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THE STUDY OF THE EFFECTIVENESS OF  
USING GAMES IN ENGLISH AS SECOND  
LANGUAGE (ESL) CLASSROOMS

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2012

## ACKNOWLEDGEMENTS

First of all, I am so gratified to be given a strength, patience and motivation throughout my journey of completing this academic exercise. All the difficulties and predicament were paid by the contentment of completing the precious report.

Definitely, this study might not be completed without continuous guidance and assistance from my respected supervisor, Ms. Shamshad Begham Othman who is very supportive and considerate from the beginning to the end phase of this study. I would always remember all her contribution and thoughtfulness along the completion of this study.

My appreciation to my TESL Coordinator, Mr. Ishak Badarudin who always gives supports and motivation in giving the best I could for this academic exercise. Not forgetting, my TESL colleagues for all beautiful memories we shared as TESL PLK group in UiTM.

Next, I would love to express my great thankfulness to the lecturer and all Semester 2 Diploma Students for their cooperation throughout the research. My best wishes for you all.

Last but not least, my warm appreciation to my husband, son, father and sisters for being my uttermost strength from the first day I had decided to be a part-time student till now. I might not be able to face all the obstacles without you all. To all supportive friends, relatives and people involved, thanks for everything.

## ABSTRACT

The central goal of this research is to illustrate the effectiveness of using games in teaching English in order to stimulate students' enthusiasm to learn the language. It is also aimed to substantiate the effectiveness of using games in terms of developing the students' enthusiasm in ESL attainment. The research is designed to determine whether the use of games in teaching English can make students enjoy the target language more, contribute to the improvement of students' range of vocabulary and also increase their confidence level in using English. The research will be carried out by using questionnaire and the data will be analyzed by using Microsoft Excel. The respondents will be Semester 2 Diploma students of Universiti Teknologi Mara (UiTM) Terengganu and their lecturer uses games as one of the teaching methodologies in the ESL classrooms. Previous research found that using games to teach English is not only beneficial for pre-school, primary and secondary level, but also to tertiary level students. This is due to the reason that, everyone needs a lively and enjoyable learning in order to stimulate their enthusiasm and focus. Therefore, it is hoped that this research will be a starting point to other educators at other tertiary level institution in using games as one of their teaching methodologies.

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