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THE EFFECTIVENESS OF LANGUAGE GAMES IN LEARNING VOCABULARY IN ESL CLASSROOM

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ABSTRACT

Mostly, games will be one of the activities done by the English Society in schools. This study is designed to find out the use of language games in helping the students to enhance their vocabulary in the ESL classroom. The objectives is to find out the methods or ways used by the teacher in their teaching of vocabulary and getting to know their personal opinion as well as their trust on using games to teach vocabulary .Therefore, this research will examine the use of language games in enhancing the students' vocabulary in the ESL classroom and to find out whether games can be proved as one of the successful techniques as far as the vocabulary enhancement is concerned. Information can be more relevant and memorable for the students when the language games are used. This is due to the active interaction and participation of students during the learning process. In guiding the research, the following research questions were formulated: How do language games helped in Malaysian classroom teaching among the low proficiency students'? How do language games improve learning? Do language games engage and promote students learning? Do language games increase students' vocabulary? Several instruments will be employed in this research, namely observation, questionnaire and interview. The findings of the study showed that the usage of language games does cultivate the interest and create a relaxed and pleasant learning atmosphere in the classroom after their implementation. The study proved that the effectiveness of using language games makes the students learn more, understand better, improve vocabulary and utilize the words in interaction and writing. The findings of this study have shown that language games can be taught to students, to develop students' performance in vocabulary.