

ABSTRACT

Desi Wahyuni, 2319122. The Effect of Using Kim's Memory Game towards Students' Vocabulary at the 4th Grade of SD IT Insan Kamil. A thesis, State Islamic University of Sjech m. Djamil Djambek Bukittinggi, 2025.

The rationality of the research was based on the phenomena in which that the students have difficulty in remembering and understanding the meaning of English words, the teacher still used conventional teaching technique in the class, and many students were not able to understand the words conveyed by the teacher orally in English. This research aimed to find out the effect of KIM Memory Game toward students' vocabulary.

This research applied quantitative approach with experimental design. The sample of this study consisted of 54 students. Pre- test were given to the students in experimental and control class before any treatment. The experimental class were treated by using Kim's Memory Game while control class were not. After the treatment, both classes were given post-test. The test consisted of 15 multiple choice items.

The research found that there was a significant effect of using Kim's memory game towards students' vocabulary which was proved by the sig value is less than alpha ($0.000 < 0.05$). Then, it was also found there is differences of students' vocabulary of those who were taught by using Kim's memory game and those that were not taught. This was also proved by the sig.value is less than alpha ($0.000 < 0.05$). As the conclusion, the Kim's Memory Game affected the students' vocabulary and it was proved to be better than the students who were not using it.

Key Words: Kim's Memory Game, Vocabulary

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Rasionalitas penelitian ini didasarkan pada kenyataan bahwa siswa mengalami kesulitan dalam mengingat dan memahami makna kata-kata dalam bahasa Inggris, guru masih menggunakan strategi konvensional di kelas, dan banyak siswa yang tidak dapat memahami kata-kata yang disampaikan oleh guru secara lisan dalam bahasa Inggris. Penelitian ini bertujuan untuk mengetahui pengaruh permainan memori KIM terhadap penguasaan kosakata siswa.

Penelitian ini menggunakan pendekatan kuantitatif dengan desain eksperimen. Sampel dalam penelitian ini terdiri dari 54 siswa. Pre-test diberikan kepada siswa di kelas eksperimen dan kontrol sebelum perlakuan dilakukan. Kelas eksperimen diperlakukan dengan menggunakan Permainan Memori Kim, sementara kelas kontrol tidak. Setelah perlakuan, kedua kelas diberikan post-test. Tes tersebut terdiri dari 15 soal pilihan ganda.

Penelitian menemukan bahwa ada pengaruh yang signifikan dari penggunaan permainan memori Kim terhadap penguasaan kosakata siswa yang dibuktikan dengan nilai signifikansi yang lebih kecil dari alpha ($0,000 < 0,05$). Selain itu, juga ditemukan perbedaan penguasaan kosakata siswa antara mereka yang diajarkan menggunakan permainan memori Kim dan yang tidak. Hal ini juga dibuktikan dengan nilai signifikansi yang lebih kecil dari alpha ($0,000 < 0,05$). Sebagai kesimpulan, Permainan Memori Kim berpengaruh terhadap penguasaan kosakata siswa dan terbukti lebih baik dibandingkan dengan siswa yang tidak menggunakannya.

Key Words: Kims Memory Game, Vocabulary