

## **PREFACE**

Praise be to Allah SWT for His blessings and grace, through which the writer has completed this thesis entitled "Students' Perceived Benefits and Challenges of Using the Baamboozle Game for Vocabulary Learning: A Case Study in an Indonesian Senior High School." This study is grounded in the common challenge of students' difficulty in acquiring vocabulary, which often hinders their ability to comprehend texts and communicate effectively.

To respond to this issue, the study examines the use of the Baamboozle game as an interactive learning medium to enhance student engagement and promote meaningful vocabulary acquisition. Employing a qualitative case study methodology, this research explores the benefits and challenges students perceive when using the game in the classroom. The main objective is to identify how students perceive the advantages and difficulties of using Baamboozle for vocabulary learning in a senior high school context, while providing insights for English teachers to apply more engaging strategies. The thesis is organized into the introduction, literature review, research methodology, findings and discussion, and conclusion.

Finally, the writer sincerely hopes this proposal will receive constructive feedback and support so the study can be conducted successfully and contribute to the development of more effective and innovative English vocabulary teaching in Indonesia.

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