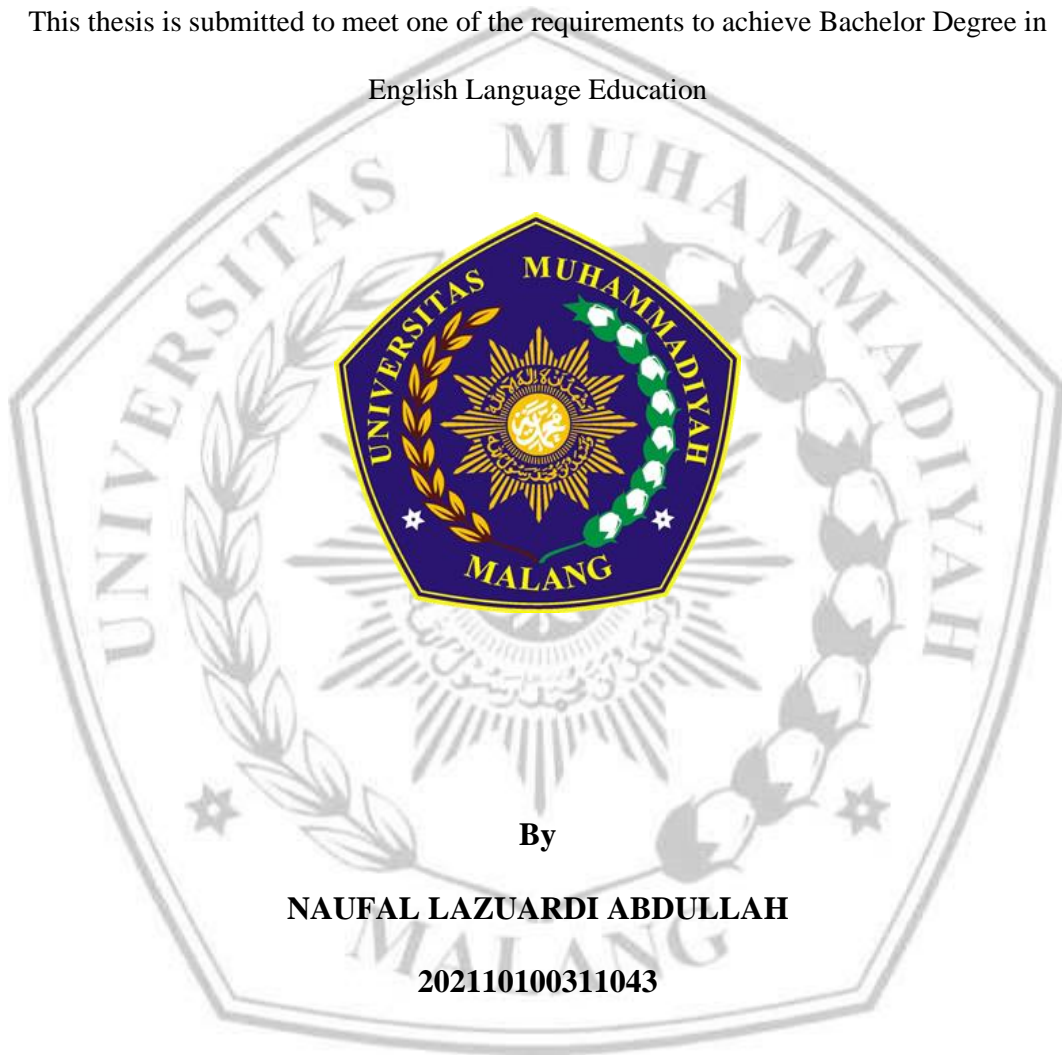


**LEARNING VOCABULARY THROUGH
*STRONGHOLD: CRUSADER GAME***

THESIS

This thesis is submitted to meet one of the requirements to achieve Bachelor Degree in
English Language Education



By

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UNIVERSITAS MUHAMMADIYAH MALANG**

2025

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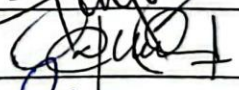



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MOTTO AND DEDICATION

MOTTO

وَمَا كَانَ الْمُؤْمِنُونَ لِيَنْفِرُوا كَافَّةً ۚ فَلَوْلَا نَفَرَ مِن كُلِّ فِرْقَةٍ مِّنْهُمْ طَائِفَةٌ لِّيَتَفَقَّهُوا فِي الدِّينِ وَلِيُنذِرُوا قَوْمَهُمْ إِذَا رَجَعُوا إِلَيْهِمْ لَعَلَّهُمْ يَحْذَرُونَ

"It is not fitting that the believers should all go (to war). Why should not some of each group among them go (to stay with the Messenger of Allah) to deepen their knowledge of religion and to warn their people when they return, so that they may protect themselves?"

DEDICATION

I dedicated this thesis to:

1. My Parents, Mr. Dodi Abdullah and Mrs. Puji Srisulistyaningsih
2. My internet and college friends
3. Myself and I

AUTHOR'S OF DECLARATION OF ORIGINALITY

I affirm that this content thesis is unique since it was written entirely by me and hasn't been submitted to any other university or organization. I attest that my thesis does not infringe upon anyone's copyright and is founded on the best knowledge I have of the subject. As required by APA referencing standards, all of the concepts, information, methods, quotes, and other items used in my thesis are cited. Additionally, I affirm that this is an authentic copy of my thesis, as authorized by both the English Language Education Department office and my thesis committee.

Malang, 10 April 2025



Naufal Lazuardi Abdullah

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First and foremost, I would like to express my deepest gratitude to Allah S.W.T for blessing me with health, strength, and the opportunity to complete this thesis. I am endlessly thankful for His guidance and mercy throughout this journey. My highest praise and love go to Prophet Muhammad S.A.W, whose teachings continue to light my path and inspire me in every aspect of life.

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LEARNING VOCABULARY THROUGH *STRONGHOLD: CRUSADER* GAME

ABSTRACT

This study investigates the effectiveness of *Stronghold: Crusader*, a strategy-based digital game, in enhancing English vocabulary acquisition among Indonesian players in the MRFS Discord Gaming Community. The research employs a mixed-methods design, combining quantitative and qualitative data to explore the game's impact on both incidental and intentional vocabulary learning. Findings indicate that *Stronghold: Crusader* significantly contributes to players' vocabulary acquisition, particularly in military, historical, and resource management terminology. The immersive gameplay, contextualized dialogues, and repeated exposure to in-game language foster deeper cognitive processing, supporting both engagement and long-term retention of new vocabulary. Players frequently encounter challenges with unfamiliar vocabulary, particularly older forms of English, but employ strategies such as using external resources, context clues, and in-game repetition to overcome these barriers. Furthermore, the study reveals that integrating additional features such as in-game glossaries or subtitles could enhance the learning experience. The results suggest that commercial digital games like *Stronghold: Crusader* present a promising and engaging approach to language learning, bridging the gap between entertainment and educational value in language acquisition. This study contributes to the growing body of research on game-based learning by highlighting the potential of commercially successful games in educational contexts.

Keywords: *Game-Based Learning, Vocabulary Acquisition, Stronghold: Crusader Game*

Advisor



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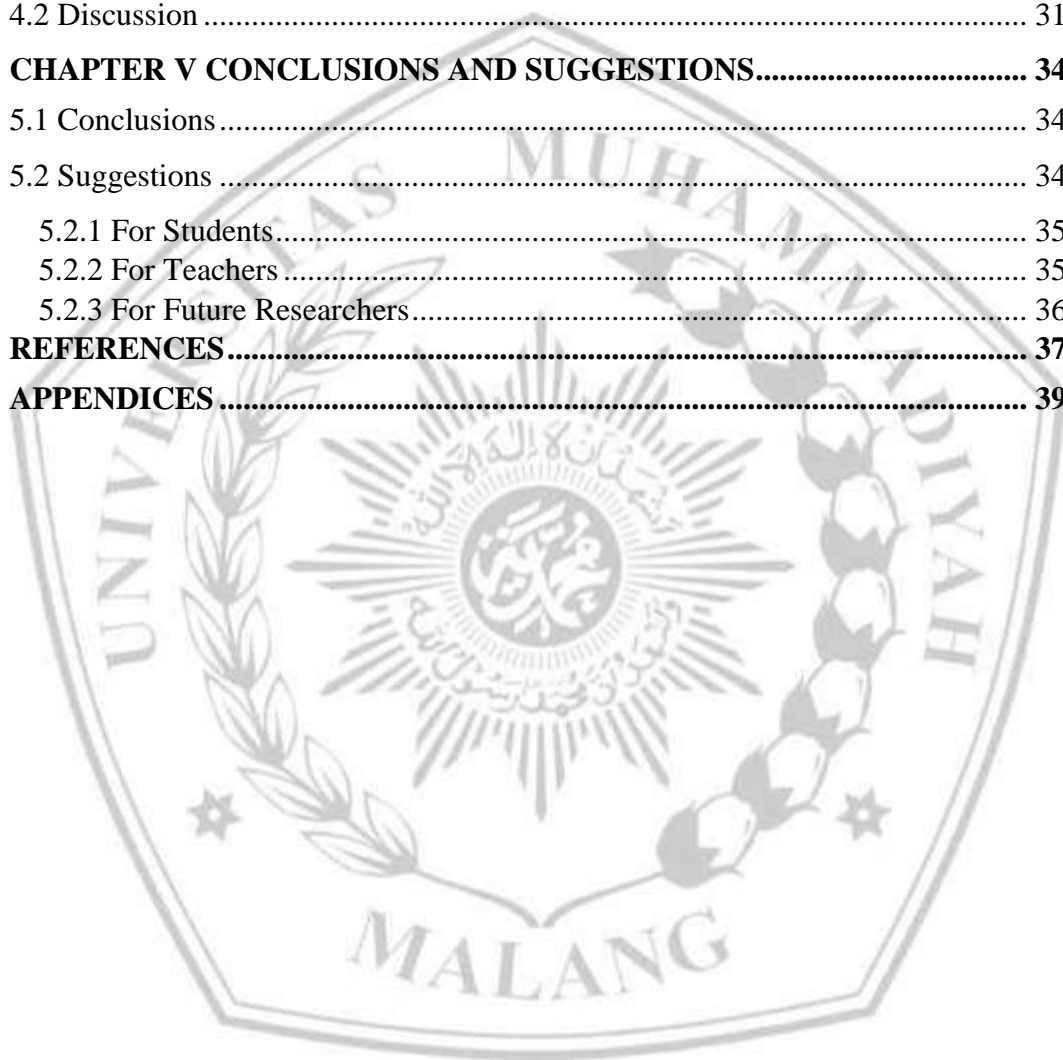


Naufal Lazuardi Abdullah

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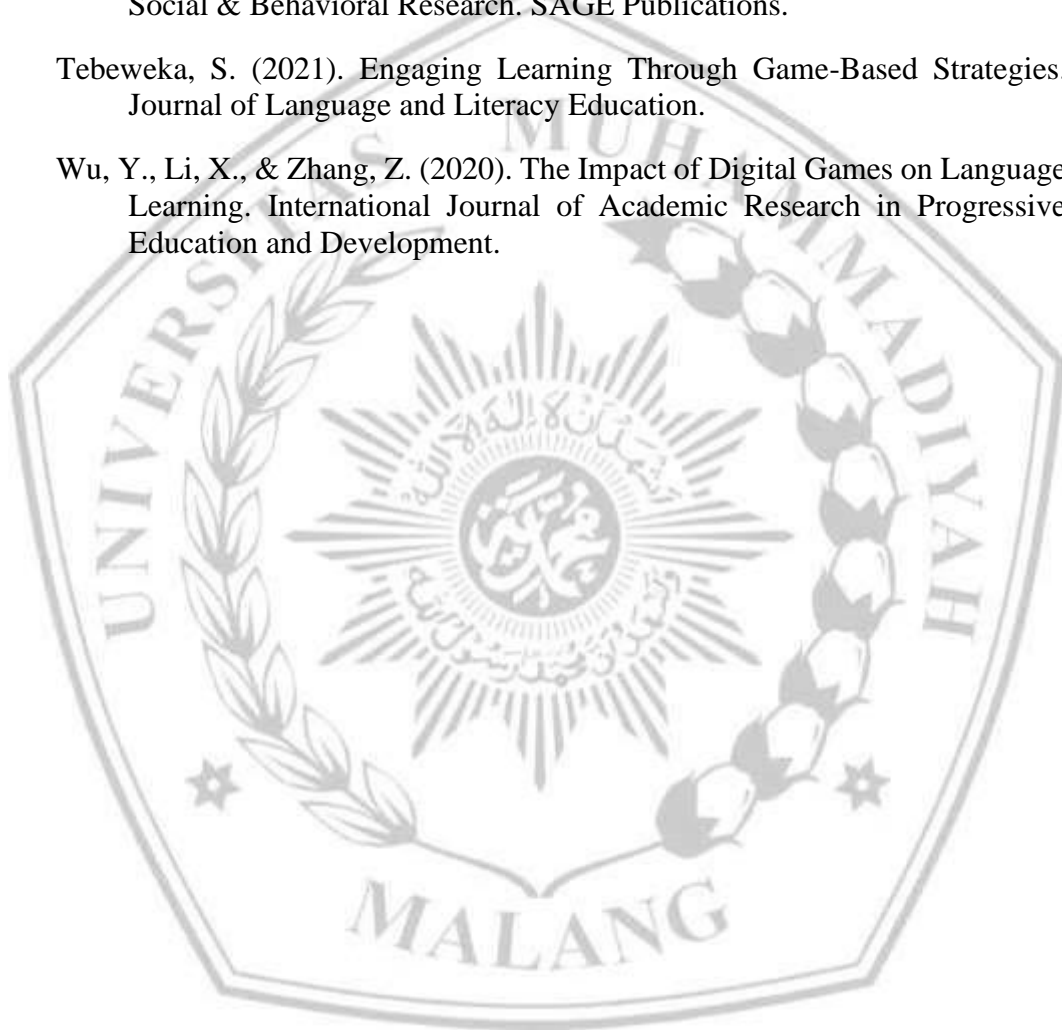
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APPENDIX 4 PLAGIARISM CHECK RESULTS SHEET

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