

TABLE OF CONTENTS

	Page
ABSTRACT.....	i
ACKNOWLEDGEMENTS.....	ii
TABLE OF CONTENTS.....	iv
LIST OF TABLES.....	ix
LIST OF FIGURES.....	xi
LIST OF APPENDICES.....	xiii
CHAPTER I INTRODUCTION	1
1.1 Background of the study	1
1.2 Problems of the Study	7
1.3 Objectives of the study	8
1.4 Scope of the study	8
1.5 Significance of the study	9
CHAPTER II REVIEW OF LITERATURE.....	10
2.1 Theoretical Framework.....	10
2.1.1 Vocabulary Mastery.....	10
2.1.1.1 Factors Affecting Vocabulary Mastery...	11
2.1.2 Vocabulary	15
2.1.2.1 The Nature of Vocabulary.....	15
2.1.2.2 Types of Vocabulary.....	16
2.1.3 Assessments of Vocabulary Mastery.....	19

2.2	Teaching Media.....	21
2.2.1	Games	22
2.2.1.1	Computer Vocabulary Games	23
2.2.1.2	Board Games	30
2.3	Motivation	34
2.3.1	Intrinsic Motivation	36
2.3.2	Extrinsic Motivation.....	37
2.4	Conceptual Framework	38
2.4.1	The Differences between Vocabulary Mastery of Students Taught by Using Computer Games and Board Games.....	38
2.4.2	The Differences between Vocabulary Mastery of Students who Have Intrinsic and Extrinsic Motivation.....	40
2.4.3	The Interaction between Games and Motivation On Students' Vocabulary Mastery.....	41
2.5	The Hypotheses of the Study	42
CHAPTER III RESEARCH METHODOLOGY		43
3.1	Research Design.....	43
3.2	Time and Place of the Study	44
3.3	Population and Sample.....	44

3.4	The Variables.....	45
3.5	The Instrumentation.....	45
3.5.1	Questionnaire	46
3.5.2	Vocabulary Mastery Test	48
3.6	The Validation of Instrument	49
3.6.1	Validity of the Questionnaire	50
3.6.2	Reliability of the Questionnaire	52
3.6.3	Validity of the Vocabulary Mastery Test	53
3.6.4	Reliability of the Vocabulary Mastery Test	54
3.7	Control of the Treatment.....	55
3.7.1	Internal Validity.....	55
3.7.2	External Validity.....	57
3.8	The Procedure of the Treatment.....	58
3.9	Technique of Analyzing Data	63
3.10	Statistical Hypotheses	64

CHAPTER IV DATA AND DATA ANALYSIS

4.1	Description of the Research Data.....	66
4.1.1	Vocabulary Mastery of Group of Students Taught by Using Computer Vocabulary Game.....	67
4.1.2	Vocabulary Mastery of Group of Students Taught	

by Using Board Game.....	68
4.1.3 Vocabulary Mastery of Group of Students who Have Intrinsic Motivation	69
4.1.4 Vocabulary Mastery of Group of Students who Have Extrinsic Motivation	70
4.1.5 Vocabulary Mastery of Group of Students Taught Using Computer Vocabulary Game with Intrinsic Motivation	72
4.1.6 Vocabulary Mastery of Group of Students Taught Using Computer Vocabulary Game with Extrinsic Motivation	73
4.1.7 Vocabulary Mastery of Group of Students Taught Using Board Game with Intrinsic Motivation ...	74
4.1.8 Vocabulary Mastery of Group of Students Taught Using Board Game with Extrinsic Motivation	75
4.2 Requirements of Data Analysis.....	77
4.2.1 Normality Testing.....	77
4.2.2 Homogeneity Testing.....	78
4.2.2.1 Group of Games.....	78
4.2.2.2 Group of Motivation.....	78
4.2.2.3 Group of Interaction.....	79
4.3 Hypotheses Testing.....	80
4.3.1 The Students' Vocabulary Mastery Taught by using	

Computer Vocabulary Game is higher than the Students Taught by Using Board Games.....	81
4.3.2 The Students' Vocabulary Mastery who Have Intrinsic Motivation is higher than the Students who Have Extrinsic Motivation.....	81
4.3.3 There is Significance Interaction between Games and Motivation on the Students' Vocabulary Mastery..	82
4.4 Discussion.....	85
4.4.1 The Effect of Applying Computer Vocabulary Games And Board Games on Students' Vocabulary Mastery.....	86
4.4.2 The Different Vocabulary Mastery between Students Who Have Intrinsic and Extrinsic Motivation.....	88
4.4.3 The Interaction between Games and Motivation on The Students' Vocabulary Mastery.....	89
4.5 Limitation of the Research.....	90

CHAPTER V CONCLUSIONS, IMPLICATIONS AND SUGGESTIONS

5.1 Conclusions.....	92
5.2 Implications.....	92
5.3 Suggestions.....	93
REFERENCES.....	94
APPENDICES.....	99