

THE USE OF STEMGO AS A REINFORCEMENT TO THE VOCABULARY LEARNING OF STUDENTS AT ILS

A THESIS

**As Partial Fulfillment of the Requirements
For the Sarjana Pendidikan Degree in
English Language Teaching Faculty**



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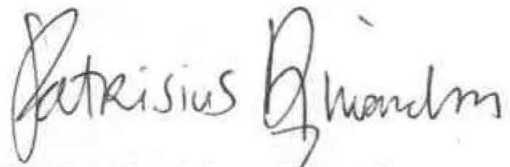
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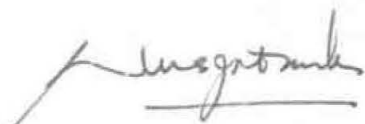
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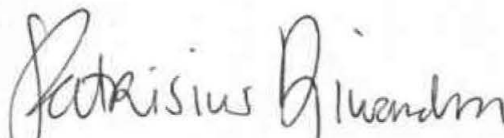
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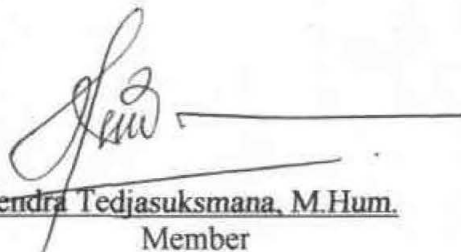
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ABSTRACT

Tjokro, Elizabeth. 2000. *The Use of Stemgo as a Reinforcement to the Vocabulary Learning of Students at ILS*. Thesis, Program Studi Pendidikan Bahasa Inggris, FKIP Universitas Katolik Widya Mandala Surabaya. Advisors: Dr. Wuri Soedjatmiko and Dr. Patrisius Istiarto Djiwandono.

Keywords: Stemgo, vocabulary learning, and students of ILS.

Vocabulary is a part of language. It plays a crucial role in language teaching and learning. In reality, the students find the difficulty in comprehending English reading text even after they have read them and checked their meanings in dictionaries many times. And it makes the students dislike memorizing vocabulary.

Stemgo, one of vocabulary games, can be used as a variation for teaching vocabulary in order to avoid the students' boredom, to fulfil the students' need, and to help them learn vocabulary. Therefore, in this study, the writer wants to describe how ILS students learn vocabulary using Stemgo game.

The subjects of this study were the students of ILS joining Post Intermediate level (hence, abbreviated PIES) and Advanced 2 level. The writer observed her teaching using Stemgo and the students' responses of it in order to be able to describe how ILS students learn vocabulary using Stemgo game. After analyzing the data, she found that Stemgo game at least let the students knew how to use the dictionary. But the students found the difficulties in searching the suffixes and they also did not get the word meaning, which was caused by the restricted time and the limited availability of dictionary in the game.

Finally, the writer can conclude that the ILS students learn vocabulary using Stemgo game by working in pairs, not individually. Besides, for some students Stemgo game made them motivated to learn more about vocabulary. For some other students, however, Stemgo game made them feel bored for they had to open dictionary many times to find out the stem words they did not know.