The aim of this research is to investigate students’ perception on using games in vocabulary learning at MAN 3 Sleman. The participants were one male of X-IPA 3, one female of X-IPA 3, and one female of X-IPA 1. This research was investigated by using descriptive of qualitative research. The data were collected from observation field notes, interviews, and documentations. All data were collected based on Lindsay & Norman (1972) for theory about perception, and Hadfield (1999) which is about the types of games. The focus of the investigation were reinforcement as a signal, learning by awareness, learning by experimentation, and importance of expectation in perception and collaborative games and competitive games as the types of games. This research revealed that games is a meaningful way in language learning because games can reduce negative feelings during the learning process. The implication is teachers should consider the integration of games in language learning and the types of games.

Keywords: Games Based Language Learning, Perception