

## TABLE OF CONTENT

ABSTRACT .....	i
APPROVAL .....	ii
DECLARATION OF AUTHENTICITY .....	iii
MOTTO .....	iv
PREFACE .....	v
ACKNOWLEDGEMENT .....	vi
BIOGRAPHY .....	ix
TABLE OF CONTENT .....	x
LIST OF TABLES.....	xii
LIST OF FIGURES .....	xiii
CHAPTER I .....	1
A. Research Background.....	1
B. Research Questions.....	4
C. Research Purposes .....	4
D. Research Significance .....	4
E. Research Scope .....	5
F. Research Framework.....	5
G. Hypothesis .....	8
H. Previous Study.....	8
CHAPTER II.....	10
A. Vocabulary Mastery.....	10
1. The Nature of Vocabulary .....	10
2. Vocabulary Mastery.....	11
3. Kinds of Vocabulary .....	12
4. Teaching Vocabulary in EFL Context .....	13
B. Media for Learning Vocabulary .....	14
1. The Nature of Media .....	14
2. Digital Media .....	15
3. The Functions of Media .....	16
4. Kinds of Media.....	16
C. Gamification .....	21
1. Definition of Gamification.....	21
2. Elements of Gamification .....	22

3. Baamboozle Game.....	24
D. Using Baamboozle Games in Teaching Vocabulary .....	30
CHAPTER III.....	37
A. Research Method and Approach .....	37
B. Data Types and Source.....	38
C. Data Collection Techniques.....	39
D. Research Site and Participants .....	42
E. The Sampling Technique.....	42
F. Research Instrument.....	42
G. Data Analysis .....	45
CHAPTER IV .....	47
A. General Description of The Research .....	47
B. Research Findings.....	48
C. The Result of Research Analysis.....	64
D. Discussion.....	71
CHAPTER V.....	75
A. CONCLUSION .....	75
B. SUGGESTIONS .....	75
REFERENCES .....	77
APPENDICES.....	83

