ABSTRACT

THE EFFECTIVENESS OF USING *BINGO GAMES* TECHNIQUES TO IMPROVE ELEMENTARY JAPANESE VOCABULARY MASTERY

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One of many aspects in Japanese which should be mastered by learners is vocabulary. However, learning elementary Japanese vocabulary is not that easy, especially for beginners, since they usually face difficulty in memorizing such words. Based on that problem, the writer tried to implement *bingo games* techniques in this study.

This study aims at investigating students' ability before and after treatment using *bingo games* techniques, finding out the differences of students' learning outcomes using *bingo games* techniques, as well as their responses towards its implementation in classroom.

A quasi-experimental method using pre- and post-test group design was employed in this study. The population of this study was students of SMA Laboratorium Percontohan UPI. Meanwhile, the sample of this study was students of Grade X D. Test and questionnaire were used as the research instruments in this study.

The result shows that, from db=19, t-obtained= 8.05 and t-critical= 5%, in significant rate of 1% = 2.86, t-obtained is higher than t-critical. Therefore, it proves that the implementation of using *bingo games* techniques in teaching elementary Japanese vocabulary is effective to improve students' vocabulary mastery. In addition, based on the questionnaire analysis, students also show positive response towards the implementation of bingo games in learning Japanese since it brings joyfulness and avoids boredom during classroom activity. Finally, based on the analyses above, it can be concluded that the implementation of bingo games is effective to be applied in teaching elementary Japanese vocabulary.