

ABSTRACT

SALSABILLA RAKHMANI. 2026. "VOCABULARY ACQUISITION THROUGH "GROW A GARDEN" ON ROBLOX: EXPERIENCES OF A NON-ENGLISH MAJOR STUDENT."

Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

This study examines vocabulary acquisition through gameplay in Grow a Garden on Roblox, focusing on the experiences of a non-English major student. Grounded in the growing role of digital game-based learning in informal language development, this research explores how incidental vocabulary acquisition occurs within an English-only virtual environment. Employing a qualitative narrative inquiry design, the study examined the lived experience of one Computer Science student who regularly engaged with the game. Data were collected through semi-structured interviews and analyzed using Miles, Huberman, and Saldaña's interactive model, consisting of data condensation, data display, and conclusion drawing and verification. The study demonstrates that vocabulary was acquired incidentally through repeated exposure, contextualized tasks, visual cues, social interaction, and post-game reflection. The findings suggest that commercial digital games can serve as meaningful informal learning environments that facilitate unconscious vocabulary acquisition, particularly for non-English-major students with limited exposure to authentic English contexts. This study contributes empirical evidence to the growing body of research on game-based learning and incidental vocabulary acquisition in the Indonesian EFL context.

Keywords: game-based learning, narrative inquiry, Roblox, unconscious learning, vocabulary acquisition