

**THE IMPACT OF PLAYING ROBLOX ON STUDENTS' ENGLISH
VOCABULARY ACQUISITION: A CASE STUDY AT
SMPN 16 TANJUNGPINANG**



SKRIPSI

Submitted to fulfill part of the requirement to achieve the degree of Bachelor in
English Education (S.Pd)

**MARSELLA OKTAVIYANTI
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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
DEPARTEMENT OF LANGUAGE AND ARTS EDUCATION
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITAS MARITIM RAJA ALI HAJI
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STATEMENT OF THE ORIGINALITY OF SKRIPSI

The undersigned,
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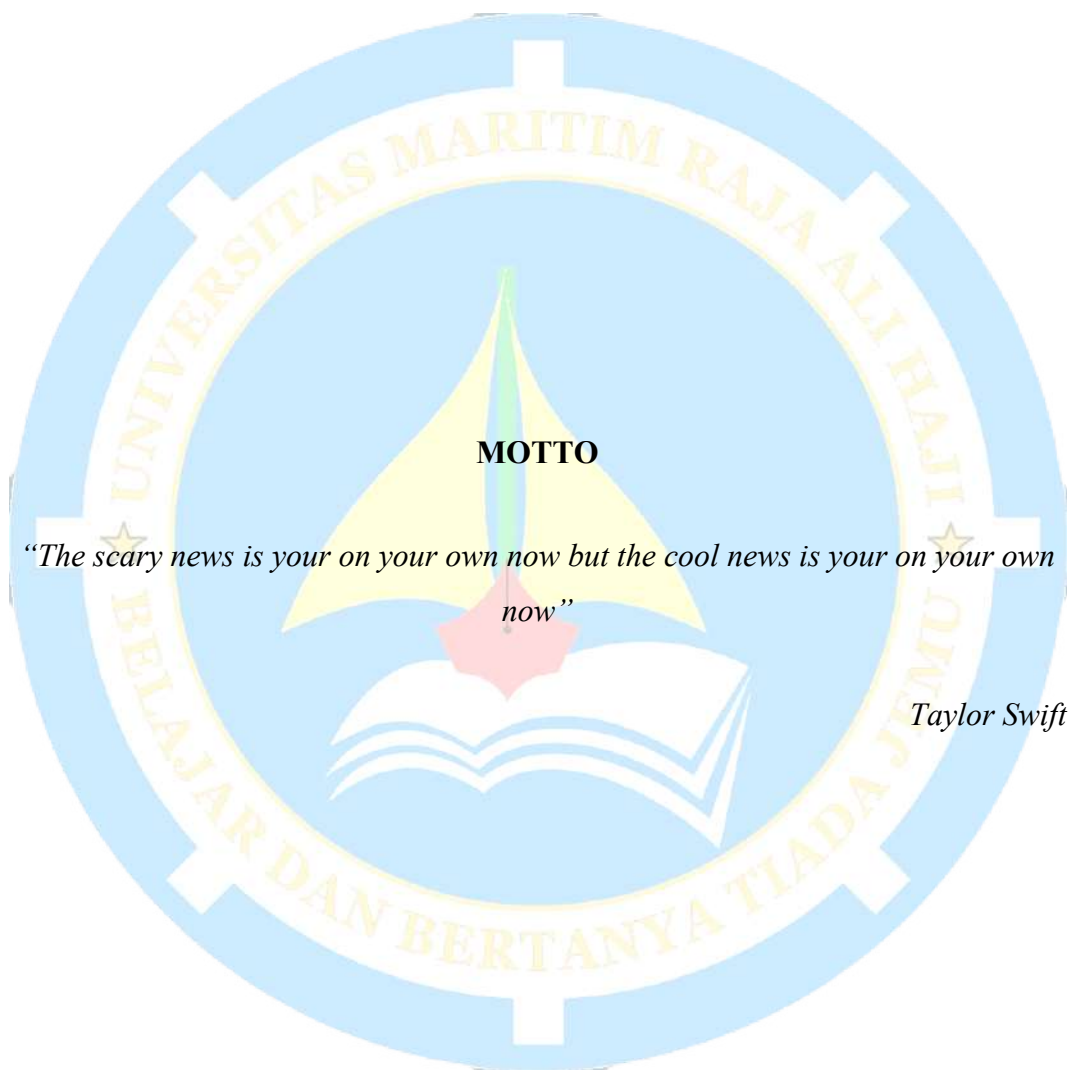
Declares that this present Skripsi is an original research by Marshella Oktaviyanti that is submitted to the English Language Education Study Program, Universitas Maritim Raja Ali Haji. The theories and or findings from the previous studies by other researchers have been acknowledged. Theoretical contributions and findings in this study are my original work and have not been submitted for any degree or any other universities.

Should it later be revealed that this Skripsi contains partly or wholly plagiarized of other's works, I will readily accept the sanction established by the University.

Tanjungpinang, July 27th 2026



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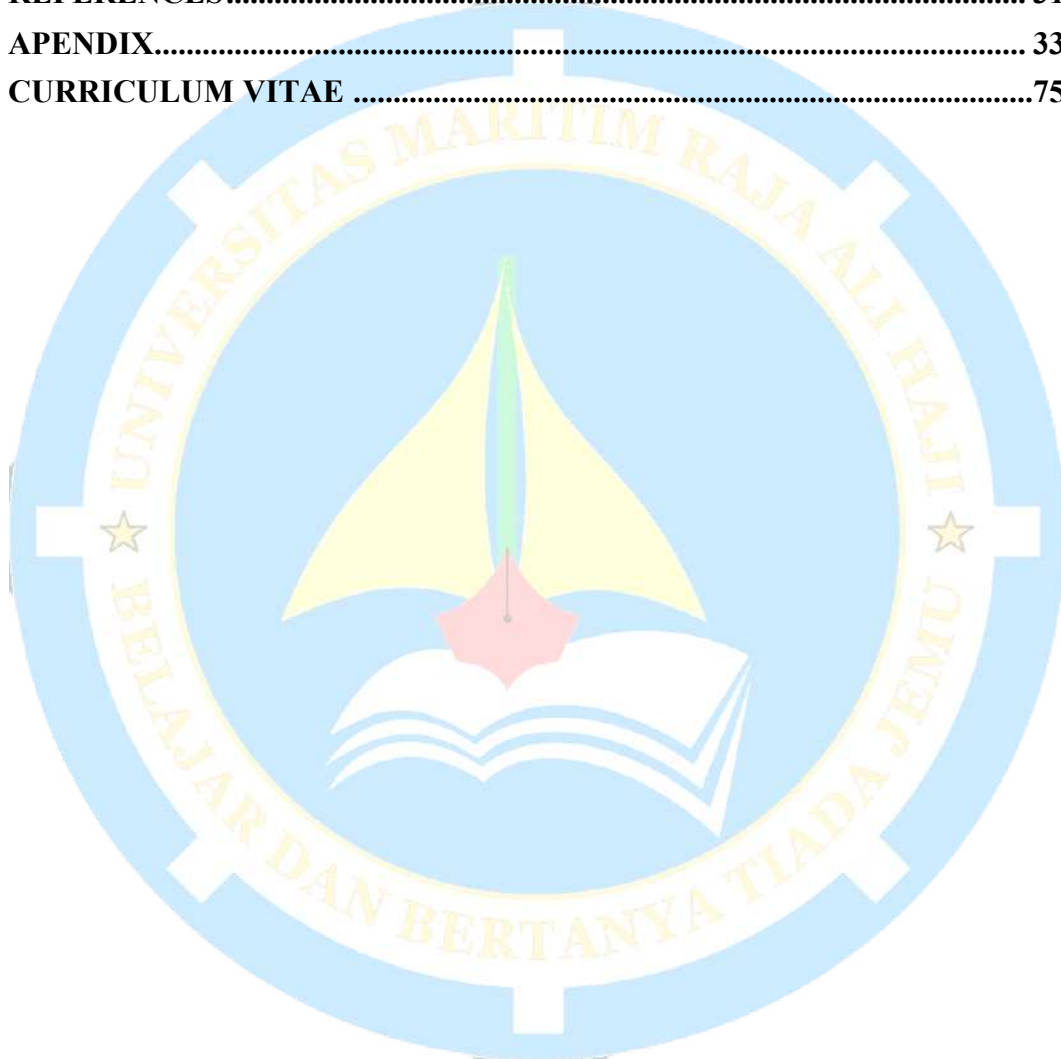
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