

TABLE OF CONTENTS

COVER	i
ADVISOR APPROVAL SHEET	ii
THE BOARD OF EXAMINERS'APPROVAL SHEET	iii
DECLARATION OF AUTHORSHIP	iv
MOTTO	vi
DEDICATION SHEET	vii
ACKNOWLEDGEMENT.....	viii
ABSTRACT	ix
ABSTRAK	xi
TABLE OF CONTENTS.....	xiii
LIST OF TABLES	xv
LIST OF FIGURE.....	xvi
LIST OF APPENDICES.....	xvii
CHAPTER I INTRODUCTION.....	18
1.1 Background of the Research	18
1.2 Formulation of the Research Problem.....	22
1.3 Objective of the Research	22
1.4 Significance of the Research.....	22
1.5 Scope and Limitation	23
1.6 Hypothesis of the Research.....	23
1.7 Definition of Key Term.....	23
CHAPTER II REVIEW OF RELATED LITERATURES	24
2.1 Vocabulary	24
2.1.1 The Definition of Vocabulary	24
2.1.2 Types of Vocabulary	24
2.1.3 The Importance of Vocabulary.....	27
2.1.4 Vocabulary Mastery	28
2.2 Teaching Vocabulary by Games	29
2.3 Online Game	30
2.3.1 The Definition of Online Game.....	30
2.3.2 Type of Online Game	30
2.4 English Vocabulary Application	33
2.4.1Definition of English Vocabulary Application	33

2.4.2 Procedures of English Vocabulary Application.....	34
2.4.3 The Advantages of English Vocabulary Application	34
2.5 Previous Studies	35
CHAPTER III RESEARCH METHOD	36
3.1 Research Design.....	36
3.2 Population, Sampling, and Sample	38
3.3 Research Variable	39
3.4 Research Instrument.....	40
3.5 Validity and Reliability Testing	42
3.6 Normality and Homogeneity Testing	45
3.7 Data Collecting Method	48
3.8 Data Analysis	51
CHAPTER IV FINDING AND DISCUSSION	52
4.1 Data Description	52
4.2 Hypothesis Testing	57
4.3 Discussion.....	59
CHAPTER V CONCLUSION AND SUGGESTION	62
5.1 Conlusion.....	62
5.2 Sugession.....	62
REFERENCES	64
APPENDICES	66