ABSTRACT

The thesis' purpose is to prove whether Big Boggle game can improve the player's English vocabulary or not. To prove that, a vocabulary test which is specially designed, was used for the pre-test and the post-test to compare the results of the players' scores. The test is also used to show which part of speech improves or does not improve after playing the game.

The vocabulary test consists of 40 questions which are divided into four groups of parts of speech (Noun, Adverb, Verb, and Adjective), each of which has 10 questions. The four players selected from the pre-test play the Big Boggle for almost one month under the writer's observation. After that, those players are given the same vocabulary test as the post-test.

When comparing and analyzing the data, the statistical equation (t-distribution) is used to prove the data statistic to be more accurately. The value of the t-observed ($t_0$) is -5.669 which is lesser than the t-table (-2.353) so the null hypothesis ($H_0$) is rejected.

The conclusion of this thesis is Big Boggle can really improve the player's English vocabulary and adjective is the hardest part of speech to improve after playing this game.

Keywords: Improve English Vocabulary, Big Boggle Player, Big Boggle Game, BNMC