

ABSTRACT

English is the language of international communication, which is why most countries in the world learn English. Therefore, we need to understand and capable to communicate with English. During this time, English learning method is mostly delivered by lecture method and there is no English vocabulary learning media in the form of application.

The purpose of this research is to develop a game called Find The Object to help elementary students learn English vocabulary in order to make the process of learning English is fun and more interesting.

Based on the results of pre-test, post-test, and poll conducted by the author, it can be concluded that this game significantly succeeded in increasing the knowledge of elementary students about the vocabulary of English. This is proven through the value of elementary students' tests that tend to increase after playing this game and feel more interested in learning English vocabulary using games.

Keywords : Find The Object , Educational Game, Vocabulary, Hidden Object, Construct Game, Pre-test, Post-test