

PREFACE

This thesis entitled “Investigating the Use of Flashcard Game in Teaching Vocabulary to Young Learners: A Case Study at English Course in Tasikmalaya” is intended to describe the process of teaching vocabulary using flashcard game to young learners. This thesis is submitted to fulfill one of the requirements for attaining a *Sarjana Pendidikan* Degree at the English Education Department, Faculty of Educational Sciences and Teachers’ Training, Siliwangi University, Tasikmalaya.

This thesis is filled with the introduction, literature, research procedure, research findings and discussions, conclusion, and suggestions. First, in the introduction elaborates on the research background, formulation of the problem, operational definitions, aim of the research, and significance of the study. Second, the literature review provides an overview of the theoretical framework and study of the relevant research. Third, the research procedure explains the type of research design, research focus, setting and participant, technique of collecting the data, technique of analyzing the data, research steps, as well as time and place of the research. Fourth, research findings and discussions describe the findings from the data that has been analyzed and the interpretation of the findings. The last is the conclusion and suggestions which provide the essence of the thesis contents and advice for future research.

Therefore, I will greatly receive any kind of suggestions and criticism from the readers. Finally, I hope this thesis will be useful for myself and the readers

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Nurul Hilmy Fauziyyah