

TABLE OF CONTENTS

APPROVAL SHEET	III
LEMBAR PERNYATAAN	IV
PERSONAL PAGE (MOTTO)	V
ABSTRAK	VI
ABSTRACT	VII
PREFACE	VII
I	
ACKNOWLEDGEMENT	IX
TABLE OF CONTENTS	XI
CHAPTER I INTRODUCTION	1
A. Background of the Study	1
B. Formulation of Problem	4
C. Operational Definitions	4
D. Aim of the Research	5
E. Significance of the Study	5
CHAPTER II LITERATURE REVIEW	7
A. Theoretical Review	7
1. Vocabulary Learning in THE EFL Context	7
a. The Role of Vocabulary in Language Learning	7
b. Vocabulary Learning Strategies	10
c. Vocabulary Learning Challenges for Indonesian EFL Student	15
2. Game-Based Language Learning (GBLL)	17
a. Definition and Theoretical Foundation	17
b. The Benefits of Game-Based Language Learning (GBLL)	22
3. Digital Game-Based Language Learning (DGBLL)	26
a. Definition and Characteristics of DGBLL	26
b. Benefits of Digital Game-Based Language Learning (DGBLL)	30
c. Digital Games for Vocabulary Learning	31

d. Challenges and Considerations in Implementing DGBLL	33
4. The Baamboozle Game Platform	34
a. Overview of Baamboozle	34
b. Baamboozle Features Facilitating Vocabulary Learning	35
c. Previous Studies on Baamboozle	38
5. Theoretical Framework Technology Acceptance Model (TAM)	39
a. The Concept of Perception in Educational Technology	39
B. Study of Relevant Research	44
1. Studies on Game-Based Vocabulary Learning	44
2. Studies on Student Perceptions of Educational Technology	45
3. Studies on User Experience in Educational Games	46
4. Research Gap	47
CHAPTER III RESEARCH METHODOLOGY	48
A. Research Design	48
B. Research Focus	48
C. Population and Sample	49
D. Technique of Collecting the Data	50
E. Research Instrument	51
F. Technique of Analyzing the Data	51
G. Step of the Research	58
H. Time and Place of the Research	58
CHAPTER IV FINDINGS AND DISCUSSION	60
A. Benefits of Using Baamboozle in Vocabulary Learning	60
1. Positive and Enjoyable Learning Environment	61
a. Reduced Psychological Pressure	61
b. From Monotony to Dynamism	66
c. The Vitalizing Effect of Experiential Novelty	69
2. Enhanced Motivation and Learner Confidence	71
a. Increased Learning Motivation and Active Participation	72
b. Increased Learner Confidence and Reduced Fear of Mistakes	74
3. Collaborative and Interactive Learning	77
a. Peer Support and Helping Each Other to Understand Vocabulary	78
b. Group Discussion and Collective Decision	80

c. Increased Individual Participation Through Peer Interaction	82
4. Improved Vocabulary Retention and Comprehension	83
a. Visual and Multimodal Support	84
b. Repeated Exposure and the Strengthening of Vocabulary Memory	86
c. Active Thinking During Gameplay	88
5. Perceived Learning Effectiveness	91
a. Better Focus and Sustained Attention During the Lesson	91
b. Better Comprehension Through Active Participation	93
c. Perceived Improvements in Academic Performance	94
B. Challenges in Using Baamboozle in Vocabulary Learning	96
6. Vocabulary Complexity and Cognitive Load	96
a. Feeling Overwhelmed by Too Many New Vocabulary Items	96
b. Confusion When Differentiating Words with Similar Meanings..	98
c. Difficulty Understanding Abstract and Unfamiliar Vocabulary	99
7. Time Pressure and Gameplay Pace	100
a. Limited Time Preventing Deep Vocabulary Processing	101
b. Fast Gameplay Causing Hesitation	102
8. Technical and Classroom Constraints	104
a. Technical Problems Interrupting the Flow of Learning	104
b. Classroom Crowding and Noise as Sources of Distraction	106
9. Initial Adaptation Challenges	107
a. Initial Confusion	107
b. Gradual Adaptation	109
CHAPTER V CONCLUSION AND SUGGESTION	111
A. Conclusion	111
B. Suggestion	111
REFERENCES	116
ENCLOSURES	132

LIST OF TABLES

Table 2.1 Benefits of Game-Based Language Learning for Vocabulary Development	13
Table 2.2 Baamboozle Features and Their Benefits for Vocabulary Learning	18
Table 3.1. Number of Participants	16
Table 3.2 Research Schedule	20

LIST OF FIGURES

Figure 2.1 Characteristics of Digital Game-Based Language Learning (DGBLL)	15
---	----

LIST OF ENCLOSURES

Enclosure 1. Consent Form	47
Enclosure 2. Interview Blueprint	50
Enclosure 3. Interview Guidelines (Structured Interview)	52
Enclosure 4. Approved Research Tentative	56
Enclosure	