

ABSTRAK

Skripsi dengan judul “Pengaruh Teams Games Tournament (TGT) yang berbantuan ZEP Quiz terhadap Penguasaan Kosakata Siswa di SMAN 1 Ponggok, Blitar, Jawa Timur” ini ditulis oleh Putri Karunia Illahi, NIM. 1860203221039, Program Studi Tadris Bahasa Inggris, dengan pembimbing Dr. Arina Shofiya, M.Pd.

Kata kunci: Teams Games Tournament (TGT), ZEP Quiz, Penguasaan Kosakata, Pembelajaran Kooperatif, Gamifikasi.

Penguasaan kosakata merupakan aspek fundamental dalam pembelajaran bahasa Inggris, namun banyak siswa kesulitan mempelajarinya akibat metode pengajaran yang monoton dan keterlibatan siswa yang terbatas. Oleh karena itu, strategi pembelajaran inovatif diperlukan untuk meningkatkan penguasaan kosakata siswa. Penelitian ini bertujuan menyelidiki apakah ada pengaruh signifikan dari Teams Games Tournament (TGT) berbantuan ZEP Quiz terhadap penguasaan kosakata siswa kelas X di SMAN 1 Ponggok, Blitar, Jawa Timur.

Penelitian ini menggunakan pendekatan kuantitatif dengan desain kuasi-eksperimental. Sampel terdiri dari 64 siswa, dibagi menjadi kelas eksperimen (30 siswa) yang diajar menggunakan TGT berbantuan ZEP Quiz dan kelas kontrol (34 siswa) tanpa penerapan metode tersebut. Data dikumpulkan melalui pre-test dan post-test kosakata, lalu dianalisis menggunakan statistik deskriptif, uji normalitas, dan uji hipotesis.

Hasil penelitian menunjukkan peningkatan signifikan pada kedua kelas. Rata-rata kelas eksperimen meningkat dari 54,60 (pre-test) menjadi 91,10 (post-test), sedangkan kelas kontrol meningkat dari 56,56 menjadi 79,91. Uji Wilcoxon Signed-Rank menunjukkan peningkatan signifikan pada kelas eksperimen ($\text{sig.} = 0,000$; $p < 0,05$). Uji Mann-Whitney U menunjukkan perbedaan signifikan antara skor post-test kedua kelas (Asymp. Sig. 2-tailed = 0,002; $p < 0,05$). Dengan demikian, TGT berbantuan ZEP Quiz terbukti memberikan pengaruh positif dan signifikan terhadap penguasaan kosakata siswa.

ABSTRACT

The thesis entitled “The Effect of Teams Games Tournament (TGT) Assisted by ZEP Quiz on Students’ Vocabulary Mastery at SMAN 1 Ponggok, Blitar, East Java” was written by Putri Karunia Illahi, Student ID. 1860203221039, English Education Department, Faculty of *Tarbiyah* and Teacher Training, supervised by Dr. Arina Shofiya, M.Pd.

Keywords: Teams Games Tournament (TGT), ZEP Quiz, Vocabulary Mastery, Cooperative Learning, Gamification.

Vocabulary mastery is a fundamental aspect of English language learning. However, many students struggle to learn and retain vocabulary due to monotonous teaching methods and limited engagement. This study aimed to investigate whether Teams Games Tournament (TGT) assisted by ZEP Quiz had a significant effect on students' vocabulary mastery at SMAN 1 Ponggok, Blitar, East Java.

This study employed a quantitative approach with a quasi-experimental design. The sample comprised 64 tenth-grade students, divided into an experimental class (30 students) taught using TGT assisted by ZEP Quiz and a control class (34 students) taught without it. Data were collected through vocabulary pre-tests and post-tests, then analyzed using descriptive statistics, normality tests, and hypothesis testing.

The results showed significant improvement in both classes. The experimental class's average score increased from 54.60 (pre-test) to 91.10 (post-test), while the control class increased from 56.56 to 79.91. The Wilcoxon Signed-Rank Test showed a significant improvement in the experimental class (sig. = 0.000; $p < 0.05$). The Mann–Whitney U Test indicated a significant difference between the post-test scores of both classes (Asymp. Sig. 2-tailed = 0.002; $p < 0.05$). These findings indicate that TGT assisted by ZEP Quiz had a positive and significant effect on students' vocabulary mastery.