PREFACE

This thesis entitled "Implementation of "Games to Learn English" Website to Improve Students' Vocabulary Mastery" is submitted to fulfill one of the requirements for obtaining a *Bachelor of Education* degree in the English Education Study Program, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

This study consists of 5 chapters including the first chapter discusses the background, formulation of the problem, operational definitions, research objectives, and significance of the study. Then the second chapter of the literature review discussed the theoretical framework and study of relevant research. The third chapter presented the research design, setting and participants, data collection, and data analysis. The results of this study are presented in the fourth chapter, which includes data findings and discussion. The last chapter consists of conclusions based on the data findings and other ideas for future researchers related to improving students' vocabulary.

Therefore, I would greatly welcome any suggestions and criticism from the readers. In conclusion, I hope this thesis can be useful for myself and the readers.

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