

Abstract

Vocabulary is an important element to learn a language, especially English. Students in Indonesia still have problems in vocabulary lesson because of the learning habit in classroom. Teachers can use games to help the students interested in learning vocabulary. By learning through games, students can improve their vocabulary and interest in learning vocabulary. The samples of this study were *Around the World in 80 Days*, *Azkend 2: The World Beneath*, *The Treasures of Mystery Island: The Ghost Ship*, *The Rise of Atlantis*, and *Farm Frenzy*. The vocabulary in the games were analyzed using *The Compleat Lexical Tutor, v.4* with the purpose to classify the vocabulary into its frequency groups. The result showed that there were 76.83% of K1, 6.91% of K2, 2.19% of AWL, and 10.59% of Off-List Words. In addition to word frequency, this study also explored the negative vocabulary and comparison of the vocabulary in the games to determine unique words in each game being compared.

Keywords: *vocabulary, vocabulary profile, games*

