriyaningsih, M.Pd., Dian Ratna Puspananda, M.Pd.

Kata Kunci: Kosa kata, penguasaan kosa kata, mime game

Pengajaran kosa kata kepada siswa sekolah menengah pertama penting untuk membuat siswa dapat berkomunikasi dengan menggunakan apa yang dipelajari. Ada beberapa masalah dalam mengajarkan kosa kata siswa dalam memahami dan menghafal kata baru dalam bahasa Inggris. Proses pengajaran bahasa Inggris membosankan untuk menerapkan pengetahuan kosa kata mereka. Jadi, akan sulit bagi siswa untuk mencapai target belajar mengajar. Untuk mengatasi masalah ini guru harus memiliki aktivitas kreatif, dan penggunaan metode permainan pantomim dapat menjadi alternatif sebagai media pembelajaran yang akan membuat siswa senang dan mudah untuk menghafal kata. Dalam penelitian ini peneliti menggunakan penelitian tindakan kelas. Peneliti mendapatkan data dari tes, observasi checklist dan angket. Temuan penelitian dengan menggunakan permainan pantomim mampu meningkatkan penguasaan kosa kata siswa dan mendapatkan skor rata-rata pre tes, siklus I dan siklus II peneliti mendapatkan skor rata-rata 59,5, 80,5, dan 87,5. Implikasi dari penelitian ini memberikan motivasi kepada siswa dalam pembelajaran bahasa Inggris untuk meningkatkan penguasaan kosa kata mereka. Di masa depan, ini memberikan strategi alternatif kepada guru dan peneliti selanjutnya untuk meningkatkan penguasaan kosa kata siswa.

MOTTO

forced, coerced, accustomed, extraordinary

DEDICATION

Praise and gratitude Alhamdulillah, Allah SWT. This has made it easy for researchers to complete this thesis. For that, I dedicate to:

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Bojonegoro, 27 July 2023

The Researcher


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CHAPTER I

INTRODUCTION

This chapter is an introduction that explains five sub-chapters. They are the background of the study, the research problem, the objectives of the study, the significance of the study, and the definition of the key terms.

A. Background of Study

English is important because it is the most popular language in the globalization era. Different cultures need to communicate with each other. Somehow English helps in this process. For example, there are many elements in English such as vocabulary. Vocabulary is the smallest element in English that must be mastered by students because without vocabulary we cannot express our opinions, feelings, and ideas. Vocabulary is one of the most obvious components of language and one of the first things that attract the attention of applied linguists (Richard, 2014).

On the other hand, teaching vocabulary is very hard, because the teachers must choose the right way to carry out the learning process effectively. So, the students enjoy and relax while studying vocabulary and can master it. The researcher had done the observation through a preliminary study at Class VII in SMP Islam Nurul Ulum Kalitidu (SMPINU Kalitidu). Many students were found to have difficulty acquiring vocabulary. Students lack vocabulary because most of them are beginner students. In addition, they also feel bored during the learning process because the atmosphere of the class and the way their teacher teaches is not interesting. Therefore, it is difficult for them to remember English words while playing an important role in learning a foreign language.

Based on the observation, one of the ways that the teacher applies to reduce the difficulty of students in acquiring vocabulary is by bringing a dictionary in English class. But it does not seem to solve the problem. Using their dictionary to search for every meaning of words spends too much time. In other words, students are necessary to master vocabulary well so they are able

to speak or read. Therefore, the use of techniques and media is necessary to enable students to participate in the learning process.

Game is a technique that includes Free Techniques in teaching English as a foreign language. Purnama (2017) state that playing a game while learning can introduce students to their environment better. Using a game in the classroom can improve the learning process and student interest. It gives them an enjoyable and fun situation in acquiring the words. Besides, Susilawati (2019) claims that games can increase positive feelings and reduce anxiety as well as build learners' self-confidence because learners are not worried about getting punishment or criticism when they make mistakes.

Some studies show that learning through play provides a successful education experience. Mariyah (2020) states that creating a classroom atmosphere in which words are fun, and playing with words is encouraged can be a powerful antidote to the very natural fear of making mistakes that can easily inhibit learning. Surayatika (2018) state games can motivate learners, promote learners' interaction, and improve learners' acquisition. As a result, games can increase learners' achievement, which means that learners' test results, ability of communication, knowledge of vocabulary, or other language skills can improve. All students can actively is not interesting. Therefore, it is difficult for them to remember English words while playing an important role in learning a foreign language.

Based on the observation, one of the ways that the teacher applies to reduce the difficulty of students in acquiring vocabulary is by bringing a dictionary in English class. But it does not seem to solve the problem. Using their dictionary to search for every meaning of words spends too much time. In other words, students are necessary to master vocabulary well so they are able to speak or read. Therefore, the use of techniques and media is necessary to enable students to participate in the learning process.

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Realizing the fact that researcher want to research what can be done to overcome the problems that occur when learning vocabulary. The researcher chooses "Mime Games" to know students' vocabulary mastery because mime games are very popular and with good reasons. It is suitable for all levels because they do not necessarily need a lot of languages, and it is a great way to revise or check students' understanding of a new language that is basically fun and silly. The questions then strongly motivate the researcher to make an effort to carry out an investigation in the area of applied linguistics entitled: **THE APPLICATION OF MIME GAME TOWARD STUDENTS' VOCABULARY MASTERY AT THE SEVENTH GRADE OF SMP ISLAM NURUL ULUM KALITIDU BOJONEGORO**. It is expected to be useful for junior high school students, especially for students who study English at the junior high school of SMPINU Kalitidu.

B. Research Problem

For doing the study, the researcher formulates the questions as a research problem:

1. How is the application of mime game in students' vocabulary learning in the seventh grade of SMPINU Kalitidu Bojonegoro?
2. Can mime game improve students' vocabulary mastery in the seventh grade of SMPINU Kalitidu Bojonegoro?

C. Objectives of Study

Based on the problem above, the objectives for doing the study have been decided by the researcher as follows:

1. To find out the application of mime game on students' vocabulary mastery at the seventh-grade students of SMPINU Kalitidu Bojonegoro.

2. To find out that mime game can improve students' vocabulary mastery at the seventh grade of SMPINU Kalitidu Bojonegoro.

D. Significance of Study

1. Theoretically

The result of this research is expected to give a contribution in teaching vocabulary mastery.

2. Practically

a. For English teacher

The researcher hopes this English research can help the teacher to find a new way in teaching English vocabulary. It is also expected to be useful for English teachers to provide an alternative solution to solve the problems in teaching vocabulary.

b. For the future researcher

This research is expected to give a contribution to other researchers as a reference for further studies on a similar topic.

3. Pedagogically

The research finding would also give some advantages to the further research and development effort as a reference and empirical evidence. Considering those three kinds of research significance, Researcher conduct the study in order to give advantages for both the students and the English teacher:

a. For students

Knowing that it is still difficult for the junior high school students in vocabulary mastery. Researcher try to find out the appropriate way or technique in solving this problem. And the technique has to give contribution especially for the students.

b. For English teachers

This research gives advantages not only for the students, but also for the teachers as a people who will give more contribution for the students.

E. Definitions of Key Terms

1. Vocabulary

Vocabulary is one of the most obvious components of language and one of the first things that attract the attention of applied linguists (Richard, 2014). Yuditseva claims that vocabulary is the heart of language use and understanding. Thus, it becomes the most important component of successful and meaningful communication. That is, vocabulary is a core component of the English language that plays an important role in the language skills of how the students learn English. This is an important aspect that helps the students to be fluent in English and able to communicate well by using a variety of words that students must know to use these words accurately (Yuditseva, 2015).

2. Mime game

Mime game is one of the guessing games besides guessing pictures and guessing words or sentences. Mime games is using bodies to convey the meaning of an action or an expression that the others have to guess. It means the mime game is a way to make learning vocabulary more interesting and attractive. The mime game is a guessing game that is most suitable for use in the classroom. The procedure in the mime game is that one child comes in front of the class and the teacher gives him a secret word, phrase, or sentence (Purnama, 2017).