

# Systematic Literature Review: The Impact of Vocabulary Games Improving Student's Vocabulary

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**Keywords:**

Systematic Literature  
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Learning.

**Abstract:** This study adapts a systematic literature review study which aims to investigate the effect of games on increasing students' vocabulary in learning English. Vocabulary is one of the keys in learning a language, especially English, because having a vocabulary that is quite influential on the four skills that students need to master. The purpose of this research is to review the effectiveness of games in increasing vocabulary in learning English. The method used in this study is the SLR (systematic literature review) method. Data collection is done by documenting all articles that have similar research in a research report. The articles used in this study were 10 journal articles, both notional and international, which were obtained from the Google Scholar database. The results of this study provide strong evidence regarding the effectiveness of the game method in increasing students' vocabulary in learning English. The practical use of these findings can be maximized by educators and adopt policies in designing learning strategies that are more optimal for increasing students' vocabulary in learning English.

**Kata Kunci:**

Systematic Literature  
Review;  
Kosakata;  
Permainan;  
Bahasa Inggris.

**Abstrak:** Penelitian ini mengadaptasi penelitian systematic literature review yang bertujuan untuk menginfestigasi pengaruh games dalam meningkatkan kosakata siswa dalam pembelajaran Bahasa Inggris. Kosakata merupakan salah satu kunci dalam mempelajari suatu Bahasa, khususnya Bahasa Inggris, karena memiliki kosakata yang cukup berpengaruh terhadap empat keterampilan yang perlu dikuasai oleh siswa. Tujuan penelitian ini adalah meninjau keefektifan games dalam meningkatkan kosakata dalam pembelajaran Bahasa Inggris. Metode yang digunakan dalam penelitian ini adalah metode SLR (systematic literature review). Pengumpulan data dilakukan dengan mendokumentasi semua artikel yang memiliki penelitian serupa dalam laporan penelitian. Artikel yang digunakan pada penelitian ini sebanyak 10 artikel jurnal baik itu nasional maupun internasional yang diperoleh dari database google scholar. Hasil dari penelitian ini memberikan bukti yang kuat mengenai efektifnya metode games dalam meningkatkan kosakata siswa dalam belajar Bahasa Inggris. Penggunaan temuan ini secara praktis dapat dimaksimalkan oleh pendidik dan mengambil kebijakan dalam merancang strategi pembelajaran yang lebih optimal untuk meningkatkan kosakata siswa dalam pembelajaran Bahasa Inggris.

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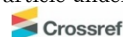
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## **A. INTRODUCTION**

Vocabulary is the one of the keys in learning language. Vocabulary is split into categories, namely active vocabulary and passive vocabulary. Active vocabulary is a set of words that are used actively in speaking and writing, at the same time as passive vocabulary is a set of word which can be recognised but no longer used actively. English is one of the subjects that ought to be learned at each education level, specifically in Indonesia. It is not easy to study English for college students since English is not their first language. There are numerous factors of English to be mastered, and one of them is vocabulary. Vocabulary is the gathering of words. Words are used for communication. People can communicate by way of reading, writing, listening, and speaking (Mustika & Dashela, n.d.). Vocabulary is all things that related to words, such as where they come from, how everyone uses them, how everyone relates one word to another word, and so on. In learning a foreign language, the main thing that the learners should know is the vocabulary of the language itself. In addition, the learners should know the function of each vocabulary, so they can develop the vocabularies gradually (Noviyanti & Bahri, 2019). Vocabulary is a collection of words known by a person. In short, it can be said that learning new words and their meanings is an important component of language (Sarwat, 2023). It is a set of lexemes, including single words, compound words and idioms. The words are important for the foreign language learners in delivering their ideas and feelings in speaking or writing. There are different kinds of vocabulary according to different experts point of views. Divided word into three different aspects, they are word classes, word family and word formation. Since, the focused of this research is word classes (Chesy et al., n.d.). Vocabulary is the whole word that is owned by language, and one's vocabulary. This means that the entire word in someone's memory will immediately cause a reaction when heard or read (Rosianna Lumbangaol, n.d.-b).

Vocabulary as the term that refers to particular language that set of words that usually used by individual speakers. Vocabulary is not only to be known but also to be used. It should continue to be developed by guiding learners to develop their fluency. This can help learners to take advantage of what they have learned and already know (Noviyanti & Bahri, 2019). Vocabulary is one in all essential factors in all language teaching, learners should usually be learning words as they study structure (Chesy et al., n.d.). As one of the language components, vocabulary is a crucial component for students to learn since it improves communication. People who lack vocabulary cannot communicate messages or express their views to others, and they are also unable to grasp what others say (Rosyidi et al., 2022). Vocabulary knowledge is knowledge; knowing a word involves a definition and an understanding of how that term fits into the universe. They defined vocabulary as a collection of words that make up a language based on both statements (Rosyidi et al., 2022). While students communicate English in the front of the class, many college students feel insecure and embarrassed to say the vocabulary they have discovered. Sometime they hard to remember the words, because they were atressed about what the meaning of vocabulary (Rizky, 2020).

Different words they hard to learn and remember about new word and difficult word in teaching vocabulary, a method or technique used to present the lesson, such as a game. Game is one of interesting instrument that used to attract students' to follow the teaching and learning process. Games are associated with a feeling of happiness (Rizky, 2020). Game for teaching should be considered as one of the alternative technique that can be used in order to avoid boring time during teaching and learning activity. Argued that games help and encourage the learners to sustain their interest and work. The learners also experience the language when they learning through games and make them understand easier about the language rather than just study it in

classroom boringly (Rokhmah et al., 2020). For this reason, most learners appreciate games even if they are not familiar with the rules. Games are the perfect instrument to motivate and make the students participate in the teaching and learning process. When games and education are combined, it can be educative and education environments can be entertaining (Troussas, Krouska, & Sgouropoulou, 2020). Games can be an effective tool for improving vocabulary in English language learning. According to a study, games can provide a positive learning experience and help students to develop their vocabulary skills. Games can also be used to make learning more enjoyable and engaging, which can help to motivate students to learn.

In addition, games can provide a context for learning new words and phrases, which can help to reinforce their meaning and usage. For example, a game that involves matching words with pictures can help students to learn new vocabulary in a visual and interactive way. Another benefit of using games for vocabulary learning is that they can provide opportunities for students to practice using new words in context. This can help to improve their ability to communicate effectively in English. Overall, games can be a useful tool for improving vocabulary in English language learning. They can provide a fun and engaging way to learn new words and phrases, and can help students to practice using them in context. Based on previous research, the results show that there are various games that can be used to help develop vocabulary in learning foreign languages, especially English. This attracted researchers to conduct a literature review related to developing students' vocabulary using games. It is hoped that the results of this literature review will become a foundation that can be maximized by educators and adopt policies in designing learning strategies that are more optimal for increasing students' vocabulary in learning English.

## **B. METHOD**

The method used in this research is SLR or systematic literature review. Systematic literature review is a term used to refer to a specific research or research methodology and development conducted to collect and evaluate related research on a particular focus or topic (Astuti et al., 2021). With this method, the researcher reviews and identifies structured journals and each process follow the steps that have been set. The benefits of research with SLR are able to identify, review, evaluate and interpret all available research with a topic focus on a particular phenomenon of interest (Rusdiana et al., 2022). To collect this research, researcher collected journal articles on the Google Scholar database with the help of Publish or Perish application. The articles collected are only articles published in the 2018-2023 period. From various articles, the researcher chooses 10 articles related to the keyword. The next step, the researcher agglomerates related articles that use of Games to learn vocabulary. Each data in the articles is then tabulated in a table which includes the name of the author, title, year of publication, name of the journal, type of research and result of the research. After that, the researcher reviewed and analyzed the article in depth, especially regarding the results of the research presented in the discussion and conclusion section. At the end of the study, the researcher compared the findings presented in the article and gave conclusions.

### C. RESULT AND DISCUSSION

The following the result of learn vocabulary using games, as shown in Table 1.

**Table 1.** The result of learn vocabulary using games

Researcher and Year	Journal	Research Result
(Rohmawati & Masruroh, 2023)	The Use of Scrabble Games to Improve Students' Ability in Vocabulary	The research result show that: The First, the process of teaching English vocabulary through scrabble games was going smoothly. The pupils appeared engaged in class, but some appeared to be giving less response than others. The second instance was when the teacher instructed the class to play some scrabble. The third was that the pupils were content with their education. Therefore, it can be said that the inclusion of the scrabble game has a positive impact on pupils' vocabulary
(Hidayatur Rokhmah, Andrian Nuriza Johan, & Ismawati Ike Nugraheni, 2020)	Word Search Game as a Valuable Technique in Enhancing Students' English Vocabulary Mastery	The research show that using word search games can afford a valuable technique in language classroom for students especially to enhance students' vocabulary mastery.
(Hidayati,RimaRahmaniah, Ilham, M Hudri, Ahmad Afandi, 2022)	The Implementation of Spelling bee to Enrich The Geography Students English Vocabulary	The finding revealed that spelling bee game employing has effect and enrich the students english vocabulary. By using it is frequently designed to make the students enjoyable and understandable. However, it showed that there is significant difference in mean score of oral and posttest. In cycle 1, the average level of students group is 19 with 40% is fairly category in 10-15 score and 60% is good with 20-25 score, and in cycle 2, the group students average of their vocabulary knowledge is 23 with the category level is good or 100 % from the 5 groups are involved in this research with 20-25 score.
( Hidayati, Rima Rahmaniah, M Hudri, 2019)	Building The Yeong Learners English Vocabulaty By Using The Smart Card At MBS Sang Surya	The smart card in vocabulary learning process is more effective to enrich the learners' vocabulary, this can be seen from the results of test score that the experimental class which was given treatment using smart card media got higher score than control class without taught by used smart card media. The writer concluded that smart card has an effect in building vocabulary in english at Daycare learners in Muhammadiyah Boarding School (MBS) Sang Surya.

(Noviyanti & Bahri, 2019)	The use of thing bingo game to improve students vocabulary mastery	The calculation result of this research shows that the tscore= 6,18 > ttable= 1.72 with the level significance 0.05 and the degree of freedom (df) 19. Therefore, (Ho) is rejected and (Ha) is accepted. In line with this, it can be concluded that Bingo game can improve students' vocabulary mastery and Bingo game can be recommended as one of the great strategies in teaching vocabulary to students
(Rosianna n.d.)	Lumbangaol, The effect of taboo word game in improving vocabulary ability.	The result of the analysis shows that tcount> ttable= 3,941 < 2,66329 is higher at the level of significance 0.05 and the degree of freedom (df) 58. Therefore, the null hypothesis (Ho) is rejected the alternative hypothesis (Ha) is accepted.
(Agustin, 2022)	The effect of using the quizizz application on students vocabulary mastery	Based on the analysis of information, it's known that students in gradesVII-G who use Quizizz to increase their learning motivation in English vocabulary mastery have a higher level of total English vocabulary knowledge.This shows that the t-testvalue has a significance level.In other words, Quizizz hasaneffectonincreasing vocabulary mastery and motivation for students
(Rosyidi et al., 2022)	The use of undercover game to enhance students vocabulary achievement	The data was gained through pre-test and post-test. Both data from the tests were analyzed using a t-test in SPSS 25. The mean score in the post-test showed significant improvement between the pre-test and post-test. In the pre-test, the experimental class gained 65.82, while the controlled class gained 70.23. In post-test, the experimental class gained 78.20, and the controlled class gained 77.08. The test of the hypothesis showed that sig. 2 tailed was 0.076 while the determined alpha $\alpha$ was 0.05, which meant that $0.076 > 0.05$ . It is supported by the result of effect size, which was 1.02 as well. It can be said that the Ho (Null Hypothesis) was rejected, and the Ha (Alternative Hypothesis) was accepted. Therefore, the undercover game strongly affected students' vocabulary achievement
(Sarwat, 2023)	Investigating the impact of role play games on vocabulary building of ESL learners at intermediate level	During the course of instructional plan, control group was taught vocabulary lessons in a traditionalway whereas experimental group was taught by using Role play games. At the end, Posttest was conducted from already specified chapters. Results of both groups were computedand analyzed by using SPSS. The participants of experimental group performed much better than control group. About 80% respondents of experimental group have been successful in getting 70% or more marks in the

(Hidayati & Rusnaini, 2016)	The use of semantic mapping to increase students vocabulary at the second grade students of smpn 9 mataram in academic year 2014/2015	<p>posttest which clearly indicates the effectiveness of Role play games for vocabulary learning at Intermediate level</p> <p>Based on the data analysis the mean score of pre-test 39, qualifying "POOR" and mean score of post-test 88 qualifying average to "GOOD", and the result of t-test that is 45,6. Based on the distribution t-table with db=26, the research showed the distribution t-table was 99 % trust interval and level of significant 1%. And the result confirmed that the using of semantic mapping technique in teaching vocabulary at the eight class students is effective in increasing student's vocabulary mastery.</p>
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From the table above the research result show that: The First, the process of teaching English vocabulary through scrabble games was going smoothly. The pupils appeared engaged in class, but some appeared to be giving less response than others. The second instance was when the teacher instructed the class to play some scrabble. The third was that the pupils were content with their education. Therefore, it can be said that the inclusion of the scrabble game has a positive impact on pupils' vocabulary (Rohmawati & Masruroh, 2023), and the research show that using word search games can afford a valuable technique in language classroom for students especially to enhance students' vocabulary mastery (Rokhmah et al., 2020). The use of spelling bee has an effect on increasing student vocabulary. These findings indicate that there is a significant difference in the mean oral and post-test score (Kajian et al., 2022). The smart card in vocabulary learning process is more effective to enrich the learners' vocabulary, this can be seen from the results of test score that the experimental class which was given treatment using smart card media got higher score than control class without taught by used smart card media. The writer concluded that smart card has an effect in building vocabulary in english at Daycare learners in Muhammadiyah Boarding School (MBS) Sang Surya (Rahmaniah et al., 2019).

Bingo game can improve students' vocabulary mastery and Bingo game can be recommended as one of the great strategies in teaching vocabulary to students (Noviyanti & Bahri, 2019). Taboo Word Game can improve students' English vocabulary skills. This game is responded to well by students so it makes the atmosphere of lectures better because students feel the game avoids boredom so that they make them more relaxed and comfortable in following the lessons (Rosianna Lumbangaol, n.d.-b). Based on the analysis of information, the use of Quizizz to increase their learning motivation in English vocabulary mastery have a higher level of total English vocabulary knowledge. This shows that the t-test value has a significance level. In other words, Quizizz has an effect on increasing vocabulary mastery and motivation for students (Agustin, 2022). The undercover game has a favorable effect on the vocabulary success of the students in the school throughout the 2020-2021 academic year. In addition to being a fun approach to find new languages and chances, the undercover game is also a means by which they can discover new languages and cultures (Rosyidi et al., 2022). This research findings the overall performance of experimental group was far better than the control group in posttest after giving them treatment. About 80% students of experimental group had been successful in getting 70% or more marks in the posttest. It is a clear indication which determines the effectiveness of role play games for vocabulary learning for ESL (Sarwat, 2023).

Base on these findings we can see the effectiveness of the games in increasing students vocabulary in english. Games like Scrabble, Taboo, bingo game, Role play etc. are great for improving English vocabulary. Learning can be done in so many way, one of them by playing a game. Because games reduce tension by adding fun and humor to lessons, and students add an element of competitiveness that motivates students to participate. So it is also the ways and can be applied to improve students' learning ability in teaching speaking because most of Indonesian students are lack of vocabulary for what they should say and bravery to speak (Rosianna Lumbangaol, n.d.-b). The results of this study provide strong evidence regarding the effectiveness of the game method in increasing students' vocabulary in learning English. The practical use of these findings can be maximized by educators and adopt policies in designing learning strategies that are more optimal for increasing students' vocabulary in learning English.

#### **D. CONCLUTION**

The conclusion of this research is the one of the keys in learning language especially English is a vocabulary. The vocabulary learning can made more engaging and effective incorporating games into the classroom. Games add an element of fun and relaxation, which can help learners retain word better. There are many vocabular games such as Scrabble and Taboo game are great for improving English vocabulary, as they require players to use and describe words in English. A lot of games that can use to help improving vocabulary. Using games in English language learning can make the process more enjoyable and less boring for student.

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