

# CONTENTS

ABSTRACT .....	i
PREFACE .....	ii
ACKNOWLEDGMENTS .....	iii
CONTENTS .....	iv
LIST OF TABLES .....	vii
LIST OF GRAPHS .....	viii
LIST OF APPENDICES .....	ix
CHAPTER I      INTRODUCTION	
1.1. Background of Study .....	1
1.2. Limitation of Study .....	8
1.3. Research Questions .....	8
1.4. Aims of Study .....	8
1.5. Hypothesis .....	9
1.6. Research Method .....	9
1.6.1. Research Design .....	9
1.6.2. Settings and Participants .....	10
1.6.3. Data Collection Techniques .....	10
1.7. Procedure of the Study .....	12
1.8. Clarification of the Terms .....	13
1.9. Organization of the Paper .....	14
CHAPTER II     THEORETICAL FOUNDATIONS	
2.1. Defining Word and Vocabulary .....	16
2.1.1. Vocabulary Knowledge and Word .....	16
2.1.2. Branches of the Study of Meaning in Language	17
2.1.3. Receptive vs Productive Vocabulary .....	19
2.2. Vocabulary Mastery of Foreign Language Learners ..	22

2.3. Computer Assisted Language Learning (CALL) .....	26
2.3.1. CALL and Corpora .....	26
2.3.2. Principles of CALL .....	28
2.3.3. The Relevance of CALL .....	28
2.3.4. Game in CALL .....	29
2.4. Vocabulary Mastery through CALL .....	30
2.5. Computer Game to Enhance Vocabularies .....	32
2.6. Researches Related to The Use of Computer Game in Learning Activities .....	34

### CHAPTER III METHODOLOGY

3.1. Research Methods .....	38
3.2. Hypothesis .....	38
3.3. Population and Sample .....	39
3.3.1. Try-Out Class .....	40
3.3.2. Experimental Class .....	41
3.3.3. Control Class .....	42
3.4. Research Instruments .....	43
3.4.1 Vocabulary Test .....	43
3.4.1.1 Vocabulary Test Item.....	44
3.4.1.2 Validity Test .....	45
3.4.1.3 Reliability Test .....	46
3.4.1.4 The Result of Try-Out Test .....	48
3.4.2 Questionnaire Items .....	50
3.4.3 Learning Media (the Game) .....	50
3.5. Data Collection Procedures .....	52
3.6. Data Analysis of Pre and Post Tests .....	53
3.6.1 Normal Distribution (Pre-Test Scores) .....	54
3.6.2 Homogeneity Variance (Pre-Test Scores) .....	54
3.6.3 Calculating t-test (Post-Test Scores) .....	56

<b>CHAPTER IV FINDINGS AND DISCUSSIONS</b>	
4.1 The Process of Data Collection .....	59
4.1.1 Pre-Test .....	59
4.1.2 The Application of Treatment to Experimental Class .....	61
4.1.3 Learning Activities in Control Class .....	63
4.1.4 Post-Test .....	63
4.2 The Description of Data Analysis .....	65
4.2.1 The Validity and Reliability of Research Instruments .....	65
4.2.2 The Analysis of Research Requisitions .....	66
4.2.2.1 Normal Distribution Test .....	67
4.2.2.2 Homogeneity of Variance Test .....	68
4.2.3 <i>t</i> -test Calculation .....	71
4.3 The Interpretation of the result of Data Analysis .....	73
4.4 The Discussion of Research Questions .....	75
4.4.1 Does playing computer game improve students' ability in mastering vocabularies?.....	75
4.4.2 What are students' responses toward the game as a tool in mastering vocabularies? .....	85
4.5 Concluding Remark .....	90
<b>CHAPTER V CONCLUSIONS AND SUGGESTIONS</b>	
5.1 Conclusions .....	91
5.1.1 Playing Computer Game can Improve Students' Ability in Mastering Vocabularies.....	91
5.1.2 Factors Affecting the Differences .....	93
5.2 Suggestions .....	94
<b>REFERENCES</b>	96
<b>APPENDICES</b>	102
<b>BIOGRAPHY</b>	177

## **LIST OF TABLES**

### **Table**

2.1	Receptive and Productive Word .....	20
3.1	Index of Validity Level.....	46
3.2	Index of Validity for Question Items (Try-Out test) .....	48
3.3	Index of Validity for Question Items (Pre-and Post-test).....	49
4.1	Pre-test Score of Experimental Class (VIII B) .....	60
4.2	Pre-test Score of Control Class (VIII A) .....	61
4.3	Treatment Schedule .....	62
4.4	Post-test Score of Experimental Class (VIII B).....	64
4.5	Post-test Score of Control Class (VIII A).....	64
4.6	Finding the Value of B in Barlet Formula .....	68
4.7	Several Possibilities Interpretation of the Result .....	73
4.8	Vocabulary Size and Text Coverage in the Brown Corpus.....	89

## LIST OF FIGURES

### Figure

2.1	The Benefits of Playing Computer Games Inside Lesson Time .....	35
4.1	The Distribution of Samples' Scores.....	67
4.2	Curve of Two-tailed or Non-directional Test.....	73
4.3	Curve of Two-tailed or Non-directional Test for $df=38 \approx 30$ , $\alpha=0.05$ ...	74
4.4	Students' opinion about playing computer game: “Nancy Drew; the Creature of Kapu Cave” .....	76
4.5	A Model for the Study of Classroom Teaching.....	78
4.6	An Adapted Model for the Study of CALL Environment.....	80
4.7	Students' Effort to Understand New Terms .....	82
4.8	Students' Memorizing Level of the New Terms .....	84
4.9	Students' Aims when Playing Computer Game.....	87
4.10	Number of Unfamiliar Words to Students in “Nancy Drew; the Creature of Kapu Cave”?.....	88

## LIST OF APPENDICES

APPENDIX A	Target Words.....	103
APPENDIX B	Question Items of Try-Out Test.....	107
APPENDIX C	Instrument Validity for Every Item .....	119
APPENDIX D	Validity Item calculation .....	122
APPENDIX E	Instrument Reliability by Using KR-20.....	125
APPENDIX F	Pearson Product Moment Correlation Coefficient Values.....	128
APPENDIX G	Critical Values of Chi-Square ( $\chi^2$ ) .....	129
APPENDIX H	CRITICAL VALUE OF Two-Tailed or Non-directional Test ....	130
APPENDIX I	Question Items for Pre-Test and Post-Test .....	131
APPENDIX J	Lesson Plan.....	140
APPENDIX K	Calculation of homogeneity of variance “Barlet Formula” .....	155
APPENDIX L	Calculation of homogeneity of variance “t-test” .....	159
APPENDIX M	Calculation of “t-test” (post-test).....	162
APPENDIX N	Questionnaire .....	165
APPENDIX O	Questionnaire charts and figures .....	167
APPENDIX P	Documents .....	171
APPENDIX Q	Game preview and photos .....	172