

ABSTRACT

RIKA HERLINA. 2017. English Education Department. Faculty of Teacher Training and Education, Muhammadiyah University of Makassar. "*The Use of Big City Adventure Sydney Australia Software Game in enhancing the students' vocabulary (A Classroom Action Research at eleventh grade students of SMA Negeri 13 Luwu, Kabupaten Luwu)*", Supervised by Erwin Akib and Amar Ma'ruf.

This research aimed at finding out the improvement of students' vocabulary by using Big City Adventure Sydney Australia Software Game as learning method and to know the students' attitude towards using Big City Adventure Sydney Australia Software Game in learning vocabulary at SMA Negeri 13 Luwu.

The researcher used Classroom Action Research as the research method. The researcher conducted two cycles; each cycle consisted of three meetings. It was done at class XI IPA 2 of SMA Negeri 13 Luwu, which consist 36 students.

The research findings indicated that Big City Adventure Sydney Australia Software Game improved the students' English vocabulary that focus on noun. It was proved by the improvement of the students' achievement. Before treatment, the students' vocabulary was very poor. Only 3 students (8.33 %) got Good score from 36 students who followed the test. Most of them are difficult in memorizing some vocabularies. At the end of the first cycle, any 9 students (25 %) got Good score, some students started to memorize some vocabularies easily. However, the students still made mistakes in mistaken stressing some syllables. In the second cycle, any 19 students (52.77 %) got Good score. the mistake made by students in stressing syllables decreased, and the words that they memorize had increased. Finally, the students' result of the cumulative vocabulary test there are 2 students (5.55 %) got excellent score and 25 students (69.44 %) got Good score. Besides that, the students' attitude towards Big City Adventure Sydney Australia Software Game was very good. It was proved by the result of the questionnaire answered by the students, which most of them felt happy and was interested in learning with Big City Adventure Sydney Australia Software Game.

It could be concluded that use of Big City Adventure Sydney Australia Software Game was improve significantly of the students' achievement. The students' attitude in memorizing English words, It was proves that the presence of Game as a method and media improved the students' enthusiasm in learning and also enhanced the students' participant during learning process.

Keywords: Vocabulary, Software Game, Software, Game and Attitude,