

## ABSTRACT

SALMA AYU BELKIS, 2024. "BOOSTING STUDENTS' MOTIVATION THROUGH CHARADE GAME IN VOCABULARY LEARNING". English Education Department. Faculty of Educational Sciences and Teachers' Training (FKIP). Siliwangi University, Tasikmalaya.

A vocabulary learning serves as the foundation for the development of other language skills. Unfortunately, one of the most common obstacles to learn vocabulary is low motivation. Motivation is essential for vocabulary since it directly affects students' engagement and readiness to learn. Considering this phenomenon, the study used Classroom Action Research (CAR) method that aimed: (1) to know how the charade game process boosts students' motivation in vocabulary learning and (2) to find out the improvement of students' motivation in vocabulary learning through charade game. It was conducted in two cycles from September 9th until November 21st, 2023 at the 9th grade with 31 students. Questionnaire, observation and documentation are used to gain the data needed. Quantitative data was analysed using descriptive statistics while qualitative was analysed through Miles and Huberman's model (1994). The results show that the charade game activities can enhance students' motivation to learning vocabulary through these activities including the acting out words' activity sparks students' motivation in interest and self-confidence, the guessing words activity boosts students' motivation in a strong desire and enjoyment to participate, and the discussing activity improves students' encouragement to engage vocabulary. It is also supported by the increasing motivation questionnaires score per cycle. The average score of pre-cycle is 64%, cycle I is 84%, and cycle II is 94%. There are 10%-20% improvement. It shows that charade game can boost students' motivation effectively in learning vocabulary. Thus, teaching strategies should motivate students to have pleasant experiences in learning English by employing engaging teaching methods like charade games.

**Keywords:** Students' Motivation, Charade Game, Vocabulary Learning, Classroom Action Research (CAR)