

TABLE OF CONTENTS

ABSTRACT.....	i
ACKNOWLEDGEMENT.....	ii
TABLE OF CONTENTS.....	iv
LIST OF TABLES	vii
LIST OF FIGURES	viii
LIST OF APPENDICES.....	ix
CHAPTER I INTRODUCTION.....	1
A. Background of the Study	1
B. Problem of the Study	5
C. Objective of the Study	5
D. Scope of the Study	5
E. Significant of the Study	5
CHAPTER II REVIEW OF LITERATURE	6
A. Theoretical Framework	6
1. Literature review	6
a. The definition of game	6
b. The kinds of game	6
2. Vocabulary.....	8
a. Ability	8
b. The definition of vocabulary	9

c. .The Important of learning vocabulary	14
d. .The Concept of vocabulary	15
e. .The kinds of vocabulary	16
f...The Student's problems in vocabulary learning	19
3. Smart Guess Game	22
a. .The definition of Smart Guess Game	22
b. .The Principle of Smart Guess Game	23
c. .Design of Smart Guess Game	23
d. .Procedure of Smart Guess Game.....	25
e. . Concept of Guessing Game.....	26
f... Advantages and Disadvantages of Smart Guess Game	27
g. .Higher order thinking skilss (HOTS)	28
B. Relevant Studies	30
C. Conceptual Framework.....	32
CHAPTER III RESEARCH METHODOLOGY	35
A. Research Design	35
B..The Data and Source data.....	35
C..The Instrument of Data Collection	36
D. The Procedure of Media Development.....	36
E..Technique of Data Collection	40
F. .Technique of Analyzing Data.....	41
CHAPTER IV RESEARCH FINDINGS AND DISCUSSION	42
A. Research Findings	42
1. Gathering Information and Data	42
2. Need Analysis.....	42

a. The Description of the students	43
b. Interview Analysis.....	43
c. Questionnaire Analysis.....	46
3. Developing the Media.....	52
4. Validating by the Experts	55
5. Revising.....	61
6. Final Product.....	61
B. Discussion.....	62
CHAPTER V CONCLUSSION AND SUGGESTIONS.....	64
A. Conclusion	64
B. Suggestions.....	64
REFERENCES.....	67
APPENDICES.....	72

