

**THE EFFECTIVENESS OF GAMIFICATION
STRATEGY TO IMPROVE STUDENTS' VOCABULARY
MASTERY (AN EXPERIMENTAL STUDY AT SMAN 13
BANDA ACEH)**

Thesis

Submitted in partial fulfillment of the requirement for the degree of "sarjana
pendidikan" (S1)

By

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2025**

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THE EFFECTIVENESS OF GAMIFICATION STRATEGY TO IMPROVE
STUDENTS' VOCABULARY MASTERY AN EXPERIMENTAL
STUDY AT SMAN 13 BANDA ACEH

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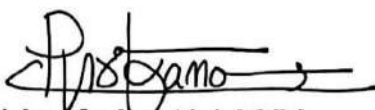
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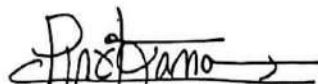
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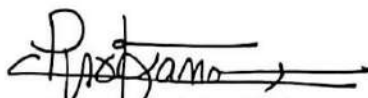
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PENGESAHAN KELULUSAN

Skripsi ini dengan judul THE EFFECTIVENESS OF GAMIFICATION STRATEGY TO IMPROVE STUDENTS' VOCABULARY MASTERY AN EXPERIMENTAL STUDY AT SMAN 13 BANDA ACEH, telah dipertahankan dalam ujian skripsi oleh Alwi Husein, Nim 21106002, Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Bina Bangsa Getsempena pada hari Selasa, 23 Juni 2026.

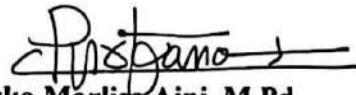
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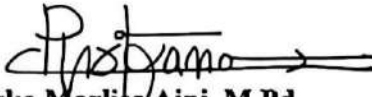


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Writer

Alwi Husein

ABSTRACT

Alwi Husein 2025. An Analysis of *The Effectiveness of Gamification Strategy to Improve Students' Vocabulary Mastery (An Experimental Study at SMAN 13 Banda Aceh*. Skripsi. English Education Department, Bina Bangsa Getsempena University. Advisor I. Dr. Sariakin, M.Pd. Advisor II. Rizka Marlisa Aini, M.Pd.

This study explores the effectiveness of using a gamification strategy to improve students' vocabulary mastery in English learning. The research was conducted at SMAN 13 Banda Aceh with 15 tenth-grade students as participants. The method used was a pre-experimental design involving a pre-test, treatment using gamification, and a post-test. The results showed a significant improvement in students' vocabulary scores, with the average increasing from 53.33 in the pre-test to 90.00 in the post-test. The N-Gain score reached 0.8121, which is categorized as high. Statistical analysis using the Wilcoxon Signed-Rank Test revealed a significance value of less than 0.001, indicating that the gamification strategy had a positive and significant effect on students' vocabulary learning. Furthermore, students responded very positively to the learning method, the questionnaire results indicated that 86.7% of students responded with "Excellent" to the use of gamification in the learning process. These findings suggest that gamification not only helps improve vocabulary mastery but also increases students' motivation and engagement in learning.

Keywords: Gamification, Vocabulary Mastery, English Learning

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