



LexiQuest: Improving Vocabulary and Reading Comprehension through Book-Based Games

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DOI : <https://doi.org/10.55248/gengpi.6.0425.14140>

ABSTRACT

The aim of this study was to determine the significant effect of the practice teachers developed Book-Based Games learning material entitled as LexiQuest in order to improve the Vocabulary and Reading Comprehension of Selected Grade 8 Students in Dayap National High School Main. In addition, quantitative research design in terms of methodical approach was used to assess the learning progress. In terms of Pre-test mean score for vocabulary was 23.52, indicating an initial understanding classified as "Enough." After the intervention, the Post-test mean score significantly increased to 33.07, signifying a shift to the "Good" category, with an improvement in percentage from 58.80% to 82.68%. However, in Reading Comprehension both Pre-test and Post-test mean scores fell within the "Frustration" category, with scores of 5.45 and 13.97 respectively. It was concluded that Vocabulary and Reading Comprehension of Selected Grade 8 students in Dayap National High School - Main improved as they used the Book-Based Games learning material named LexiQuest. The following recommendations were made by the researchers based on the findings and conclusions. Teachers may encourage their students to use materials such as book-based games to improve their vocabulary and reading comprehension in an engaging and effective way. Students may develop wider and deeper comprehension in vocabulary and in reading when using different developmental games in a form of assessment or material. Future researchers who may conduct the same research must provide more authentic information to determine whether the study finds additional results.

Keywords: vocabulary¹, reading comprehension², book-based games³, lexiquet⁴.

Introduction:

In the field of literacy education, enhancing vocabulary is one of the fundamental skills that must be mastered by the students in order to achieve proficiency in reading. It is an everyday activity for a man; therefore, it is aligned with the learning process, which involves gaining knowledge and information from the text.

With the advent of digital technologies across the world, educators have sought innovative approaches that could engage the new set of learners and further enhance their literacy skills. Utilization of book-based games material fosters incitement with the learners by simply allowing them to enrich their reading experience through gaming. Therefore, study delves into the efficacy of employing book-based game learning material in enhancing vocabulary acquisition and reading comprehension.

The primary purpose of developing book-based material is to facilitate vocabulary acquisition of learners in order for them to be engaged with various words associated with the literature indicated on the curriculum. Therefore, games serve as a springboard of learning by providing opportunities for active lexicon engagement in meaningful contexts. Through repeated exposure and reinforcement, these unfamiliar words will retain on the students mind that could expand their knowledge acquisition which is helpful in developing another literacy skill.

In tandem with vocabulary enhancement, book-based game material serves as a catalyst in the development of reading comprehension to acquire knowledge from literary texts. The interactive gaming strategies encourage the learners to analyze the written texts and think critically in order to proceed to the next level. Through the use of various quests that require them to arrange the sequence of events in the story book, it's driven them to experience cognitive processes that are necessary in comprehension.

Furthermore, the researchers noticed that students are capable of reading written material-based learning material that is associated with enhancing the student's vocabulary and reading comprehension will be used by the researchers in order to aid the problem of English language teachers. However, they are unable to comprehend the meaning behind the texts. In this research, a game-based learning material that is associated with enhancing the student's vocabulary and reading comprehension will be used by the researchers in order to aid the problem of English language teachers.

Methodology:

Research Design

Quantitative research design is a methodical approach, in accordance with the study of Rodríguez and Huerta (2020) they explained that this approach was used in outlining the systematic steps involved in their qualitative research, emphasising elements like research design, data collection methods, and data analysis procedures.

This further involves coding and thematic analysis in which it refined their codes and themes based on emerging patterns in the data. This simply collects and analyses numerical data to solve research issues and assess theories. The design consists of a methodical and structured approach, a clear research topic, relevant variables, and hypotheses.

Equations

Equations and formulae should be typed in Mathtype, and numbered consecutively with Arabic numerals in parentheses on the right-hand side of the page (if referred to explicitly in the text). They should also be separated from the surrounding text by one space.

$$\rho = \frac{\vec{E}}{J_c(T = \text{const.}) \cdot \left(P \cdot \left(\frac{\vec{E}}{E_c} \right)^m + (1 - P) \right)} \quad (1)$$

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Example of a sub-heading within an appendix

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