

PREFACE

Praise be to Allah SWT for His mercy and grace, so that the researcher could finish writing this thesis entitled "Implementing Game-Based Learning in the EFL Classroom: What Do Student Teachers Do?" This thesis is one of the requirements for the thesis writing in the English Education Department at Universitas Siliwangi Faculty of Educational Sciences and Teachers' Training.

This thesis intends to explore what student teachers do when implementing GBL in a school-based internship (FKIP EDU) program. A case study is used as a research methodology in order to gain in depth understanding about the activities of student teachers when implementing GBL in the EFL classroom.

Furthermore, in systematizing this research, the researcher faced many challenges but with the help and support of many parties, these challenges can be overcome. The researcher hopes that this thesis will interest the reader and therefore the criticism and suggestion from the reader will help this thesis better in the future. In the end, hopefully this research can be useful for readers to get more knowledge in the subject matter.

Tasikmalaya, April 2026



Rahma Chairani