

## **PREFACE**

This thesis, *Integrating Baamboozle Games in Teaching Vocabulary to EFL Young Learners: A Classroom Action Research*, represents such an important part of the writer's academic journey to discover effective ways to teach English, especially vocabulary, in this context. As vocabulary plays a significant role in language proficiency, the demand to master English vocabulary from a very young age has been increasing, as well as the number of various teaching and learning media and platforms. One of them, an online game-based platform namely Baamboozle, sparked the writer's interest in assisting EFL learners through the process of vocabulary mastery in English.

This thesis will break down how Baamboozle games could enhance learners' vocabulary mastery, starting with the background, literature reviews, and the research methodology. The background presents any information related to the research, such as the phenomenon, the aims, and the significance. The literature reviews will provide any relevant theories and existing literature. The methodology section will describe the research design, setting, and participants, as well as how the data will be collected and analysed.

The writer realised that this thesis is far from being perfect; thus, the writer invites readers to engage with this research and would be very grateful to receive some suggestions and constructive feedback. Despite the lack of this research, the writer genuinely hopes that this research will pique readers' interest and provide information that would be useful for future research as well.

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