

## ABSTRACT

**Putri, Fitri Salsabila Nurohman (2025). Learning English Vocabulary Using Baamboozle Web-Based Video Game: Vocabulary Mastery at MTs in Bandung.**

This study aimed to use the Baamboozle game for young learners to assess students' vocabulary competence. This study suggested: 1) to discover students' vocabulary mastery using the Baamboozle game in the English learning process. 2) to discover students' vocabulary mastery without using the Baamboozle game in the English learning process. 3) to find out the differences in students' vocabulary mastery with and without using Baamboozle games in English learning.

This study used a quantitative method and a quasi-experimental study design. The study was carried out at MTs Al-Jawami Cileunyi. Seventh graders made up the research population. However, the research sample, VII A and VII B, was split into two groups, with 23 students in the control group and 23 students in the experimental group. Pre-test and post-test were used to gather the data. Statistical analysis was used to process the data analysis.

The experimental group's scores showed significant improvement, with an average increase from 56.87 in the pre-test to 85.78 in the post-test. Similarly, the control group's scores rose from 55.26 to 78.57. However, the N-Gain analysis highlights that Baamboozle was more effective in enhancing students' language proficiency. The experimental group achieved a mean N-Gain score of 67.09, categorized as moderately effective, while the control group scored 51.07, falling into the less effective category.

In conclusion, both experimental groups' language mastering abilities improved following treatment with the Baamboozle game and after treatment without it. Additionally, the experimental group's significance is higher than the control group's.

**Keywords:** *vocabulary mastery, web-based video game, bamboozle game*