PREFACE

This study entitled "Students' Perception of Learning Vocabulary Using Board Race Game: A Case Study," is submitted to fulfill one of the requirements for getting the *Sarjana Pendidikan* degree at the English Education Department, Faculty of Educational Sciences and Teachers' Training, Siliwangi University, Tasikmalaya.

This study includes several chapters. The first chapter is background information, including the problem statement, research gap, significance of the study, and the research aim. The second chapter is a literature review that briefly discusses the theoretical framework, vocabulary overview, teaching vocabulary, games in teaching vocabulary, board race games, motivational theory, students' perception, and study of the relevant research. The third chapter is research methodology which includes research design, data collection, and data analysis. The fourth chapter presents the research findings and discussions. Last, the fifth chapter contains conclusions and suggestions for future researchers related to the topic. Additionally, the writer welcomes constructive feedback from the readers to improve the writing quality. The writer hopes this thesis will benefit both the writer and readers.

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