

Table of Contents

Chapter 1. Introduction	1
Chapter 2. Literature Review	5
2.1. Digital Game-Based Learning (DGBL)	5
2.2. Technology Acceptance Model (TAM)	12
2.3. Development of The Research Model	14
Chapter 3. Research Methodology	20
3.1. Research Philosophy	20
3.2. Research Approach and Method	21
3.3. Population and Sample	21
3.4. Data Collection	23
3.5. Reliability and Validity	25
3.6. Ethical Consideration	27
3.7. Data Analysis	27
Chapter 4. Findings and Discussion	29
4.1. Descriptive Statistics	29
4.2. Path Analysis of Research Model	33
4.2.1. Hypotheses test	33
4.2.2. Path Analysis	35
4.3. Discussion	40
Chapter 5. Conclusion	46
5.1. Summary	46
5.3. Limitations and Recommendations for Future Research	51
Bibliography	53