

PREFACE

This thesis entitled “English Vocabulary Learning in the World of Warcraft (WoW): Perspectives from Indonesian Gamers” is submitted as partial fulfilment of the requirements for attaining *sarjana pendidikan* degree at English Education Department, Faculty of Educational Sciences and Teachers’ Training, Siliwangi University, Tasikmalaya.

This thesis contains background information, literature review, methodology, research findings, discussion, conclusion and suggestions. The first chapter contains the background information that provides the research context, a gap, formulation of the problem, operational definitions, aim of the research, and significance of the study. The second chapter contains a literature review that explains about English vocabulary learning, World of Warcraft (WoW), and Indonesian WoW Gamers. The third chapter presents the research design, focus of the study, setting and participants, data collection, and data analysis. The result of this study is presented in the fourth chapter includes the data findings and discussions. The last chapter comprises the conclusions based on the data findings and other ideas for the next researcher related to English vocabulary learning in the world of warcraft.

This thesis cannot be accomplished without support from several people around the writer. Therefore, the writer conveys sincere gratitude to them in the acknowledgement section. Lastly, the researcher accepts all suggestions and criticisms from the readers. The researcher hopes this research can be useful for both writers and readers.

Tasikmalaya, August 2024

The writer