

**The Use of Zip-zap Game to Improve Vocabulary in SMP Muhammadiyah 1  
Yogyakarta**

*A Skripsi*

Submitted to the faculty of Language Education

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*“Nothing’s impossible if you believe you can did it”*

*(Phineas)*

*“Verily with every hardship comes ease”*

*(QS 94 : 5-6)*

*“You try. You fail. You try. You fail. But the only true failure is when you stop trying”*

*(Madame Leota)*

*“Either I win or learn, but I never lose”*

*(Jason Mraz)*

**I dedicate this thesis to my wonderful parents and my brothers for being the most important part in my life.**

**AUTHOR’S DECLARATION OF ORIGINALITY**

I honestly certify that the *skripsi* untitled “The Use of Zip-Zap Game to Improve New Vocabulary in SMP Muhammadiyah 1 Yogyakarta” is definitely my own work. I am completely responsible for the contents of this *skripsi*. Other opinion findings include in this *skripsi* are quoted in accordance with ethical standards.

Dyah Melati Putri

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### Abstract

Learning English as a foreign language needs vocabulary mastery. In Indonesia, most secondary teachers used classical method to teach their students, e.g. delivering material by lecturing and assignment. Initially, the researcher believed that using game could improve students' vocabulary mastery. The purpose of this research was to describe the implementation of Zip-Zap game to improve the students' vocabulary mastery. In addition, this research also described the improvement of the students' vocabulary mastery after using the Zip-zap game. This action research was conducted toward 28 seventh grade students of SMP Muhammadiyah 1 Yogyakarta. In implementing the Zip-zap game, the researcher applied two cycles with two meeting in each cycle. The researcher used pre-test and post-test as the instrument to get students' score. Their pre-test and post-test was scored for analysis.

The research findings indicated that the Zip-Zap game could improve the students' vocabulary. The student's condition after the treatment was better in vocabulary mastery with the mean 87.1 the previous conditions was 67. In short, the game treatments did give significant positive effect to students' vocabulary mastery.

The result of this research show that using Zip-Zap game in teaching and learning process can improve students vocabulary and that game can be use as good media for teaching and learning process.

*Keyword:* vocabulary, Zip-zap games

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