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**IMPLEMENTATION OF 3D FLASHCARDS IN ENGLISH VOCABULARY LEARNING  
: A CASE STUDY AT GEDANGANAK 03 ELEMENTARY SCHOOL**

**ABSTRACT**

This research aims to describe the implementation of 3D flashcards in English vocabulary learning and to explore students' responses toward the use of this media. The study was conducted at Gedanganak 03 Elementary School and employed a qualitative case study approach. The data were collected through classroom observations, interviews with students and the teacher, and documentation. The results showed that the use of 3D flashcards increased student engagement, participation, and vocabulary recognition. Students were more enthusiastic and motivated during the learning activities, especially when the flashcards were used in games or interactive tasks. The 3D visual elements helped students to understand and remember vocabulary more effectively. It is concluded that 3D flashcards are a useful and engaging media for teaching English vocabulary to young learners. Teachers are recommended to vary their activities and continue developing visual learning aids to support vocabulary mastery.

**Keywords:** 3D flashcards, vocabulary learning, English for young learners, qualitative case study, elementary school

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**ABSTRAK**

Penelitian ini bertujuan untuk mendeskripsikan penerapan kartu flash 3D dalam pembelajaran kosakata bahasa Inggris dan untuk mengeksplorasi respons siswa terhadap penggunaan media ini. Penelitian ini dilakukan di Sekolah Dasar Gedanganak 03 dan menggunakan pendekatan studi kasus kualitatif. Data dikumpulkan melalui observasi kelas, wawancara dengan siswa dan guru, dan dokumentasi. Hasil penelitian menunjukkan bahwa penggunaan kartu flash 3D meningkatkan keterlibatan, partisipasi, dan pengenalan kosakata siswa. Siswa lebih antusias dan termotivasi selama kegiatan pembelajaran, terutama ketika kartu flash digunakan dalam permainan atau tugas interaktif. Elemen visual 3D membantu siswa untuk memahami dan mengingat kosakata dengan lebih efektif. Disimpulkan bahwa kartu flash 3D merupakan media yang berguna dan menarik untuk mengajarkan kosakata bahasa Inggris kepada pelajar muda. Guru disarankan untuk memvariasikan kegiatan mereka dan terus mengembangkan alat bantu belajar visual untuk mendukung penguasaan kosakata.

**Keywords:** Kartu flash 3D, pembelajaran kosakata, Bahasa Inggris untuk pelajar muda, studi kasus kualitatif, sekolah dasar.