

PREFACE

This thesis, entitled VOCABULARY ACQUISITION THROUGH “GROW A GARDEN” ON ROBLOX: EXPERIENCES OF A NON-ENGLISH MAJOR STUDENT, is submitted as partial fulfillment of the requirements for attaining the *Sarjana Pendidikan* Degree at the English Education Department, Faculty of Educational Sciences and Teachers’ Training, Universitas Siliwangi, Tasikmalaya.

This thesis aims to investigate the experiences of a non-English major student who uses Grow a Garden on Roblox to expand their vocabulary. The researcher presents the study’s introduction, including the background, the formulation of the problems, the operational definitions, the aim of the study, and the significance of the study. In Chapter 2, the author reviews relevant theories, including vocabulary acquisition and game-based learning. In Chapter 3, the author clarifies how the study was conducted and presents the research methodology. In Chapter 4, the author discusses the results. In Chapter 5, the author offers suggestions and a conclusion.

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