

THE LANGUAGE EXERCISES GIVEN IN GAMIFICATION

THESIS



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THESIS

**This thesis is submitted to meet one of the requirements to
achieve a Sarjana Degree in English Education**



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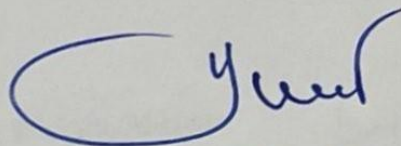
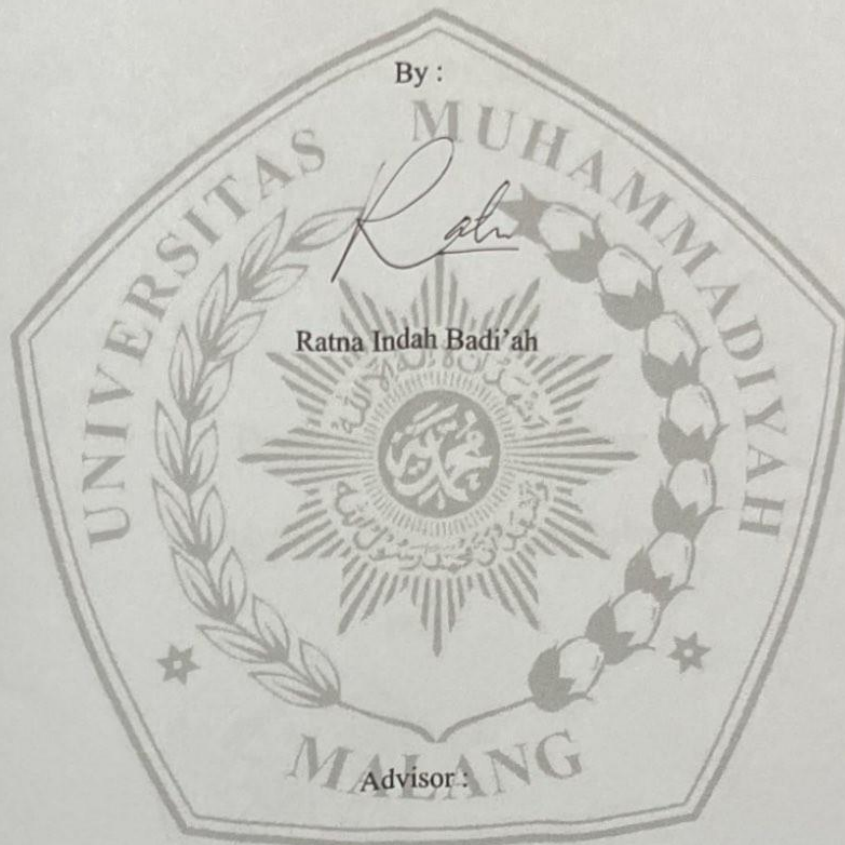
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Dr. Masduki, M.Pd

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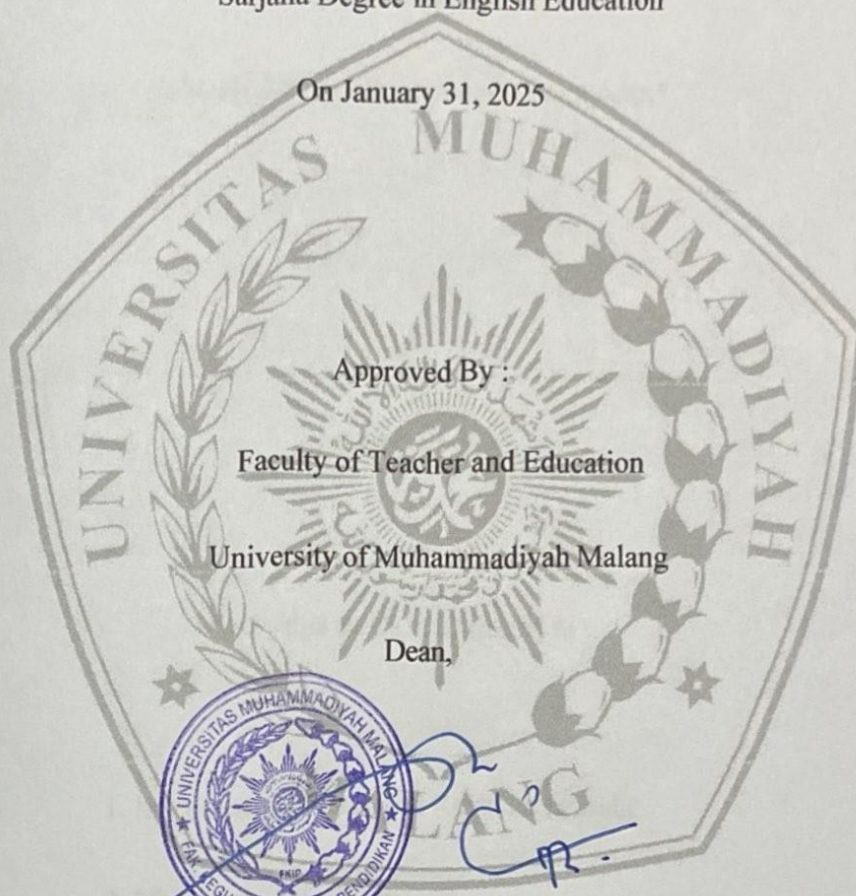
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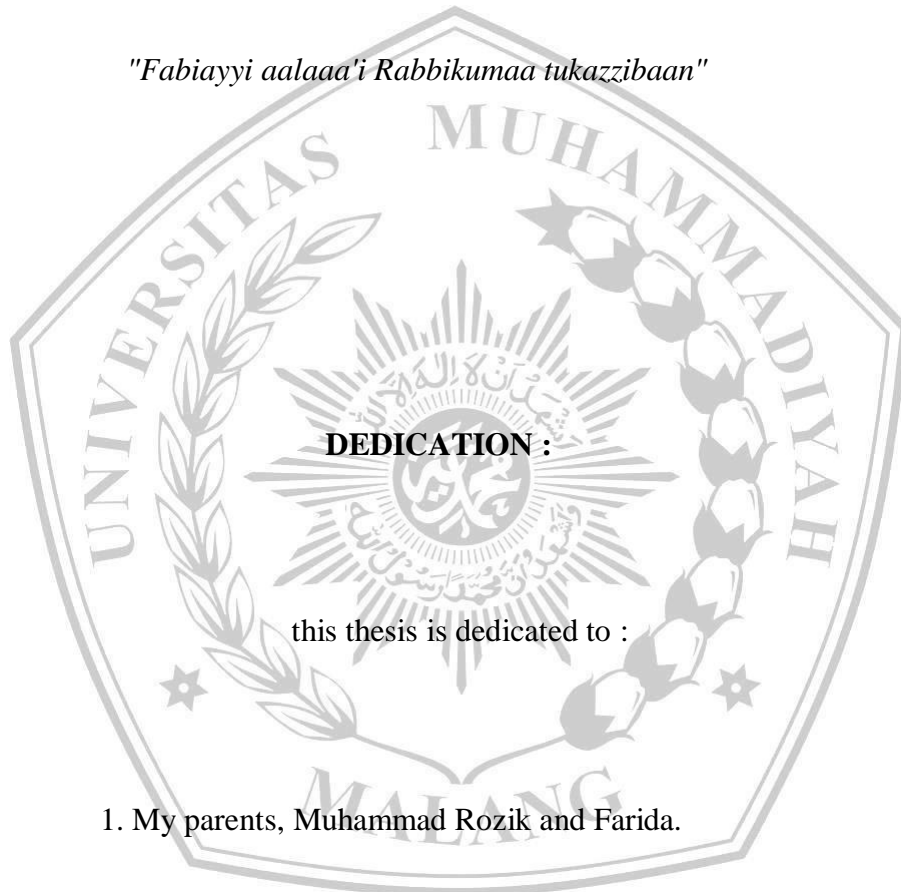
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MOTTO AND DEDICATION

MOTTO :

"Fabiayyi aalaaa'i Rabbikumaa tukazzibaan"



DEDICATION :

this thesis is dedicated to :

1. My parents, Muhammad Rozik and Farida.
2. My grandmom, Siyani.
3. My sister, Fudhla Ayu Nur Jannah.
4. My friends and my partner.
5. My beloved self.

ORIGINALITY DECLARATION

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I declare that the research results in this thesis are my original work and have never been submitted for any degree at another institution or university. To the best of my knowledge, this thesis does not contain any material that has been published or written by anyone else, unless the source is stated in the text.

Malang, 31 Januari , 2024



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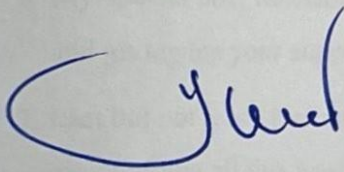
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ABSTRACT

The research aimed to explore how gamification influences learning exercises and outcomes among students. Conducted at SMAN 1 Sidayu, the study focused on understanding the educational impact of gamified methods. To achieve this, researchers employed a qualitative approach, gathering detailed and in-depth insights through methods such as interviews and analysis. This approach allowed for a comprehensive understanding of how gamification affects the learning process in a realworld educational context. Beyond merely enhancing students' language skills, gamification serves as a powerful tool that fosters a competitive spirit among learners. This competitive element encourages students to engage more deeply with the material. Additionally, the challenges presented in gamified learning environments promote critical thinking and problem-solving abilities.

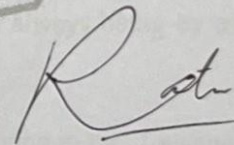
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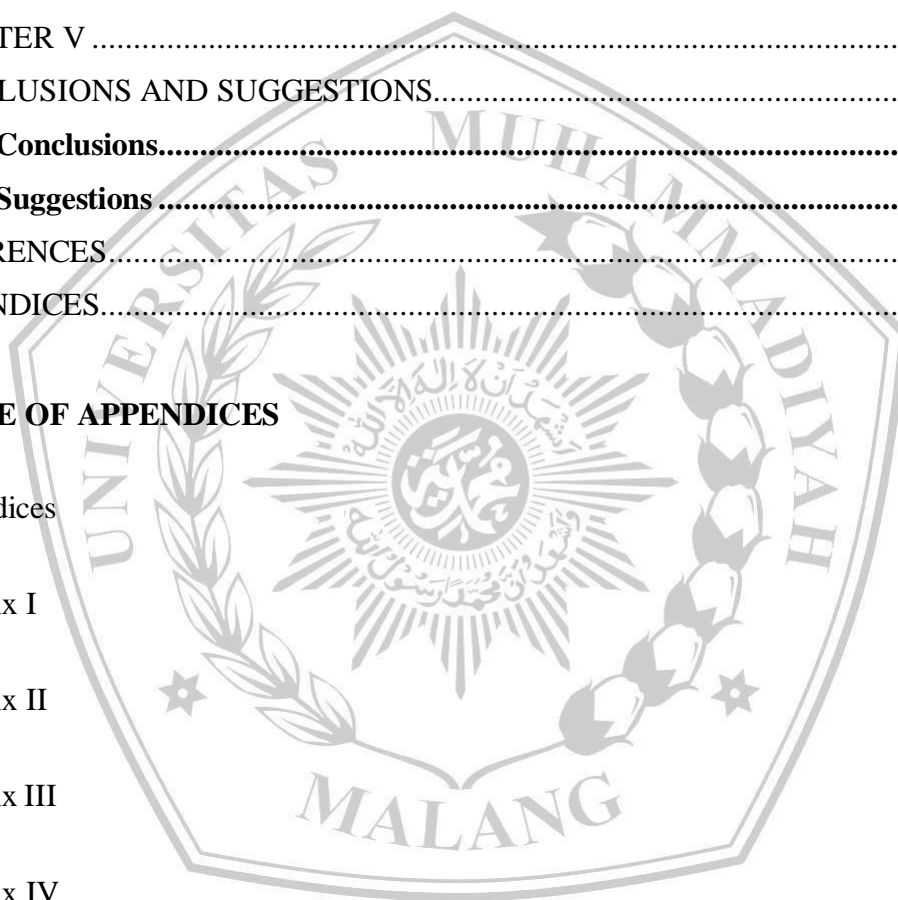
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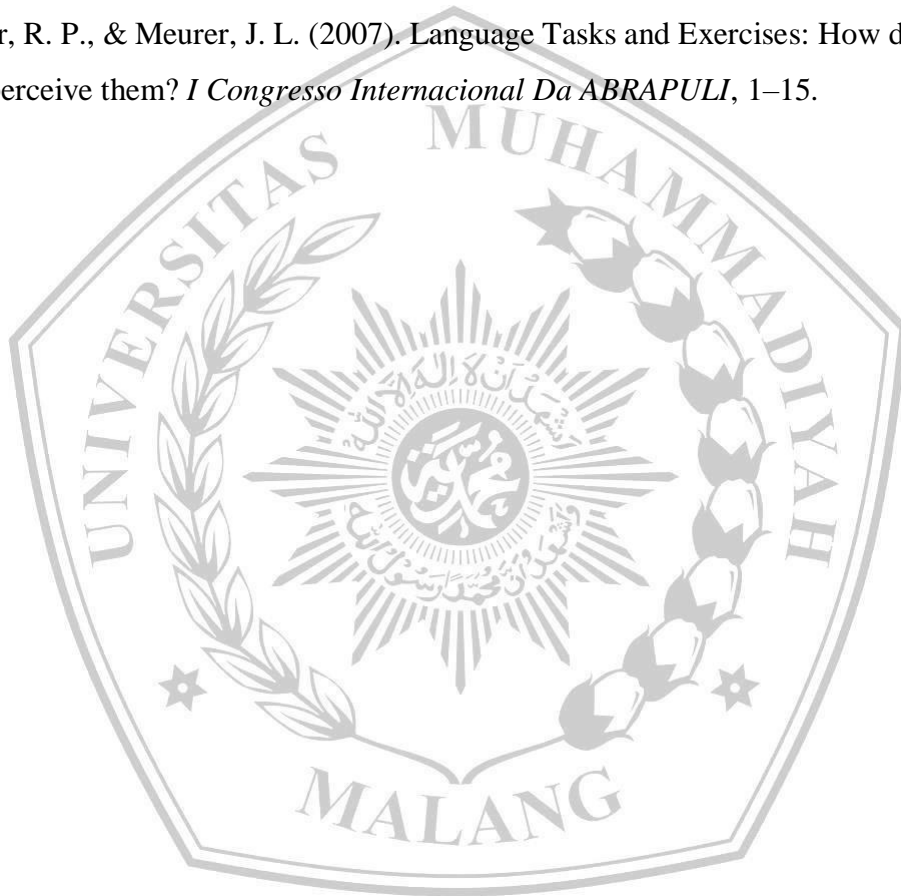
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