

TABLE OF CONTENTS

DECLARATION.....	i
APPROVAL PAGE	ii
LETTER OF WILLINGNES TO JOINT ARTICLE PUBLICATION	iii
LETTER OF EXAMINATION	iv
MOTTO AND DEDICATION.....	v
ABSTRACT	vi
PREFACE.....	vii
TABLE OF CONTENS	x
LIST OF APPENDICES	xiii
LIST OF TABLE	xiv
CHAPTER ONE	1
INTRODUCTION.....	1
1.1 Background of the study	1
1.2 Research question.....	4
1.3 Purpose of the study	4
1.4 Variables	4
1.5 Hypotheses	5
1.6 Significance of the study	5
1.7 Scope of the study	6
1.8 Definition of key terms	7
1.9 Research report organization	8
1.10 Cloncluding Remarks.....	9
CHAPTER TWO	10
REVIEW OF THE LITERATURE.....	10
2.1 English for Young Learners (EYL)	10
2.2 Vocabulary Mastery in English for Young Learners	11
2.3 Gamification in the EYL Context	12
2.4 Digital Snakes and Ladders Game for Teaching English Vocabulary to Young Learners	13
2.5 Previous Studies.....	15

2.6	Concluding Remarks	20
CHAPTER THREE		21
RESEARCH METHODOLOGY		21
3.1	Research design.....	21
3.2	Research participants	22
3.3	Research site.....	23
3.4	Data collection	24
3.4.1	Pre-test (Meeting 1).....	24
3.4.2	Treatment Sessions (Meetings 2 and 3)	25
3.4.3	Post-test (Meeting 4).....	27
3.5	Data analysis	28
3.6	Ethical considerations	30
3.7	Concluding Remarks	30
CHAPTER FOUR.....		31
FINDINGS AND DISCUSSION		31
4.1	Findings of the study	31
4.1.1	The Use of a Digital Snakes and Ladders Game Improved Students’ Vocabulary Mastery.....	32
4.2	Discussion	43
4.2.1	The Statistical Significance and Meaningful Enhancement of Vocabulary Mastery.....	43
4.2.2	The Pedagogical Impact of Gamification via Digital Snakes and Ladders.....	46
4.2.3	Critical Insights into the Moderation of Learning Gains	47
4.2.4	The Evaluation of Uncontrolled Variables during the Treatment Sessions.....	50
4.3	Concluding Remarks	52
CHAPTER FIVE.....		54
CONCLUSION AND SUGGESTION		54
5.1	Conclusion	54
5.2	Suggestion.....	55
BIBLIOGRAPHY		57

APPENDICES	60
-------------------------	-----------