

**Using *Hangman Game on Wordwall.net* to Improve Vocabulary Mastery for the  
Eighth Grades in Mts. Hasyim Asy'ari Surabaya**

**THESIS**



**Wardeh**

**20620010**

**FACULTY OF TEACHER TRAINING AND EDUCATION**

**WIJAYA KUSUMA UNIVERSITY**

**SURABAYA**

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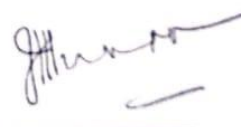
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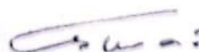
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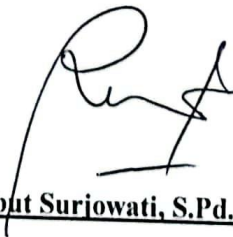
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## CERTIFICATE OF ORIGINALITY

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## ACKNOWLEDGEMENT

By offering thanks to the presence of Allah SWT for all His blessings, the author can complete this thesis with the title *USING HANGMAN GAME ON WORDWALL.NET TO IMPROVE VOCABULARY MASTERY FOR THE EIGHTH GRADES IN MTS. HASYIM ASY'ARI SURABAYA*. The preparation of this thesis is to fulfill the requirements for completing undergraduate final assignments at Wijaya Kusuma University, Surabaya, Faculty of Languages and Science. English Education Study Program. The author realized this without support and assistance from various parties. Therefore, the author would like to thank:

1. Prof. Dr. H. Widodo Ario Kentjono, dr. Sp. THT-KL (K), FICS, as Rector Universitas Wijaya Kusuma Surabaya.
2. Dr. Drs. Kaswadi, M.Hum as Dean of Language and Science Faculty.
3. Dr. Ribut Surjowati, S.Pd., M.Pd. as Head of Department.
4. Dra. Bekti WIrawati, M.Pd as a advisor I and Dr. Ribut Surjowati, S.Pd., M.Pd. as Advisor II.
5. Thesis examiner that gave critics and suggestions.
6. Lecturer of English Department.
7. My gratitude also goes to the principal and administrative staff of MTs. Hasyim Asy'ari Surabaya.

8. As well as Father and Mother who always provide endless love, encouragement, support and blessings. So that I can face and overcome difficult times.

9. To my siblings Muhammad Subhan and Nadhiroh who always help me in completing this work, who always understand their sister's situation.

10. To my younger brothers and sister, Abdullah and Uswatun Hasanah who always support me and pray for the best for their sister.

11. I'm thankful for my struggle because without it i wouldn't have stumbled across my strength.

11. Thanks to my best friends, Yulia Magfirah, Alda Fiona Az Zahra, LailiChoirul Ummah, Zihan Erlanda for accompanying, providing support, inspiration and motivation to the writer in completing this thesis. Give motivation and support,so the researcher can finish the thesis on the time.

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## ABSTRACT

Wardeh, 2024. "Using *Hangman Game on Wordwall.net* to Improve Vocabulary Mastery for Eighth Grade in Mts. Hasyim Asy'ari". Under the thesis of English Education Department, the Faculty Teacher Training and Education, Wijaya Kusuma University of Surabaya. Advisor(I) Dra. Bekti Wirawati, M.Pd and (II) Dr. Ribut Surjowati, S.Pd., M.Pd.

*Keywords: Improving, Hangman Game, Vocabulary Mastery*

This research was aimed to find out the use of hangman game on wordwall.net as a media can improve students vocabulary mastery at the eighth grade of MTs. HasyimAsy'ari Surabaya. The research subject was VIII C and there were a total of 27 students with 15 male students and 12 female students. Classroom Action Research(CAR) was used in this study which was conducted in two cycles. Each cycle consists of planing, acting, observing, and reflecting. The technique of collecting data were test and observation. The instruments were test and observation checklist. This research was conducted by collaborating with the English teacher of MTs. Hasyim Asy'ari Surabaya that was Tunik Nur Hidayati, S.Pd. The results of this study, in cycle 1 there were 14 (51,85%) students passed KKM. And in cycle II there were 23(88,88%) students passed value of Minimum Completeness Criteria (KKM) and achieved the criteria of success. It could be concluded that the classroom action research (CAR) was successful improve students vocabulary mastery through the implementation of *Hangman Game on Wordwall.net* at the eighth grade of MTs. Hasyim Asy'ari Surabaya.