

PREFACE

This thesis entitled “The influence of Crossword Puzzle games in Teaching Junior High School Students’ vocabulary” is submitted as partial fulfillment of the requirements for attaining *Sarjana Pendidikan* Degree at English Education Department, Faculty of Educational Sciences and Teachers’ Training, Siliwangi University, Tasikmalaya.

This thesis is filled with background, literature review, methodology, research findings, discussion, conclusion and suggestion. The background part tells about the importance of learning vocabulary, the use of Crossword Puzzle games as teaching media, formulation of the problem, operational definition, aims of the research and significance of the study. The literature review informs a brief explanation of vocabulary, teaching vocabulary, and Crossword puzzle games. This research used quasi-experimental research and to collect the data, it used vocabulary tests; pretest and posttest. Moreover, the researcher used an independent sample t-test on SPSS to analyze the data.

Therefore, the researcher will kindly accept any kind of suggestions and constructive criticism from the readers of this thesis and I hope this thesis will be beneficial for the researcher and the readers.

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