TABLE OF CONTENT

ABSTRACT i

DECLARATION OF AUTHENTICITY ii

BIOGRAPHY iii

PREFACE iv

ACKNOWLEDGMENT v

TABLE OF CONTENT vii

LIST OF FIGURES x

LIST OF TABLES x

LIST OF PICTURES xi

CHAPTER I INTRODUCTION 1

A. Background 1
B. Research Questions 3
C. Research Purposes 3
D. Research significances 3
E. Rationale 4
F. Previous Research 7

CHAPTER II LITERATURE REVIEW 9

A. Game-Based Assessment 9
   1. Definition of Game-Based Assessment 9
   2. Gamification in Assessment 9
   3. Types of GBA 10
   4. The Procedure of Game-Based Vocabulary Test 11
   5. Advantages of GBA in Language Classroom 12
   6. Design of GBA 13

UNIVERSITAS ISLAM NEGERI
SUNAN GUNUNG DJATI
BANDUNG

B. Vocabulary Test 13
1. The Definition of Vocabulary 13
2. Teaching and Assessing Vocabulary 14
3. Principle of The Test 15
C. Teachers' and Students' Perception 21
1. The Definition of Teachers' and Students Perception 21
2. The Process of Perception 22
3. The Importance of Perception in Language Classroom 24
4. The Factor and Measuring of Perception 25

CHAPTER III RESEARCH METHODOLOGY 30

A. Research Design 30
B. Research Site 30
C. Research Participants 31
D. Data Collection Technique 31
1. Observation 31
2. Questionnaire 31
3. Interviews 33
E. Data Analysis 34

CHAPTER IV FINDINGS AND DISCUSSION 37

A. The Process of Game-Based Vocabulary Test 37
B. Teachers' and Students' Perception of Using Game-Based Vocabulary Test 46
a. Teachers' Perception 46
b. Students' Perception 50

CHAPTER V 66

A. Conclusion 66
B. Recommendation 68

REFERENCES 69

UNIVERSITAS ISLAM NEGERI
SUNAN GUNUNG DJATI
BANDUNG

APPENDIX 76

LIST OF FIGURES

Figure 2.1 The Process of Perception 21
Figure 2.2 The Factors of Perception 24
Figure 3.1 Data Analysis 32
Figure 4.1 Illustration of Using Game-Based Vocabulary Test 36

LIST OF TABLES

Table 3.1 Students' Interviews Code 33
Table 4.1 Observation Sheets36 36
Table 4.2 Observation Notes 37
Table 4.3 Observation Sheets 39
Table 4.4 Observation Notes 40
Table 4.5 Students' Affective Perception of Questionnaires 48
Table 4.6 Students' Affective Perception of Interviews 48
Table 4.7 Students' Cognitive Perception of Questionnaires 50
Table 4.8 Students' Cognitive Perception of Interviews 50
Table 4.9 Students' Conative Perception of Questionnaires 58
Table 4.10 Students' Conative Perception of Interviews 59

UNIVERSITAS ISLAM NEGERI
SUNAN GUNUNG DJATI

LIST OF PICTURES

Picture 4.1 The Teacher Ask Students to Use Laptop 35

Picture 4.2 The Game-Based Vocabulary Test Link 40

Picture 4.3 The Teacher Ask Students to Send the Score 40

Picture 4.4 The Rules in the Game-Based Vocabulary Test 41

Picture 4.5 The Students Score 41

Picture 4.6 The question in the game-based test 42

UNIVERSITAS ISLAM NEGERI
SUNAN GUNUNG DJATI
BANDUNG

UNIVERSITAS ISLAM NEGERI
SUNAN GUNUNG DJATI
BANDUNG