

**Penerapan Teknik Permainan Kartu *Uno* terhadap Penguasaan Kosakata
Nomina Bahasa Jepang**

**(Eksperimen terhadap Siswa Kelas XI Semester Genap SMA Laboratorium
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ABSTRAK

Kosakata merupakan salah satu komponen penting dalam pembelajaran bahasa. Banyaknya jumlah kosakata bahasa Jepang menyulitkan pembelajar dalam menguasai kosakata, terutama kosakata nomina yang banyak digunakan dalam pembelajaran bahasa Jepang. Salah satu teknik yang dapat digunakan untuk menguasai kosakata nomina yakni teknik permainan kartu *uno*.

Tujuan dari penelitian ini adalah untuk mengetahui efektivitas penerapan teknik permainan kartu *uno* terhadap penguasaan kosakata nomina bahasa Jepang. Penelitian ini menggunakan metode *true experiment* dengan desain penelitian *pretest-posttest control group design*. Teknik sampling yang digunakan yakni *random sampling*. Instrumen yang digunakan yakni berupa tes dan angket. Dengan subjek penelitian yakni siswa kelas XI SMA Laboratorium UPI yang terbagi dalam dua kelas yakni, kelas eksperimen dan kelas kontrol.

Berdasarkan hasil analisis data, terdapat perbedaan yang signifikan pada hasil belajar kedua variabel. Dengan nilai rata-rata *post test* kelas eksperimen 95,5 dan nilai rata-rata kelas kontrol 92,25. Berdasarkan perhitungan signifikansi nilai *t*, diperoleh nilai $t_{hitung} 2,37 > t_{tabel} 2,02$ (nilai $db=40$). Maka nilai *t* hitung lebih besar dari *t* tabel, hal menunjukkan bahwa H_k diterima dan H_o ditolak. Hal tersebut diperkuat dengan hasil angket yang menyatakan bahwa 65% responden ingin menerapkan teknik permainan kartu *uno* dalam pembelajaran bahasa Jepang dan dapat menjadi alternatif teknik pembelajaran untuk mengingat kosakata nomina bahasa Jepang.

Kata Kunci: Permainan Kartu *Uno*, Kosakata, Nomina Bahasa Jepang

The Implementation of Uno Card Game Technique Toward Japanese Nouns Vocabulary Mastery

(An Experimental Research on The 11th Grade in The Second Semester of SMA Laboratorium UPI Academic Year 2013/2014)

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ABSTRACT

Vocabulary is one of the important component in learning language. However, learners usually have trouble in mastering vocabulary because of the large number of Japanese vocabulary that are used widely in learning Japanese, especially nouns vocabulary. One of the technique of learning Japanese that could be used to mastery nouns vocabulary is UNO Card game technique.

The research is intended to investigate the effectiveness of using UNO Card game technique toward Japanese nouns vocabulary mastery. The research was conducted by using true experimental research with pretest-posttest group design. It involves two classes of eleventh grade of SMA Labschool UPI which were chosen based on random sampling. One class acted as control class and the other hand acted as experimental class as the sample of the research. To analyze and collect the data, the researcher obtained through test and questionnaire.

The analysis of the data showed that there was a significant difference of students achievement. It could be seen from the students' posttest score showed that the students achievement average of experimental class was 95,5 and the students achievement average of control class was 92,25. Moreover, the computation result showed that t obtain 2,37 was higher than t table 2,02 with degree of freedom (df) 40. Based on the computation, it could be concluded that working hypothesis was accepted and null hypothesis was rejected. In addition, based on the questionnaire, 65% of respondents considered to implement UNO Card game technique in learning Japanese and it could be an alternative technique for remembering Japanese nouns vocabulary.

Key Words : UNO Card Game, Vocabulary, Japanese Nouns