

## PREFACE

This research thesis entitled "The Use of the Online Game "Genshin Impact" on Learning Vocabulary: A Narrative Inquiry" is submitted to fulfill Sarjana Pendidikan degree in English Education Department, Faculty of Educational Science and Teachers' Training, Siliwangi University.

This research thesis consists of background information which provides the context of the research which begins with the existence of a gap, problem formulation, research significance, and research objectives. The literature review provides a brief enlightenment on vocabulary and online games. The research design used in this study is narrative research. Therefore, the data is collected through semi-structured interviews which analyzed using narrative analysis. However, this research can be carried out because a lot of support from various parties. Therefore, the researcher expresses his sincere gratitude to them in the acknowledgments section.

The researcher realizes that this research thesis is still far from perfect. Therefore, the researcher hopes for constructive suggestions and criticisms from the readers. Finally, the researcher hopes that this research thesis can benefit the readers.

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