



Unlocking the Power of Words: Scrabble and Vocabulary Enrichment

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ABSTRACT

Language learning heavily relies on vocabulary acquisition for early skill development in reading, writing, speaking, and listening. Yet, memorizing extensive vocabularies often causes disinterest and frustration, primarily due to repetitive methods. This paper explores integrating Scrabble, an interactive resource, to innovate vocabulary acquisition. Gamification, a modern educational approach, engages students actively. Scrabble emerges as a potent tool for enriching vocabulary, fostering collaboration, and nurturing essential cognitive skills. It enhances not only vocabulary but also reading, writing, and critical thinking. Studies affirm Scrabble's positive impact on language proficiency, spelling, and retention. Its classroom integration promotes engagement, enjoyment, and cooperative learning, addressing the challenge of tedious vocabulary acquisition. Scrabble's role in language education, bolstering cognitive skills, and contributing comprehensively to language development is discussed, offering a holistic approach to enrich language learning.

Keywords:

vocabulary acquisition, Scrabble, Gamification, language learning, educational innovation

1. Introduction

Vocabulary plays a critical role in language learning Alqahtani (2015), as it forms the foundation of early language skills, including writing, speaking, reading, and listening, and is essential for language acquisition. However, memorizing a vast amount of vocabulary can be a daunting task, and traditional teaching methods often make the process even more challenging (Fuad et al., 2023; Wang, 2022). This challenge is frequently intensified by conventional vocabulary teaching techniques, which often prioritize repetitive memorization and isolated word lists. Such approaches can transform the process of acquiring new words into a tedious task, resulting in students losing interest and becoming frustrated (Beck et al., 2013). Therefore, it is imperative to find innovative and captivating strategies to facilitate vocabulary acquisition.

This paper argues that incorporating interactive resources such as the Scrabble game can improve the language acquisition process, especially when it comes to expanding one's vocabulary. Through the creation of a gamified and interactive setting, these resources have the potential to stimulate learner engagement, motivation, and a heightened sense of enjoyment. In the following section,

gamification in education in general and in language learning in particular will be discussed, followed immediately by a discussion on the role of scrabble in vocabulary acquisition and the benefits of scrabble game in language learning.

2. Discussion

Gamification in Education

The use of gamified learning methods is a subject of ongoing debate among teachers, as some students may struggle due to uninspiring educational materials (Zainuddin et al., 2020). Games hold a fundamental position in every society and represent one of the earliest forms of human social engagement. Games encompass various forms of play, entertainment, and activities featuring elements of competition. They have the capacity to captivate students and facilitate their immersion in the learning context, fostering enthusiasm and focus on the task at hand (Sailer & Homner, 2020). Gamification, in turn, represents a modern and captivating approach to stimulate students and enhance their educational journey (Zainuddin et al., 2020).

The impact of gamification on students' conduct, dedication, and enthusiasm is significant, ultimately resulting in enhanced knowledge and skills. Gamification is implemented in various settings and serves diverse purposes. In the field of education, gamification is gaining traction due to the belief that it provides support and motivation to students, consequently leading to improved learning processes and outcomes (Onasanya et al., 2021). The concept of integrating games or game elements into education to engage students in active learning is not a novel one and can be traced back to the 1960s when Piaget (1962) recognized that games could serve not only to help children understand and navigate their surroundings but also to foster their imaginative worlds. Over the years, educators have increasingly incorporated various games into their teaching curriculum, aiming to create a stimulating and enjoyable learning environment for students. While this endeavor can be quite challenging and time-consuming, interactive, collaborative, and competitive games have proven to be effective in motivating and encouraging student engagement in the learning process, as emphasized by Martí-Parreño et al. (2016).

Games have proven to be a valuable and efficient tool for learning vocabulary. They offer motivation through friendly competition and encourage collaboration among students, creating a cooperative learning environment, as noted by Leila Manel and Roudina (2022). Board games, like Snakes and Ladders, Monopoly, Scrabble, Scattergories, Boggle, and Pictionary, are particularly effective in this regard. Scattergories and Pictionary excel at developing essential communication skills, while Scrabble and Boggle contribute to vocabulary acquisition (Rohmawati & Masruroh, 2023). Additionally, Treher (2011) highlights that board games create a lively and playful environment, helping students feel at ease, boosting their self-assurance. One of the methods that incorporate Scrabble alongside a crossword picture puzzle game is recognized as an engaging way to involve students actively in the learning process and improve vocabulary retention, as reported by Franklin et al. (2003). Crossword or Scrabble games nurture vocabulary-related cognitive skills, with participants earning points by strategically placing letter tiles on a game board. This is usually done within

a group setting and can be combined with picture puzzles, where disorganized image fragments are reassembled into coherent pictures, as described.

The Role of Scrabble in Vocabulary Acquisition

One effective tool that teachers have at their disposal for teaching vocabulary is the Scrabble game. This game not only helps students expand their vocabulary, but also makes the learning process enjoyable, preventing boredom (Fuad et al., 2023). Engaging in a game of Scrabble encourages students to focus on the core subject matter, compile important concepts related to the topic, and contemplate the attributes and functions associated with these concepts. The objective is to inject excitement and amusement into the learning experience (Rohmawati & Masruroh, 2023). Scrabble is a highly valuable resource for English language instruction and is frequently integrated into educational institutions' curricula to enhance academic progress.

As mentioned earlier, Scrabble is not only an effective tool for expanding vocabulary, but also makes the learning process enjoyable, preventing boredom (Rohmawati & Masruroh, 2023). The use of games in education, or gamification, has a rich history and has gained traction in recent years (Zainuddin et al., 2020). Games have the potential to captivate students, foster enthusiasm, and enhance engagement in the learning context (Adipat et al., 2021). Scrabble, in particular, stands out as an effective tool for vocabulary acquisition. It not only enhances vocabulary but also promotes crucial reading and writing skills (Butler et al., 2010). Incorporating Scrabble into the classroom can lead to improved vocabulary proficiency, enhanced memory, and refined pronunciation and spelling skills. Additionally, not only does scrabble engage students in active learning but it also creates a cooperative learning environment, which is crucial for vocabulary retention and the development of critical thinking and problem-solving skills (Al-Mahrooqi & Sultana, 2012).

Recognizing the paramount importance of vocabulary mastery in the process of learning English, numerous research studies have demonstrated the efficiency and notable enhancement in vocabulary acquisition when employing games. The integration of games in foreign language education has a rich history. While there are recognized challenges in incorporating games into formal education, there is a greater potential for students to derive educational benefits from games in the context of language learning when compared to other subjects within the educational curriculum. There is a pressing need to develop tools or strategies that can alleviate the stress often experienced by students during their learning journey. Structuring activities in the form of games can offer learners concrete opportunities for practice while simultaneously reducing the stress and anxiety that can be prevalent in the learning process (Onasanya et al., 2021).

Benefits of Scrabble in English Language Instruction

The benefits of Scrabble games extend beyond cognitive skills. They serve as a valuable tool for expanding students' vocabulary and promoting the development of crucial reading and writing skills. In the context of reading, teachers can instruct students to arrange scrambled words, sentences, or passages, which can then be discussed within their groups or teams. Concerning writing skills, this game

encourages students to create accurate and grammatically sound arrangements when engaging in discussions and documenting their thoughts on paper. Scrabble, therefore, offers a comprehensive approach to language development, enhancing students' abilities across various language domains.

Vocabulary is a pivotal element of language, enabling us to express thoughts, emotions, and desires. It forms the foundation of early language skills, including writing, speaking, reading, and listening, and is essential for language acquisition. Nevertheless, memorizing an extensive English vocabulary can be a tedious and challenging task for students (Fuad et al., 2023). Proficiency in English vocabulary is crucial for effective communication, and understanding word meanings within reading materials can be challenging for learners. Thus, educators must devise engaging strategies to facilitate vocabulary acquisition, such as integrating interactive tools like the Scrabble game (Hajar, 2019). However, the use of gamified learning methods is a subject of ongoing debate among teachers, as some students may struggle due to uninspiring educational materials. To enhance students' vocabulary as per the curriculum, educators must possess effective teaching techniques and thorough preparation. English instructors play a vital role in facilitating students' swift and efficient acquisition of English vocabulary.

One effective tool that teachers have at their disposal for teaching vocabulary is the Scrabble game. This game not only helps students expand their vocabulary but also makes the learning process enjoyable, preventing boredom (Fuad et al., 2023). Engaging in a game of Scrabble encourages students to focus on the core subject matter, compile important concepts related to the topic, and contemplate the attributes and functions associated with these concepts, as suggested by Misi (2015). The objective is to inject excitement and amusement into the learning experience.

Addressing the challenges at hand, it is crucial to discover effective methods for capturing students' attention and fostering their motivation when it comes to vocabulary acquisition (Fauziah et al., 2023). One viable approach for generating students' interest in vocabulary acquisition involves incorporating games into the educational process. Games provide students with an opportunity to engage, explore, and interact within their learning environment. In simpler terms, games offer students a relaxed and enjoyable way to learn, ultimately leading to improved comprehension and enhanced retention of information throughout the teaching and learning journey.

Scrabble is a highly valuable resource for English language instruction and is frequently integrated into educational institutions' curricula to enhance academic progress. It is recognized as an educational game that significantly improves children's language proficiency. Recognizing the paramount importance of vocabulary mastery in the process of learning English, numerous research studies have demonstrated the efficiency and notable enhancement in vocabulary acquisition when employing games.

Games hold a fundamental position in every society and represent one of the earliest forms of human social engagement. Games encompass various forms of play, entertainment, and activities featuring elements of competition. They have the capacity to captivate students and facilitate their immersion in the learning context, fostering enthusiasm and focus on the task at hand. Gamification, in turn, represents

a modern and captivating approach to stimulate students and enhance their educational journey.

The impact of gamification on students' conduct, dedication, and enthusiasm is significant, ultimately resulting in enhanced knowledge and skills. Gamification is implemented in various settings and serves diverse purposes. It acts as a catalyst for promoting fundamental objectives such as learning, employee performance, customer engagement, and even initiatives involving crowdsourcing. The widespread interest in gamification arises from its potential to bolster engagement, induce behavioral changes, and facilitate innovation (Onasanya et al., 2021). In the field of education, gamification is gaining traction due to the belief that it provides support and motivation to students, consequently leading to improved learning processes and outcomes (Onasanya et al., 2021).

The integration of games in foreign language education has a rich history. This seamless fusion of elements can foster increased motivation and meaningful exposure to the target language (Onasanya et al., 2021). While there are recognized challenges in incorporating games into formal education, there is a greater potential for students to derive educational benefits from games in the context of language learning when compared to other subjects within the educational curriculum.

There is a pressing need to develop tools or strategies that can alleviate the stress often experienced by students during their learning journey. Structuring activities in the form of games can offer learners concrete opportunities for practice while simultaneously reducing the stress and anxiety that can be prevalent in the learning process (Onasanya et al., 2021). When game elements are appropriately integrated into the classroom, the potential benefits extend beyond increased motivation and more engaging learning experiences; they can also enhance the accuracy and fluency of language learners.

The concept of integrating games or game elements into education to engage students in active learning is not a novel one and can be traced back to the 1960s when Piaget (1962) recognized that games could serve not only to help children understand and navigate their surroundings but also to foster their imaginative worlds. Games also promote students' active involvement in the learning process, thereby supporting active learning, experiential learning, playful learning, and problem-based learning, as highlighted by Oblinger in 2004. Over the years, educators have increasingly incorporated various games into their teaching curriculum, aiming to create a stimulating and enjoyable learning environment for students. While this endeavor can be quite challenging and time-consuming, interactive, collaborative, and competitive games have proven to be effective in motivating and encouraging student engagement in the learning process, as emphasized by Martí-Parreño et al. in 2016.

Gaining a rich vocabulary is a vital aspect of learning, serving as a fundamental component of language proficiency and directly influencing a learner's abilities in reading, speaking, listening, and writing. Furthermore, Lam (2014) asserts that words can be seen as the foundational building blocks of any language, and the undeniable role of vocabulary in articulating our thoughts is evident. Having a limited vocabulary often acts as a hindrance for students in their pursuit of mastering the four language skills. Therefore, building a comprehensive and robust vocabulary repertoire is an essential accomplishment in any language learning journey and forms the bedrock of

linguistic competence. Vocabulary is widely regarded as a critical element in the process of learning.

However, many students find vocabulary acquisition to be tedious since it requires memorizing unfamiliar words and spellings without much alteration in their learning routines, such as writing words on paper, rote memorization, or passive learning through teacher explanations, as pointed out by Darfilal in 2015. In contrast, the communicative approach encourages students to practice the target language through a diverse range of individual, pair, and group activities. Among these activities, learning through games is particularly emphasized, as it is believed to enable students to acquire and practice vocabulary in an enjoyable classroom atmosphere, as also noted by Darfilal in 2015.

Past studies have shown that the initial challenge or obstacle faced by students when learning a foreign language typically revolves around word retention (Hu Hai-peng & Deng Li-jing, 2007). The size of one's vocabulary serves as a crucial measure to assess an individual's English proficiency level. Without a sufficient vocabulary reservoir, a second language learner may encounter difficulties in conversational fluency and reading comprehension (Schaller, 2006). This aspect has also been underscored in the research conducted by Hu Hai-peng and Deng Li-jing in 2007, which explored the role of motivation in students' vocabulary acquisition within a multimedia environment. In their study, vocabulary is emphasized as an integral component of a language, and it serves as the core or foundation of linguistic abilities.

According to Hadfield (1999), language games can be categorized into two main types: linguistic games, which focus on precision and accuracy, and communicative games, which emphasize information exchange. Furthermore, these games can be further broken down into more specific subtypes, which include sorting, ordering, and arranging games, information gap games, guessing games, searching games, matching games, labeling games, exchanging games, board games, and role-playing games. Language games can also be classified based on the skills they target, such as listening games, speaking games, kinetic games, and experiential games, as discussed by Darfilal in 2015.

Scrabble, for instance, is an interactive word-building game that has enjoyed longstanding popularity among American educators who believe it aids students in developing both language and social skills, as noted by Martí-Parreñoa et al. in 2016. The concept of using games to engage students in active learning is not a recent one. In recent years, educators have increasingly incorporated various games into their teaching strategies, aiming to create an enjoyable and stimulating learning environment for students. While this approach can be quite demanding and time-consuming, interactive, collaborative, and competitive games have consistently proven effective in motivating and encouraging student participation in the educational process, as also emphasized by Martí-Parreñoa et al. in 2016.

Indeed, the use of games stands as a valuable tool for language educators, injecting vibrancy into their classrooms by offering elements of challenge and amusement. Games that stimulate higher-order thinking skills are gaining increasing popularity, even though further research and systematic evaluation are necessary to accurately assess their overall effectiveness. There are areas of study that highlight gender disparities in cognitive engagement when playing games like chess, go, bridge,

and Scrabble. In these games, it's often observed that the best male players tend to outperform the best female players to such an extent that, at times, gender-segregated competitions are held, and certain contests are exclusively limited to female participants. Charness and Gerchak (1996) proposed that the gender disparities in chess performance might be attributed to the significantly larger number of actively engaged male players compared to female players, rather than reflecting inherent differences in ability between males and females.

Gamification has garnered significant attention from educators worldwide due to its inherent characteristics. These features have encouraged teachers to integrate gamification into their classrooms, aiming to boost global classroom engagement. One of the most effective methods for engaging students in classroom activities that enhance their communicative skills is by employing games in English classes. Language games, a highly valued and effective technique in English teaching, have been used by many Western educators for a considerable period. However, in Nigeria, particularly in secondary schools, their use has been comparatively limited. A prevalent perception among both teachers and students in Nigeria is that games are either a waste of time or solely meant for children. Unfortunately, the state of English language teaching and learning in Nigeria is far from ideal, with incorrect English being widely spoken among a substantial portion of English language learners and a noticeable lack of success in past SSCE exams (WAEC, 2016). Therefore, it is evident that there is a considerable journey ahead to reform English language teaching and improve the quality of English instruction in Nigeria.

Games possess substantial potential as educational tools to enhance elementary literacy, primarily because they captivate children's interest when learning becomes interactive and engaging, as noted by Nielsen in 2006. Voinov (2010) further affirmed that adults also exhibit enthusiasm when games are integrated into their learning experiences. In Nigeria, Scrabble games are as popular among adults as they are among children. Games like Word Search, Sentence Scrabble, and Hangman are intentionally designed for educational purposes. Hebblethwaite (2009) enumerated some of the advantages of Scrabble games, including mental stimulation that refines cognitive skills, practice in applying economic principles, and the stimulation of learning within classrooms. Hebblethwaite (2009) and Voinov (2010) also emphasized additional benefits of Scrabble games for instruction, such as their capacity to engage participants and onlookers through creative and competitive group literacy. These advantages of Scrabble games in education hold significant importance for learning globally, as highlighted by Voinov in 2010.

While games like crosswords and various word games are engaging and beneficial for language learning, particularly in English vocabulary acquisition, these games often rely on individual effort. In contrast, learning English vocabulary through the use of Scrabble can be a communal activity involving a group of learners, which is particularly valuable for maintaining a challenging linguistic environment and acquiring new vocabulary (Voinov, 2010). When Scrabble is played by individuals of different generations or varying levels of language proficiency, a younger or less fluent participant may encounter vocabulary items used by more proficient speakers that they haven't encountered previously or learn new words. Mishler and Frank (2002) suggested that in Scrabble, the challenge inherent in one player contesting the

word used by another player can lead to productive language learning, allowing a novice to learn significantly from a more proficient speaker.

Scrabble is a widely used game for learning English, particularly for vocabulary enrichment (Putra & Warni, 2023). It serves as a straightforward tool that assists educators in teaching vocabulary, with a specific focus on memorization, spelling, and comprehension. According to Warner and Brown (2005), Scrabble is defined as a board game where players accumulate points by constructing words using the letters they have, and it can be played by two or more individuals or teams. Fitriah (2020) elaborates that Scrabble is a word game designed for two to four players who place individual letters in a grid format of columns and rows to form words that are correct and recognized in the dictionary. Given these definitions, Scrabble has the potential to ignite students' enthusiasm for learning English, particularly when it comes to acquiring new vocabulary, as it offers an enjoyable and easily accessible gaming experience. Furthermore, according to Klimova (2015), as cited in Lisdawati, Sofian, and Supardi (2017), Scrabble stands out as one of the most favored board games that specifically emphasizes language skills. Additionally, Lisdawati, Sofian, and Supardi (2017) assert that Scrabble serves as an excellent teaching tool for English language instruction in the classroom, as it presents students with an engaging challenge that facilitates more enjoyable vocabulary retention.

Khairini (2019) pointed out numerous advantages of playing Scrabble. Firstly, it enhances students' skills in listening, reading, and writing due to the influence of various stimuli, particularly related to the subjects covered in their classes. Secondly, it broadens the students' vocabulary by exposing them to new words. Thirdly, this approach is deemed suitable for more advanced students. Additionally, the versatility of this method allows it to be applied effectively in both large and small classes. Various studies have yielded a range of outcomes, with predominantly positive results. For instance, in the research conducted by Sadewo (2016), the findings indicated a satisfactory outcome. Scrabble was found to be beneficial for students, particularly in terms of improving their vocabulary proficiency, enhancing memory, and refining pronunciation and spelling skills. Another study by Hajar (2019) also demonstrated a significant improvement. Questionnaires revealed that a majority of students agreed that their vocabulary had improved after incorporating the Scrabble technique into their study methods.

Games have proven to be a valuable and efficient tool for learning vocabulary. They offer motivation through friendly competition and encourage collaboration among students, creating a cooperative learning environment, as noted by Azar (2012). Moreover, games enhance students' communication skills and provide them with opportunities to practice the target language. Board games, like Snakes and Ladders, Monopoly, Scrabble, Scattergories, Boggle, and Pictionary, are particularly effective in this regard. Scattergories and Pictionary excel at developing essential communication skills, while Scrabble and Boggle contribute to vocabulary acquisition, according to Speechlanguage-resources.com.

Additionally, Treher (2011) highlights that board games create a lively and playful environment, helping students feel at ease, boosting their self-assurance. One of the methods that incorporate Scrabble alongside a crossword picture puzzle game is recognized as an engaging way to involve students actively in the learning process

and improve vocabulary retention, as supported by Franklin et al. in 2003. Crossword or Scrabble games nurture vocabulary-related cognitive skills, with participants earning points by strategically placing letter tiles on a game board. This is usually done within a group setting and can be combined with picture puzzles, where disorganized image fragments are reassembled into coherent pictures, as described by Prasetyoningrom in 2015.

Research, such as that conducted by Sari (Sari et al., 2023), has explored the effectiveness of the Scrabble with crossword picture puzzle game in English language learning. Studies conducted in various contexts, such as those by Keshta and Al-Faleet (2013) in Palestine, Sitompul and Harahap (2020), and Panjaitan and Amaniarsih (2021) in Indonesia, demonstrated its significant impact on students' vocabulary acquisition. Using a pre-test and post-test approach, these studies showed improved English language scores following the game's implementation in classrooms. For example, Fachrozi et al. (2021) in Binjai observed an increase in students' scores from the first cycle to the second cycle, indicating enhanced vocabulary proficiency and a more enjoyable classroom environment.

Vocabulary is fundamental to language proficiency, impacting a learner's ability to engage effectively in speaking, reading, writing, and listening, as emphasized by Richards in 2002. Limited vocabulary can hinder a student's progress in learning a language, making meaningful communication challenging. While grammar can be less than perfect, vocabulary is indispensable for effective communication. Consequently, a broad vocabulary enhances one's abilities as a writer, reader, and listener, as highlighted by Langan in 2001.

As discussed, various methods stimulate students' productive use of language, with one approach being the incorporation of vocabulary learning into games. This study focuses on the use of Scrabble with randomly placed words and letters to foster vocabulary thinking skills, also known as SGT. SGT, as described by Shoimin (2014), involves arranging words and letters to form meaningful words. In a classroom setting, Scrabble enhances students' focus and agility of thought, as noted by Huda in 2016. Teachers can assign exercises or questions to students, who must respond using randomly provided answers and collaborate with their group members, thus fostering critical thinking skills.

Scrabble is a game that holds significant potential for enhancing students' cognitive skills, as noted by Huda (2013). In this word game, participants arrange randomly provided letters to form meaningful words, as outlined by Shoimin (2014). Moreover, it serves as a valuable tool for enhancing vocabulary thinking and insight.

Within the game, the teacher assigns specific tasks or challenges to students, who must respond using randomly selected answers. To effectively address these tasks, students engage in collaboration with their group members, fostering critical thinking and problem-solving skills.

A standard Scrabble game typically involves two or more players and utilizes multiple cards, each containing various words alongside scrambled versions of the letters for each word. One player selects a word along with its letter scramble and presents it to other players. The challenge is to unscramble the letters and form the correct word within a specified time limit. Points are awarded to the player who

successfully assembles the word first, and the game is ultimately won by the player who reaches a predefined score threshold.

The benefits of Scrabble games extend beyond cognitive skills. They serve as a valuable tool for expanding students' vocabulary and promoting the development of crucial reading and writing skills. In the context of reading, teachers can instruct students to arrange scrambled words, sentences, or passages, which can then be discussed within their groups or teams. Concerning writing skills, this game encourages students to create accurate and grammatically sound arrangements when engaging in discussions and documenting their thoughts on paper. Scrabble, therefore, offers a comprehensive approach to language development, enhancing students' abilities across various language domains.

Enhancing Cognitive Skills and Language Proficiency with Scrabble

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Scrabble, therefore, offers a comprehensive approach to language development, enhancing students' abilities across various language domains. It fosters vocabulary acquisition, critical thinking, and problem-solving skills, making it a valuable addition to language education and overall cognitive development.

3. Conclusion

Vocabulary acquisition stands as the cornerstone of language learning, underpinning proficiency in reading, writing, speaking, and listening. However, the challenge of acquiring a vast lexicon often leads to disinterest and frustration among learners, exacerbated by conventional teaching methods focused on repetitive memorization. This paper has advocated for the integration of interactive resources like the Scrabble game to revolutionize vocabulary acquisition, leveraging gamification to engage students actively in language learning. The discussion highlighted the profound impact of gamified learning methods, particularly Scrabble, in stimulating student engagement, motivation, and enjoyment within the language learning context. Scrabble, among other board games, emerges as a powerful tool for enriching vocabulary while nurturing essential cognitive skills. Its interactive nature fosters collaboration, cultivates a playful learning environment, and hones critical thinking abilities integral to language proficiency. Studies consistently underscore Scrabble's positive influence on vocabulary retention, spelling, pronunciation, and

overall language skills. By integrating Scrabble into classrooms, educators can address the challenge of tedious vocabulary acquisition, fostering engagement and cooperative learning environments. Scrabble's role in language education extends beyond vocabulary expansion, contributing comprehensively to cognitive development, problem-solving, and holistic language enrichment. The paper emphasizes the broader benefits of Scrabble beyond vocabulary enhancement, highlighting its capacity to reinforce reading, writing, and critical thinking abilities. Scrabble aligns with the imperative of effective language instruction, providing an avenue for engaging, enjoyable, and collaborative learning experiences. Simply put, Scrabble stands as a valuable resource in language education, offering a holistic approach that intertwines vocabulary acquisition, cognitive skill development, and problem-solving abilities. Its integration into teaching practices enhances language learning environments, enriches student engagement, and contributes significantly to comprehensive language development.

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