

ABSTRACT

Sari, Hesti Wida. (2022). **Improving Students' Vocabulary Mastery Through Blindfold Game** (A Classroom Action Research with the Eighth Grade Students of SMP Negeri 2 Hulu Gurung in the Academic Year of 2021/2022). Main Supervisor: Citra Kusumaningsih, M.Pd. Assistant Supervisor: Ageung Darajat, M.Pd. English Education Study Program, Faculty of Language and Arts, IKIP PGRI Pontianak.

Vocabulary is a combination of several words that form a meaning. Vocabulary cannot be separated from the four skills in language, reading, writing, listening, and speaking. Students find vocabulary difficult to remember when they learned. Students need the right method in learning vocabulary, an effective and efficient method for students. The method that the researcher used in her research to improve students' vocabulary is using a blindfold game. This research aimed to find out how blindfold game can improve students' vocabulary mastery through blindfold game with the eighth grade students of SMP Negeri 2 Hulu Gurung in the academic year of 2021/2022.

This research was conducted through classroom action research (CAR). The subject of this research was the students of Eighth Grade SMP Negeri 2 Hulu Gurung, consisted of 23 students. This research used observation and measurement technique of data collection. The tools of data collection were observation checklist and field note for the observation technique and vocabulary test for the measurement technique. Then, the data analysis in this research used qualitative analysis to analyze qualitative data and quantitative analysis to analyze quantitative data. The researcher used two types of scoring, which are individual scores and mean scores used to measure the students' vocabulary mastery through blindfold game.

The result of this research showed that the students' vocabulary mastery was improved from 61,95 to 80,86. The students were more active in following the vocabulary learning process used blindfold game. Then, they more enthusiastic in the vocabulary learning process used blindfold game. The use of blindfold game could improve students' scores on the vocabulary test which could be seen from cycle 1 students' scores were low with a mean score of 61.95 and then students' scores improve in cycle 2 with a mean score of 80.86. So, the researcher suggested to the other teacher who want to teach the students in vocabulary mastery using blindfold game. Blindfold game is appropriate method used to improve students' vocabulary mastery and also interesting method in teaching and learning process.

Keywords: *Classroom Action Research, Vocabulary Mastery, Blindfold Game*