

## ABSTRACT

ILMI SABILA, NIM. 1710510039, 2023, Students' Perceptions in Using Online Games to Improve English Vocabulary (A Study at College Student English Club in Kudus).

As technology develops, there are many media that can be used as a means to develop students' English vocabulary. Therefore, this study tries to analyze the perceptions of functionaries and alumnus of the college student english club in Kudus. The objectives of the study are to find out the implementation of online games to improve English vocabulary at functionaries and alumnus of college student English club, to find out the kind of online games their often use to improve English vocabulary according to the perspective of students, and to find out the advantages and disadvantages of playing online games for functionaries and alumnus of college student English club.

The approach of this research is descriptive qualitative approach. Two techniques were used to collect the data required for the study; interviews and documentation. The researcher uses data reduction, data display, and conclusion drawing as techniques in analyzing data in this study.

The research revealed that the implementation of online games to improve the mastery of English vocabulary in the functionaries and alumnus of the college student English club, based on the students' point of view, is that they utilize online games as a means to learn and understand English vocabulary. The type of online game they usually use is Mobile Legend. There are advantages and disadvantages felt when playing online games, namely that it can improve English language skills, improve English vocabulary mastery, earn money, can make fun, and make new friends. While the disadvantages are making the eye system decline, wasting time, and reducing the spirit of learning.

**Keywords: Online Games, Vocabulary, Student Perception.**