

## ABSTRACT

**Reski Febriana.** 2023 *Improving the Students Vocabulary Towards QR Code Based Adjective Game at SMP Negeri 5 Biring Bulu Satap Taring .* ( Pre-Experimental). Thesis. English Education Departement, Faculty of Teacher Training and Education, Muhammadiyah University of Makassar. Guided by Farisha Andi Baso and Muhammad Zia UI Haq.

This Research aimed to know the use to determine the ability for student of QR Code based game materials learning English at SMP Negeri 5 Biring Bulu Satap Taring who are learning adjectives and noun.

The research utilized a one-group pretest-posttest design in this study. There was no such things as a control group. After giving the students a pre-test, the researcher offered them treatment on English noun and English adjective. After the treatment, researcher administers a post-test to the student. The student of SMP Negeri 5 Biring Bulu Satap Taring were the subjects of this study. The researcher utilized total purposive sampling and chose seventh grade as the study sample. There were a total of 25 students in this class.

The result of data analysis were collected from pre-test and post-test design. The mean score of vocabulary in term of "English noun". (19.2) post-test (78.4) the students improving (75.5%). And the mean score of "English adjective". Pre-test (14.8) post-test (78.4) and improving (81.2%). That is, utilizing the QR Code based adjective game teaching method, there were substansial variation in student noun and adjective vocabulary outcomes.

**Keywords :** Vocabulary, Noun, Adjective and QR Code

## ABSTRAK

**Reski Febriana.** 2023. Meningkatkan Kosakata Siswa Terhadap Permainan Kata Sifat Berbasis QR Code Game di SMP Negeri 5 Biring Bulu Satap Taring (Penelitian Pre-Experiment) Skripsi Jurusan Pendidikan Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Muhammadiyah Makassar. Pembimbing : Farisha Andi Baso, dan Muhammad Zia UI Haq.

Tujuan dari penelitian ini adalah untuk mengetahui kemampuan siswa dalam pembelajaran bahasa Inggris berbasis QR Code game di SMP Negeri 5 Biring Bulu Satap Taring yang mempelajari kata sifat dan kata benda.

Peneliti menggunakan one-group pretest-post-test design dalam penelitian ini. Tidak ada yang namanya kelompok control. Setelah memberikan pre-test kepada siswa, peneliti menawarkan perlakuan pada kata benda dan kata sifat bahasa Inggris. Setelah perlakuan, peneliti memberikan post-test kepada siswa. Subjek penelitian ini adalah siswa SMP Negeri 5 Biring Bulu Satap Taring. Peneliti menggunakan total purposive sampling dan memilih kelas tujuh sebagai sampel penelitian. Ada total 23 siswa di kelas ini.

Hasil analisis data dikumpulkan dari pre-test dan post-test design. Nilai rata-rata kosakata dalam hal "kata benda bahasa Inggris". Pre-test (19,2) post-test (78,4) siswa meningkat (14,8) dan peningkatan (78,4) Artinya dengan menggunakan metode QR code based adjective game, ada variasi substansial dalam hasil kosakata siswa dalam hal kata benda dan kata sifat.

**Kata Kunci** : Kosakata, Kata Benda, Kata Sifat, dan QR Code