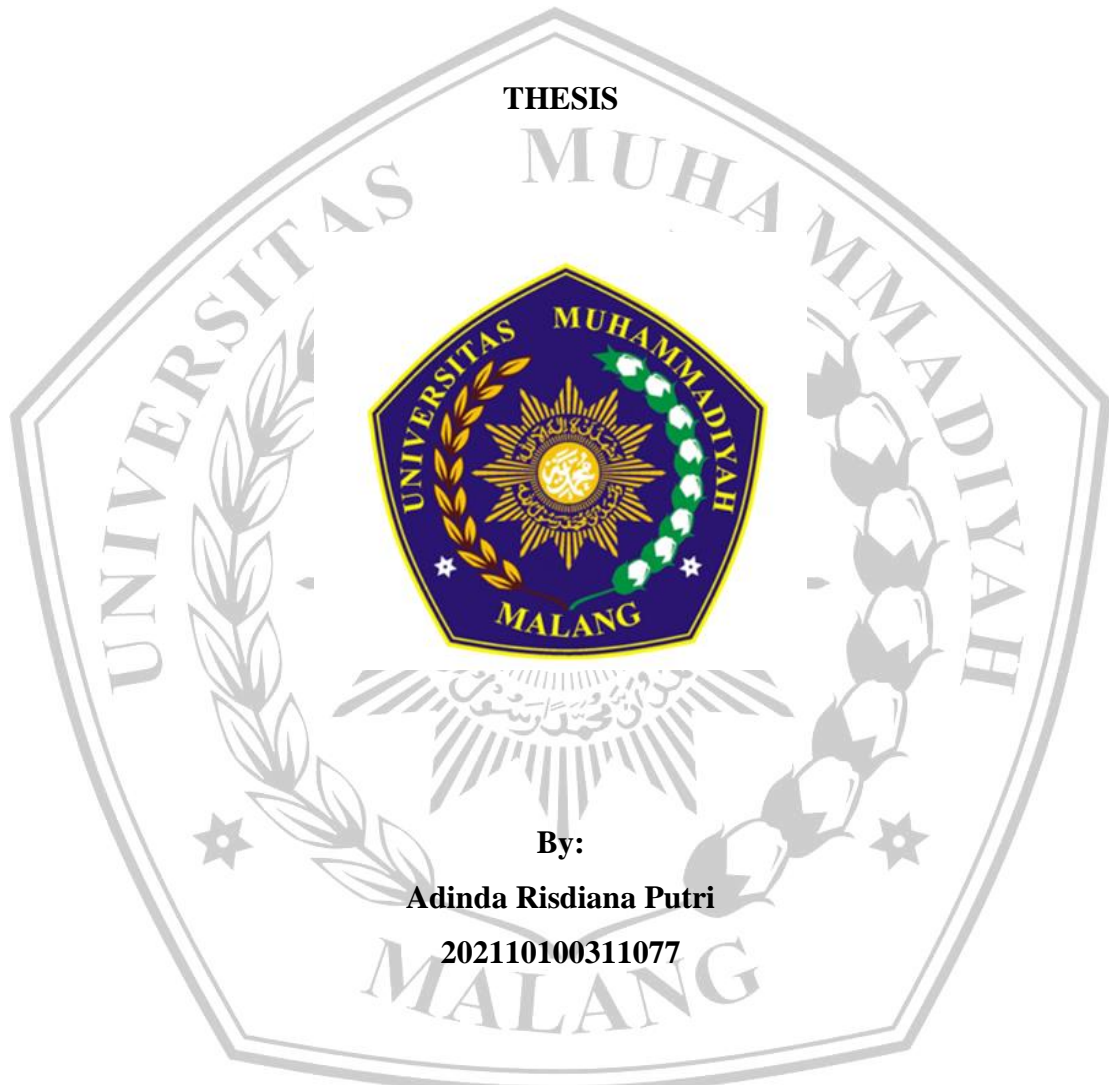


**THE IMPLEMENTATION OF GAME-BASED LEARNING  
TO OPTIMIZE STUDENTS' VOCABULARY ACQUISITION  
IN SDN KADEMANGAN 01 BLITAR**

**THESIS**



**By:**

**Adinda Risdiana Putri**

**202110100311077**

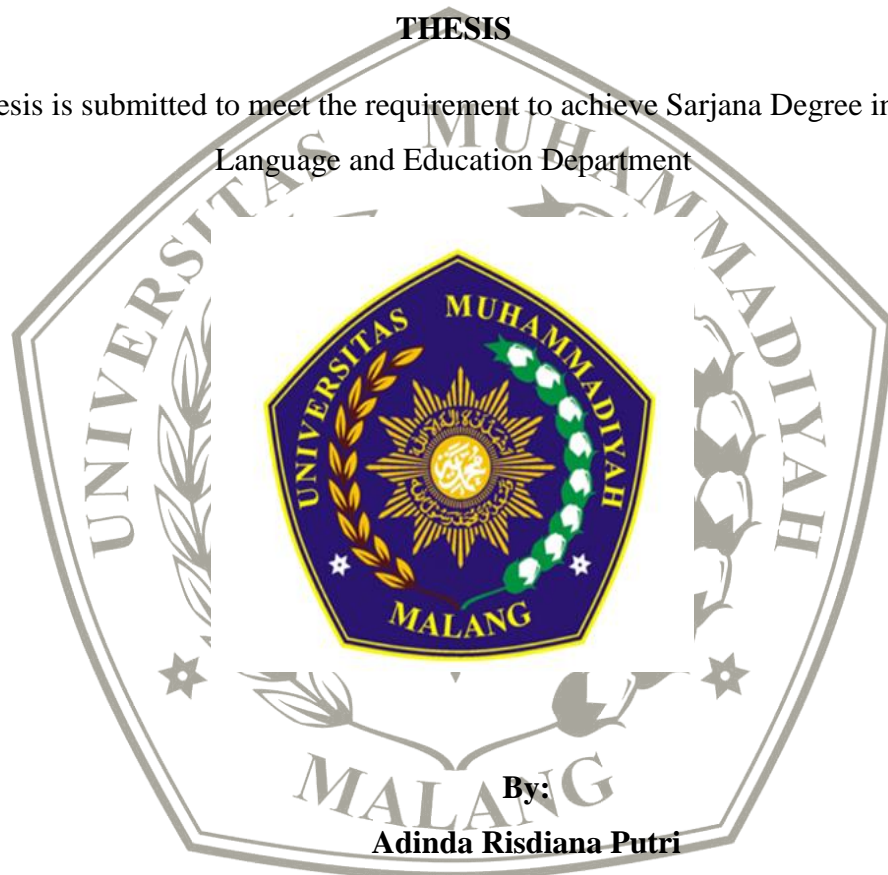
**ENGLISH LANGUAGE EDUCATION DEPARTMENT  
FACULTY OF TEACHER TRAINING AND EDUCATION  
UNIVERSITY OF MUHAMMADIYAH MALANG**

**2025**

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**THESIS**

This thesis is submitted to meet the requirement to achieve Sarjana Degree in English  
Language and Education Department



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## APPROVAL PAGE

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**LEGALIZATION PAGE**

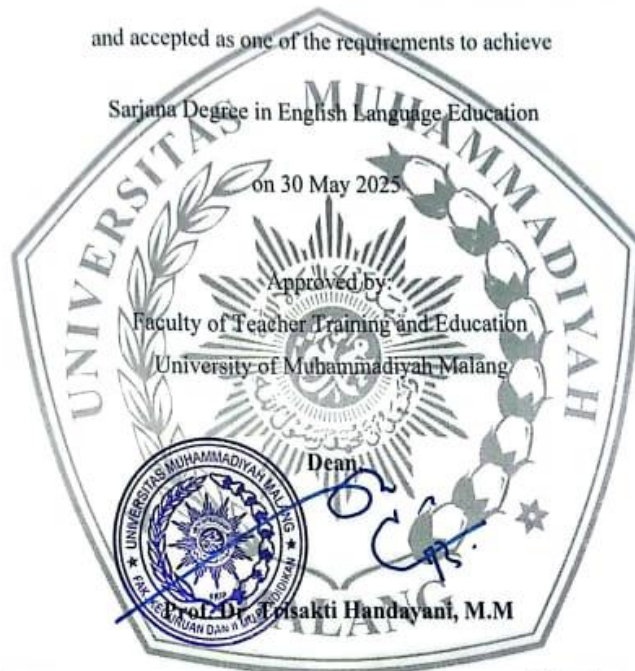
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and accepted as one of the requirements to achieve

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3. 

## MOTTO AND DEDICATIONS

### MOTTO

Live passionately, think positively, and strive to give your best in everything you do.

### DEDICATIONS

I dedicate this thesis to:

1. My Parents, Mr. Joko Purnomo and Mrs. Susmiati
2. My Brother, Mr. Nanda Adi Susilo
3. My Big Family BANI TOPAWIRO LADI
4. My Friends
5. My self, me, I am



### AUTHOR'S DECLARATIONS OF ORIGINALITY

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Malang, 27 May 2025



## ACKNOWLEDGEMENTS

I want to express my gratitude and thankfulness to Allah S.W.T. for giving me the health and strength needed to finish this thesis. To adore the prophet, Muhammad S.A.W, who became the patron of my life. I sincerely appreciate and thank my supervisor, Mrs. Kharisma Naidi Warnanda S, M.Pd, who provided knowledge, input, assistance, suggestions, and time to complete this thesis. I received support from Mrs. Kharisma and learned a lot of new things. Thank you very much to my beloved mother, Mrs. Susmiati, who always supports, cares for, and guides her daughter. Thank you to my father, the superhero, who always prioritizes his daughter has studied Malang and checked his daughter is okay. Thank you also for always bothering your sister. I want to thank my older brother, Nanda Adi Susilo, who helped with the problem of paying for college and always supported her younger sibling.

Many thanks to my sister-in-law, Frida Luthvita Setyawan, who has provided instructions regarding locations for research at school and helped me with everything I needed during research. Thank you to the principal and teachers of grade five students who have permitted me to conduct research at school. Thank you also to the 5th-grade Hamengkubuwono students willing to work together and help Miss Dinda complete this final assignment. Finally, I want to say that I can complete this final assignment well. Thank myself for being strong enough to accept everything, from sadness, happiness, adversity, and frustration.

**THE IMPLEMENTATION OF GAME-BASED LEARNING  
TO OPTIMIZE STUDENTS' VOCABULARY ACQUISITION  
IN SD KADEMANGAN 01 BLITAR**

**ABSTRACT**

This study investigates the effectiveness of game-based learning (GBL) in enhancing vocabulary acquisition among fifth-grade students at SD Kademangan 01 Blitar. The study utilized a mixed-methods approach, combining both quantitative and qualitative data to assess the impact of GBL on students' vocabulary knowledge. A pre-test and post-test were conducted to measure students' vocabulary acquisition, alongside a questionnaire to identify challenges in implementing GBL in the classroom. The "Scrambled Body Word" game, a non-digital game focused on parts of the body, was used as the primary GBL activity. Results demonstrated significant improvements in students' vocabulary retention, as evidenced by the post-test scores. The study also revealed that game-based learning fostered a collaborative and engaging learning environment, which increased student motivation and participation. This research highlights the potential of GBL to improve vocabulary acquisition and suggests that its implementation can lead to more dynamic and interactive language learning experiences in elementary schools.

**Keywords:** *elementary education, game-based learning, vocabulary acquisition.*

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Researcher,



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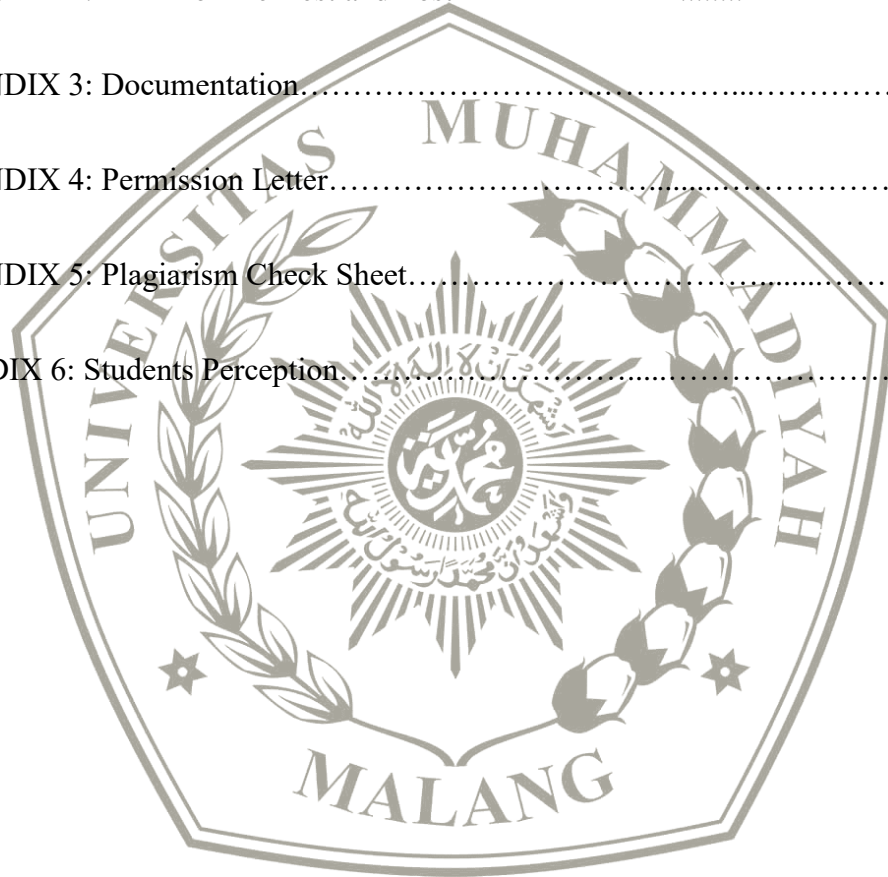
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