

ABSTRACT

Gading Regina Rosalie (2026). The Effectiveness of Using Snakes and Ladders Board Game to Improve Vocabulary Among EFL Learners in Junior High School

This study aims to examine the effectiveness of the Snakes and Ladders board game in improving noun vocabulary mastery among EFL junior high school students. Although previous studies have examined various game-based vocabulary learning strategies, including digital games, flashcard games, and interactive board games, most focused on general vocabulary acquisition without addressing specific word classes such as nouns, and research on traditional-style board games adapted into digital platforms remains limited, particularly within the Indonesian junior high school EFL context; this study addresses that gap.

The research involved 18 students who participated in a series of treatment sessions using the board game as the instructional medium, incorporating vocabulary themes related to household rooms such as bathroom, bedroom, kitchen, and living room, along with challenge columns and snake-and-ladder elements designed to increase student engagement. Data were collected through pretest and posttest measurements and analyzed using SPSS.

The normality test using Shapiro-Wilk indicated that both pretest (sig. 0.410) and posttest (sig. 0.268) data were normally distributed, allowing the use of a paired sample t-test. The results showed a significant increase in students' mean scores from 45.00 in the pretest to 74.72 in the posttest, with a significance value (2-tailed) of 0.000 (< 0.05), leading to the rejection of the null hypothesis. Furthermore, the N-Gain analysis revealed an average score of 0.567 (56.74%), which falls into the moderate improvement category.

These findings indicate that the Snakes and Ladders board game is effective in enhancing EFL junior high school students' noun vocabulary mastery, while also increasing their motivation and active engagement during the learning process. However, several practical challenges emerged during implementation, including difficulties in conditioning students and limited instructional time due to technical preparation, suggesting the need for better classroom management and time allocation in future applications of this technique.

Keywords: Snakes and Ladders, board game, vocabulary mastery, noun, EFL students