This Research utilized a descriptive quantitative design (Sugiyono, 2008). Which is implemented to investigate and classify the result of student’s opinions about learning vocabulary through Blooket Game application. In this research, the participant was 40 students of public Junior high school who are from grades 7,8, and 9 of Junior high school consisting of 18 males and 22 females. They had been recruited through the teacher primarily based on data on individual gadgets, additionally they come from any degree of English skillability.

The data collected in this research utilized an integration questionnaire. A total of 14 questions were given to the participant through Google Forms to see students’ perception of using Blooket to enhance their vocabulary mastery. Content analysis was utilized to identify Students’s opinions related to their perception of vocabulary mastery through the Blooket game. The data was obtained through close-ended questionnaires that were analyzed using Microsoft Excel. The score will be found from each item in the questionnaires. Table 1 show the frequency and the Converted Score.

**Table 1: The Converted score of the Frequency**

|  |  |
| --- | --- |
| **Frequency** | **The converted Score** |
| Strongly Disagree | 1 |
| Disagree | 2 |
| Neutral | 3 |
| Agree | 4 |
| Strongly Agree | 5 |

The Score ranged from 1 to 5. The formula as follows:

Score =

Note :

F : The Number of Students based on the degree of frequency

: The number of Total participant.