

PREFACE

This thesis, entitled “Boosting Students' Motivation Through Charade Game in Vocabulary Learning,” is submitted to fulfil one of the requirements for getting a *Sarjana Pendidikan* degree from the English Education Department, Faculty of Educational Sciences and Teachers’ Training, Siliwangi University, Tasikmalaya.

This thesis consists of several chapters. The first chapter provides the background study and context for the research, including the problem statement, research gap, research aims, operational definitions and significance of the study. The second chapter contains a literature review that briefly discusses motivation in language learning, an overview of vocabulary, the development of vocabulary learning and teaching vocabulary principle. The third chapter presents the research methodology, including data collection and analysis techniques. The fourth chapter presents the research findings and discussions. Finally, the last chapter provides conclusions based on the data findings and suggestions for teachers, students, and future researchers related to the students’ motivation in learning English vocabulary through charade game.

The writer would like to express gratitude to the people who supported and gave guidance throughout the thesis writing process. The acknowledgment is dedicated to these individuals. Additionally, the writer welcomes constructive criticism and suggestions from readers to improve the quality of the writing. The writer hopes this thesis will benefit both the writer and the readers.

Tasikmalaya, May 2024

The Writer