

<b>Project title</b>	<b>Learning Vocabulary through Games</b>
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Major	English for International Communication
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Course	1 212 017 Independent Study
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### **Abstracts**

The study investigated the possibility to improve Non-English major students' knowledge of vocabulary through video games. Twenty RMUTK students, both female and male students, volunteered to play a video game in their free time. They completed a 10-item vocabulary pre-test and post-test before and after the game. Female students spent approximately 30 minutes, while male students spent only 10 minutes to finish the game. This study suggested that male students could probably learn English vocabulary through games faster than female students.

