

ABSTRACT

Syaripudin.Sugeng.2020: Investigating How Efl Students Gamers Learn New Vocabulary A Paper. English Education Department, Faculty of Tarbiyah and Teacher Training, Sunan Gunung Djati Islamic State University.

This research is motivated by the problems of students who have difficulty understanding and obtaining new vocabulary. Students often have problems using English words during their communication. So that teachers need more attention to make the vocabulary easy and more enjoyable to learn. To do this hard work, teachers must have the ability to teach using all kinds of tools that are already in their environment. The purpose of this research is formulated into the following research purpose which is “To explore how EFL students who are gamers learn new vocabulary”. This study aims at seeing how EFL student who are gamers learn new vocabulary.

The research method use in this study is qualitative, which is use case study. The data collection technique is a questionnaire in the form of a description to find out whether students are able to understand, find and remember the new vocabulary they get from the games they play. Participants in this study were 30 students of class A semester 1 of the Department of English Education, UIN SGD Bandung. However, only 10 students chosen to be the research subject because not all the students in that class are gamers.

The results found in this study were that some students felt that with the games they played, they could get new vocabulary easily. This is because they are used to playing it and without realizing it they acquire new vocabulary. They also sometimes find vocabulary that often appears in the game so that it is easier to remember the vocabulary.

The conclusion is most students who are gamers feel that the games they play can help them acquire new vocabulary. Students feel that with the game, it becomes easier for them to remember and understand new vocabulary, especially those in the game. This is because they always play the game so that the vocabulary in the game always appears over and over again so that they indirectly learn the vocabulary. Students also easily memorized and understood the new vocabulary from the game because they felt interested and did not feel bored. This is because with games they feel that they are relaxed without feeling any demands.