

## ABSTRACT

### **Hasanah, Noviany Riska. (2021). Teachers' and Students' Perception of Using Game-Based Vocabulary.**

This study explores the experience of teachers' and students' of using game-based vocabulary test. This thesis discusses two research problems. 1)How does the teacher use the game-based vocabulary test? 2)What is the teacher's and student's perception of using a game-based vocabulary test?

This research was designed as a qualitative method. The data was obtained from the observation, questionnaires, and interviews to get the teachers' and students' perception of using game-based vocabulary test. It involved 20 students of the fifth grade and one English teacher at SD Insan Cermat.

The finding concluded two items. First, the process of game-based vocabulary test in the vocabulary test. In this process, teachers and students need a smartphone or laptop and are also equipped with an internet connection to access this vocabulary test game. All students could easily access the vocabulary test game by downloading the test link sent by the teacher. The selection of material on the test questions is material that has been previously taught by the teacher Second, teachers' and students' perception of using game-based vocabulary test. The teacher's perception of the game test vocabulary test that the test follows the test standards. The game-based vocabulary test in English language tests is practical and the game test vocabulary makes students comfortable and interested without being anxious or scared to do the test. Furthermore, the students' perceptions of the game-based vocabulary test that students have positive perceptions during the use of the game-based vocabulary test.

In conclusion, this study concluded that almost all grade 5 students gave positive perceptions of the use of this game-based vocabulary test. In addition, the teacher also provides a positive perception on the game-based vocabulary test which is used as a tool for assessing students' vocabulary mastery.

## DECLARATION OF AUTHENTICITY

I hereby certify that this paper entitled "**Teachers' and Students' Perception Of Using Game-Based Vocabulary Test**" is my first piece of paper and has not been applied to any other university to receive a S1 degree from any other college. This thesis aims to accomplish the goal of this document, which attempts to partly satisfy the criteria of the UIN Sunan Gunung Djati Bandung Department of English Education. The substance of this research is entirely responsible. I know that I quoted such statements, references, and views of other experts in accordance with the code of ethics.



Bandung, April 2021  
The Researcher,

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## BIOGRAPHY

### Personal Information



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*Motto: "don't forget to be grateful for everything you have so that you know the meaning of belonging"*

### Educational Background

2004 – 2010 : Elementary School / SDIT Al-Ijtihad  
2010 – 2013 : Junior High School / SMPN 2 Pasar Kemis  
2013 – 2016 : Senior High School / SMAN 15 Bandar Lampung  
2016 – 2020 : English Education Department, Tarbiyah Faculty of UIN Sunan Gunung Djati Bandung

### Organizational Experience

2013 – 2016 : Member of Language Department, English Club of SMAN 1 Jalancagak Subang  
2017 - 2018 : Treasurer of Art Development Division, Student Association of English Education Department (SAEED)  
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