

ABSTRACT

Firdaus , Nur Esa Zahrotul 2022 . *The Effectiveness of Wordwall Online Game to Increase English Vocabulary . S1 English Education Department Faculty of Teacher Training and Education University Nahdlatul Ulama Surabaya.*
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This study raises the issue of the effectiveness of wordwall online game to increase English vocabulary. The purpose of this study is to know the students' difficulties in memorizing English vocabulary and how effective the wordwall online game as a media to increase English vocabulary. This type of this study is descriptive research by using quantitative method. The study was conducted at a purposive sample contained 16 students from 8th junior high school in Surabaya, then they were divided into two groups, the first is control group that consist 8 students then they separate into 4 groups that consist 2 students in each group, the second is experimental group that consist 8 students and separate into 4 groups that consist 2 students in each group. To collect the data, the researcher uses pre-test and post-test. The results of this study indicating that the difficulties in memorizing English vocabulary are they need more effort to understand the meaning in each new vocabulary and the learning process make them feel bored, the second result is the students' interest with the wordwall online game because they can memorize a new vocabulary especially verb in narrative text and they do not feel bored during the learning process. Based on the results above, it can be concluded that the wordwall online game is effective to increase English students' vocabulary.

Keywords: Wordwall, Online Game, Vocabulary