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# The Effectiveness of Gamification Technique to Students English Vocabulary Acquisition For Seventh Grade Junior High School Students at SMPN 31 Medan The Academic Year 2024/2025

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**THE EFFECTIVENESS OF GAMIFICATION TECHNIQUE TO STUDENTS'  
ENGLISH VOCABULARY ACQUISITION FOR SEVENTH GRADE  
JUNIOR HIGH SCHOOL STUDENTS AT SMPN 31 MEDAN  
THE ACADEMIC YEAR OF 2024/2025**

**A THESIS**

**Submitted to the Faculty of Teachers Training and Education as Partial  
Fulfilment of the Requirements for the Degree of  
Sarjana Pendidikan**

By

**GIOVANI BR LUBIS**  
**STUDENT NUMBER: 210930013**



**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM  
FACULTY OF TEACHER TRAINING AND EDUCATION  
UNIVERSITAS KATOLIK SANTO THOMAS**

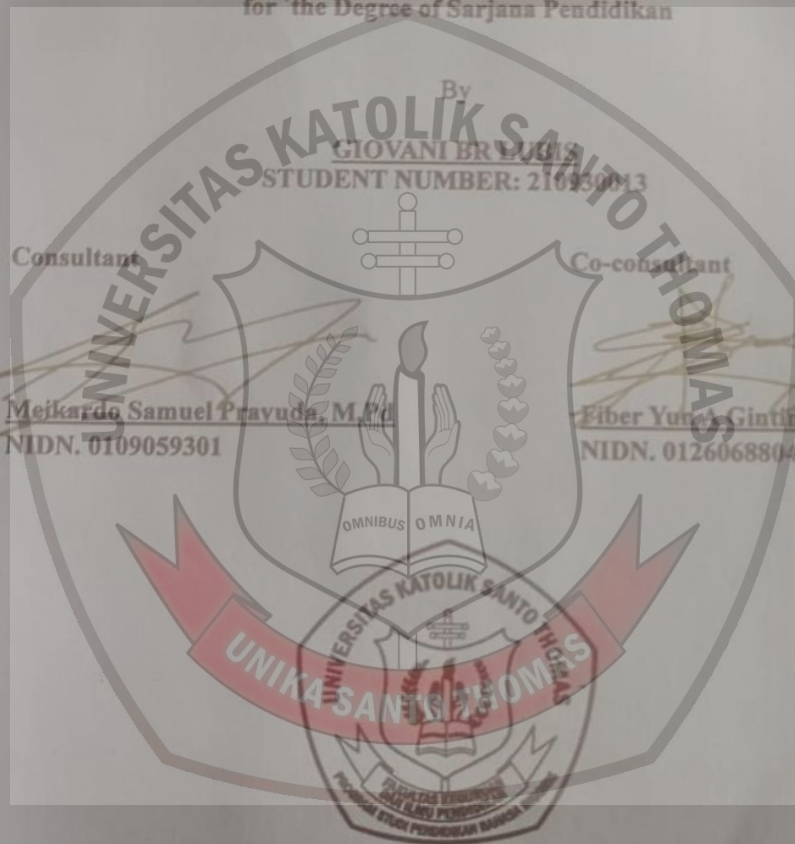
**MEDAN**

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2025

APPROVAL

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# *Lembar Persembahan*

**(Matius 11 : 28)**

“Apapun masalah yang kamu alami, secapek apapun kamu dalam menghadapi gempuran yang dunia berikan padamu. Tetaplah ingat bahwa Dia ada selalu menunggumu”

“The act wanting to pursue something maybe even more precious than actually becoming that, that thing so I feel like just being in the process itself is a prize and so you should think of it is as happy stress just enjoy while pursuing it cause it’s that precious”

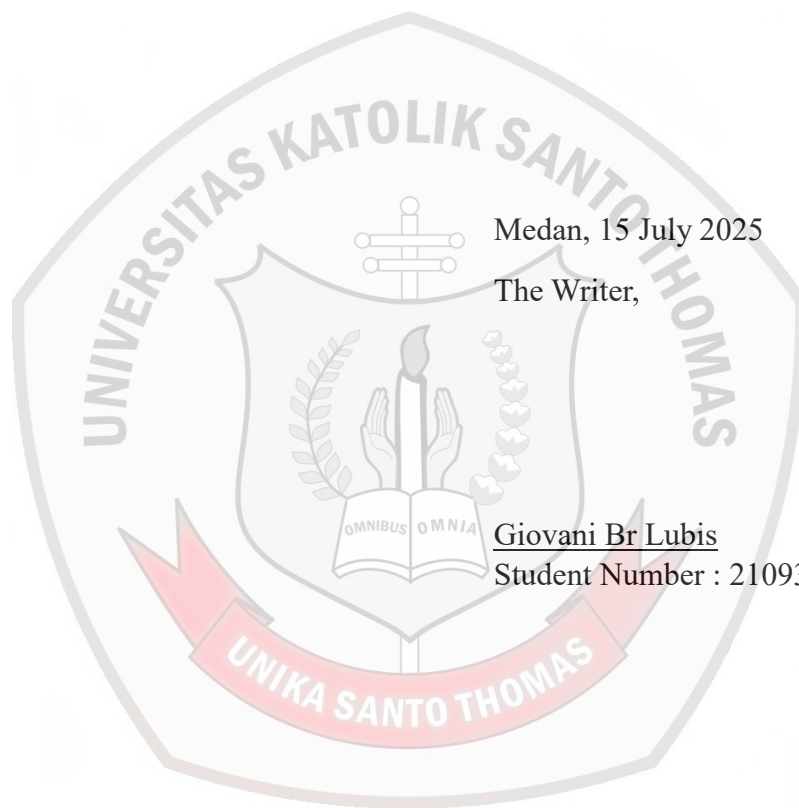
( Mark Lee From NCT )

Skripsi ini di persembahkan sebagai ungkapan syukur kepada Tuhan yang telah memberikan rahmat-Nya kepada penulis dan kepada orang tua dan saudara saya serta pihak yang selalu membantu, mendukung dan mendoakan penulis selama proses menempuh Pendidikan sarjana.

“Kata Lee Haechan jangan takut gagal, takutlah untuk tidak mencoba. Sekalipun kamu tidak percaya diri, kamu tetap orang yang berharga. Tidak apa-apa jika kamu menangis karena terkadang awan juga menangis. Jangan pernah berhenti bermimpi dan mengejar tujuanmu, karna setiap langkah kecil dapat membawamu lebih dekat ke impianmu”

## STATEMENT OF WORK'S ORIGINALITY

I honestly declare that this thesis, which I have written, does not contain the work of parts of the work of the other people, except those cited in quotations and references, as a scientific paper should be.



Medan, 15 July 2025

The Writer,

Giovani Br Lubis

Student Number : 210930013

**Giovani. 2025. The Effectiveness Gamification Technique to Students' English Vocabulary Acquisition for Seventh Grade Junior High School Students At SMPN 31 Medan The Academic Year of 2024/2025. A Thesis, Faculty of Teachers Training and Education. Universitas Katolik Santo Thomas Medan.**

## **ABSTRACT**

This research examines how gamification influences the development of English vocabulary among seventh-grade students at SMPN 31 Medan during the 2024/2025 school year. The study utilized a quasi-experimental quantitative design, dividing participants into two groups: the experimental class (VII-3) with 26 students, and the control class (VII-4) with 29 students. The experimental group engaged in vocabulary learning through gamified activities using the Kahoot platform, while the control group followed conventional teaching methods without the integration of gamification. Both groups were assessed through pre-tests and post-tests to determine vocabulary improvement before and after the intervention. Analysis of the data revealed that the experimental group experienced a significantly higher improvement, shown by a mean gain score of 68.22 and a variance of 60.64. Meanwhile, the control group recorded a mean gain score of 49.97 and a much higher variance of 431.31. The results of an independent samples t-test showed a t-value of 4.41, which is greater than the critical t-value of 2.00 at a 0.05 significance level—indicating that the difference between the two groups is statistically meaningful.

***Key words: gamification, vocabulary acquisition, effectiveness, quasi-experimental design, English education***

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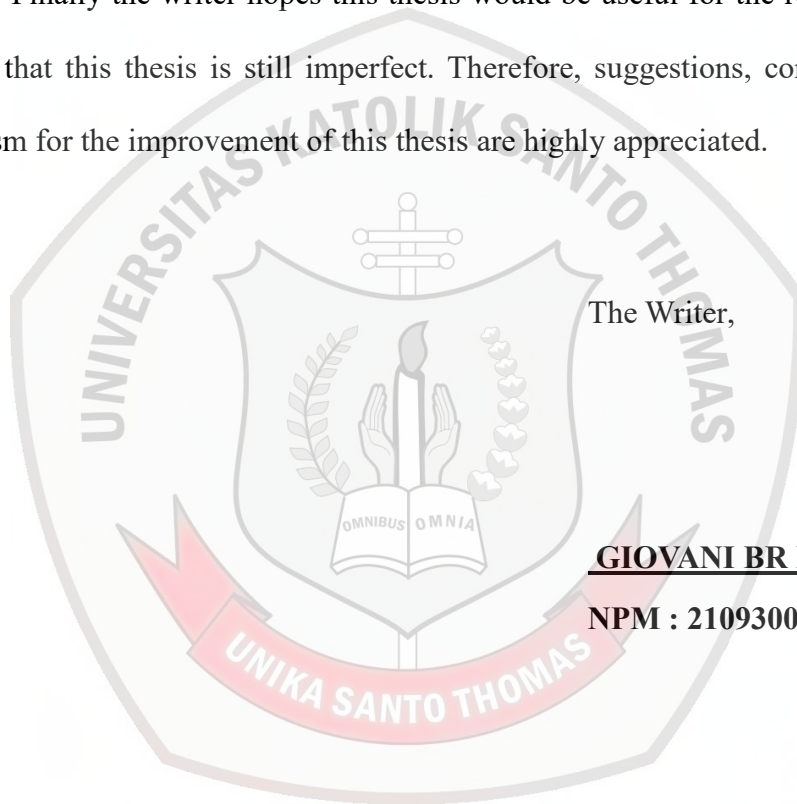
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Finally the writer hopes this thesis would be useful for the readers. She is aware that this thesis is still imperfect. Therefore, suggestions, corrections, and criticism for the improvement of this thesis are highly appreciated.



The Writer,

**GIOVANI BR LUBIS**

**NPM : 210930013**

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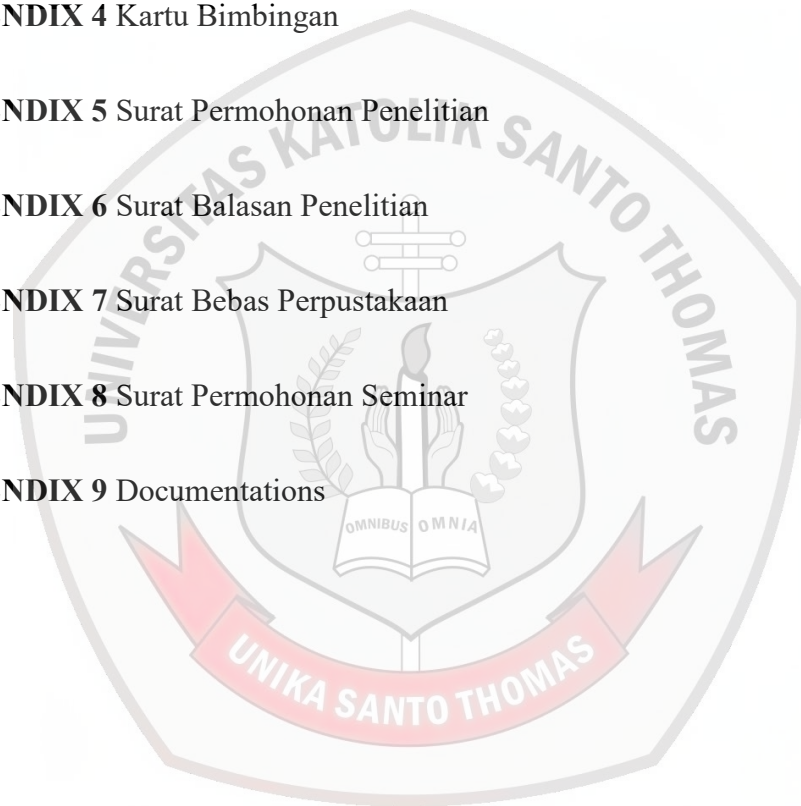
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