

ABSTRACT

Syaputra, Andre Dwivaan (2021) The use of Board Race Game: A Library

Research on the Improvement of Students' Vocabulary Mastery

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The objective of this research is to provide the evidence of data for deciding whether the use of the Board Race Game improved the students' vocabulary mastery. The method used PRISMA (Preferred Reporting Items For Systematic Reviews and Meta-Analyses). Based on a descriptive table of a systematic review, there are tenth national journal articles findings that are successfully identified to mention concerning this research. Then, by categorizing tabulated outcome data into the fourth categories, the improvements are concluded respectively: 1) There is a significant influence of using board race on improving students' vocabulary mastery 2) Board race method was effective to improve students' vocabulary mastery, 3) There was development on students' ability in memorizing vocabulary of using board race game, 4) There are kinds of board race game such as Pictionary board game, and touch and go game. It is recommended for the English teacher to attract the students' interest and to improve their understanding of vocabulary.

Keywords: Board Race Game, Improving, Vocabulary Mastery.