

## ABSTRACT

**Susanti, Rini. 2013. Improving the Students' Vocabulary Achievement by applying Tic-tac-toe Game. A Thesis English Department, Faculty of Languages and Arts, State University of Medan.**

This study deals with improving the students' vocabulary achievement by applying Tic-tac-toe Game. The subject of this study was grade VIII<sup>1</sup> 2012/2013 students of SMP Negeri 1 Payung, desa Batukarang. The total number of the class is 36 students. This study applied classroom action research which consisted of two cycles. Three meetings were for first cycle and two meeting for second cycle. The data were collected qualitatively and quantitatively. The data were qualitatively collected from questionnaires sheet and observation sheet, while quantitatively from the scores of vocabulary tests; orientation test, test I, and test II. The writer analyzed the data quantitatively through vocabulary tests to know how significant the applying of tic-tac-toe game in improving the students' vocabulary achievement. After analyzing the data, it was found that there was an improvement of students' vocabulary achievement. It was proven by the increasing of the mean score of the students' vocabulary scores in each test where mean score of the first test was 56.94, the second test (test I) was 69.30 and the third test (test II) was 80.14.

UNIMED

THE  
*Character Building*  
UNIVERSITY