



47257210 : MAJOR : EDUCATIONAL TECHNOLOGY

KEY WORDS : GAME COMPUTER LESSON/ COMPUTER ASSISTED INSTRUCTION LESSON  
ORASA YINGYONG: THE COMPARISON OF PRATHOMSUKSA SIX STUDENTS'  
LEARNING ACHIEVEMENT AND RETENTION IN LEARNING ENGLISH VOCABULARIES  
BETWEEN THE GAME COMPUTER-ORIENTED LESSONS AND THE LESSONS OF  
COMPUTER ASSISTED INSTRUCTION. THESIS ADVISORS: ASSOC. PROF. SOMYING  
JAROENJITAKAM; ASST. PROF. THAPANEE THAMMETAR, Ph.D., AND KANCHANA SUJIT.  
217 pp.

The purposes of this research were to: 1) develop and test the efficiency of the teaching materials of English vocabularies for Prathomsuksa six students by means of the game computer lessons and computer assisted lessons to meet the criterion 70, 2) compare the students' achievement gained before and after learning the English vocabularies by means of the game computer lessons and computer assisted lessons, 3) compare the students' achievement in learning the English vocabularies between the groups of students learning by means of the game computer lessons, and the computer assisted lessons, and 4) compare the students' retention of learning the English vocabularies between the groups of students learning by means of the game computer lessons, and the computer assisted lessons.

The purposive sampling sample consisted of 2 groups of 25 Prathomsuksa six of low English achievement students each in Pathai School, Muang district, Nakornpathom province. The students were selected by means of match pair technique from the test scores grouped from the lowest to the highest.

The findings were as follows:

1. The efficiency of the game computer lessons and the computer assisted lessons were found efficient at the level of 77.50 and 72.83 respectively, higher than the criterion.
2. The students' achievement gained after learning the English vocabularies by means of the game computer lessons and the computer assisted lessons were found significantly higher than the scores gained before at the level of .05.
3. The students' achievement gained after learning the English vocabularies by means of the computer assisted lessons was found significantly higher at the level of .05.
4. The students' retention of learning the English vocabularies by means of the game computer lessons and the computer assisted lessons examined 2 and 4 weeks after learning the lessons were significantly found, on the average, to be depleted at the level of .05.

---

Department of Educational Technology      Graduate School, Silpakorn University      Academic Year 2008  
Student's signature .....  
Thesis Advisors' signature 1. .... 2. .... 3. ....