PREFACE

This thesis is written to fulfill one of the requirements for completing the undergraduate program in English Education at Universitas Siliwangi. The study investigates how EFL learners acquire English vocabulary through playing Massively Multiplayer Online Role-Playing Games (MMORPGs), particularly in real-world contexts beyond the classroom. This topic was chosen because digital gaming has increasingly become a significant linguistic environment for young learners, yet academic research on vocabulary acquisition within MMORPG settings remains limited. The researcher hopes that the findings of this study can contribute to the development of English teaching, particularly in integrating game-based learning into formal and informal learning settings. The completion of this thesis would not have been possible without the guidance, support, and encouragement from many individuals.

This thesis consists of five chapters. Chapter I introduces the background of the study, identifies the research problems, states the objectives, significance, and scope of the research, and presents the definitions of key terms. Chapter II provides the theoretical foundation, reviewing literature related to vocabulary acquisition, digital games for language learning, and MMORPGs as language learning environments. Chapter III explains the research methodology, including the research design, participants, instruments, data collection procedures, and data analysis techniques. Chapter IV presents the findings and discussion based on thematic analysis of the participants' experiences. Finally, Chapter V concludes the study by summarizing major findings, presenting implications and recommendations for teachers and future researchers, and offering suggestions for further studies.