**Abstract**

The title of this research paper is “The Use of Mime Game in Improving Students’ Vocabulary”. It is written to be submitted to the English Department of Pasundan University. The participant of the study are seventh grade student at SMPN 36 Bandung academic year 2014/2015. The objective of the study is to investigate the use of mime game in teaching vocabulary in VII-B class of SMPN 36 Bandung. The writer as a teacher conducted this study on 18 Mei 2015. The data gained through a pre-test, post-test, and questionnaires. Some numerical data were described using descriptive analysis. The writer as a teacher was observed by an English teacher in order to know the procedure and assessment of the writer in teaching vocabulary using mime game. The findings in this study clearly found that the use of mime game is significantly improves the students’ vocabulary. It can be seen by the mean of pre-test score 64 and the post-test score 82,5, so the improvement is 18,5. After analyzing the significant test the difference between pre-test and post-test score is 6,7, based on the table of t value, t0,05 t value = 2,042, is significant. Beside that the writer also gave questionnaires to the students and the English teacher to know their responses about mime game in teaching vocabulary. The result of the questionnaires showed positive responses both of the students and the English teacher. The students enjoyed the teaching and learning process through mime game. Therefore, mime game is not only improving the students’ vocabulary mastery, but also make a fun and attractive class atmospheres.

**Keywords : Vocabulary, Game, Mime Game**