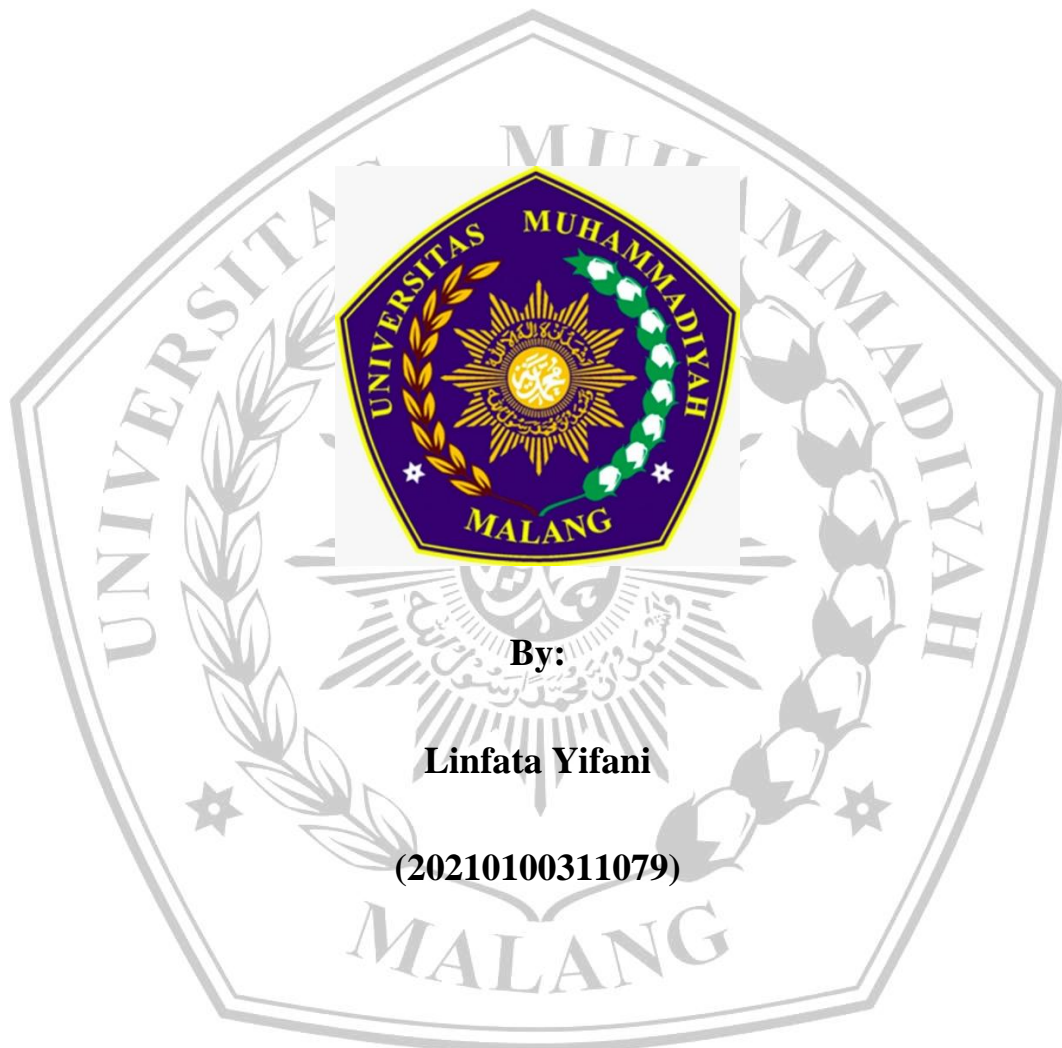


**GAMIFICATION METHOD USING KAHOOT TO INCREASE
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THESIS**



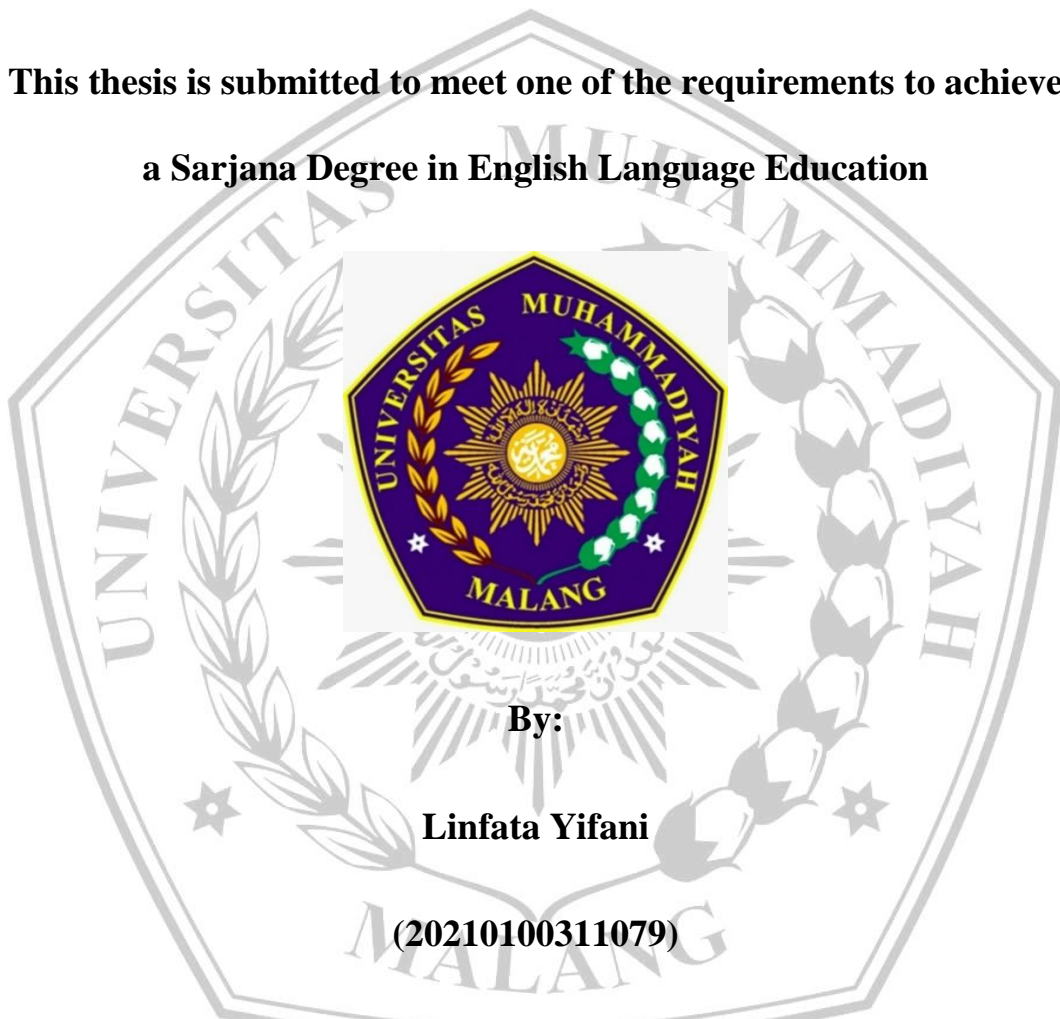
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**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG**

2025

**GAMIFICATION METHOD USING KAHOOT TO INCREASE
STUDENTS' ENGLISH VOCABULARY ACCURACY
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THESIS**

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



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2025

APPROVAL

This thesis was written by Linfata Yifani and was approved

on 15 July 2025



LEGALIZATION PAGE

LEGALIZATION PAGE

This thesis was defended in front of the examiners of the Faculty of Teacher Training and Education of University of Muhammadiyah Malang and accepted as one of the requirements to achieve a Sarjana Degree in English Language Education on 15 July 2025

Approved by:

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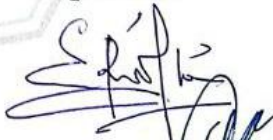



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3.

MOTTOS AND DEDICATION

MOTO:

“Remember that the reason you’re doing this is to make your life better”

(Kwon Ji-Yong)

DEDICATION:

This thesis is dedicated to

My beloved father and mother

My beloved grandpa and grandma

My beloved friends

AUTHOR'S DECLARATION OF ORIGINALITY

I hereby declare that the intellectual content of this thesis is the product of my own work and has not been submitted to any other University or Institution.

I certify that, to the best of my knowledge, my thesis does not infringe upon anyone's copyright nor violate any proprietary rights and that any ideas, techniques, quotations, or any other material from the work of other people included in my thesis, published or otherwise, are fully acknowledge in accordance with the standard referencing practices.

I also declare that this is a true copy of my thesis, as approved by my thesis committee and the English Language Education Department office.

Malang, 15 July 2025



Linfata Yifani

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GAMIFICATION METHOD USING KAHOOT TO INCREASE STUDENTS' ENGLISH VOCABULARY ACCURACY LEARNING

ABSTRACTS

Gamification is a method that integrates game elements, competitions, and rewards to stimulate students' motivation in English vocabulary accuracy. This study aims to measure the effectiveness of Kahoot in improving vocabulary accuracy and exploring students' perceptions of its use. 18 1st students at SMP 1 Muhammadiyah Malang as a participant, using a quasi-experimental design one group pre-test and post-test. Data were collected through a vocabulary test and a 9-item student perception questionnaire. The results showed a significant increase in scores from 76.566 to 96.167 (Sig. 2-tailed = 0.002 < 0.05). Students' perception also responded positively, indicating that Kahoot supports vocabulary accuracy and motivation during their learning.

Keywords: *Gamification method, Vocabulary, Kahoot*

Advisor



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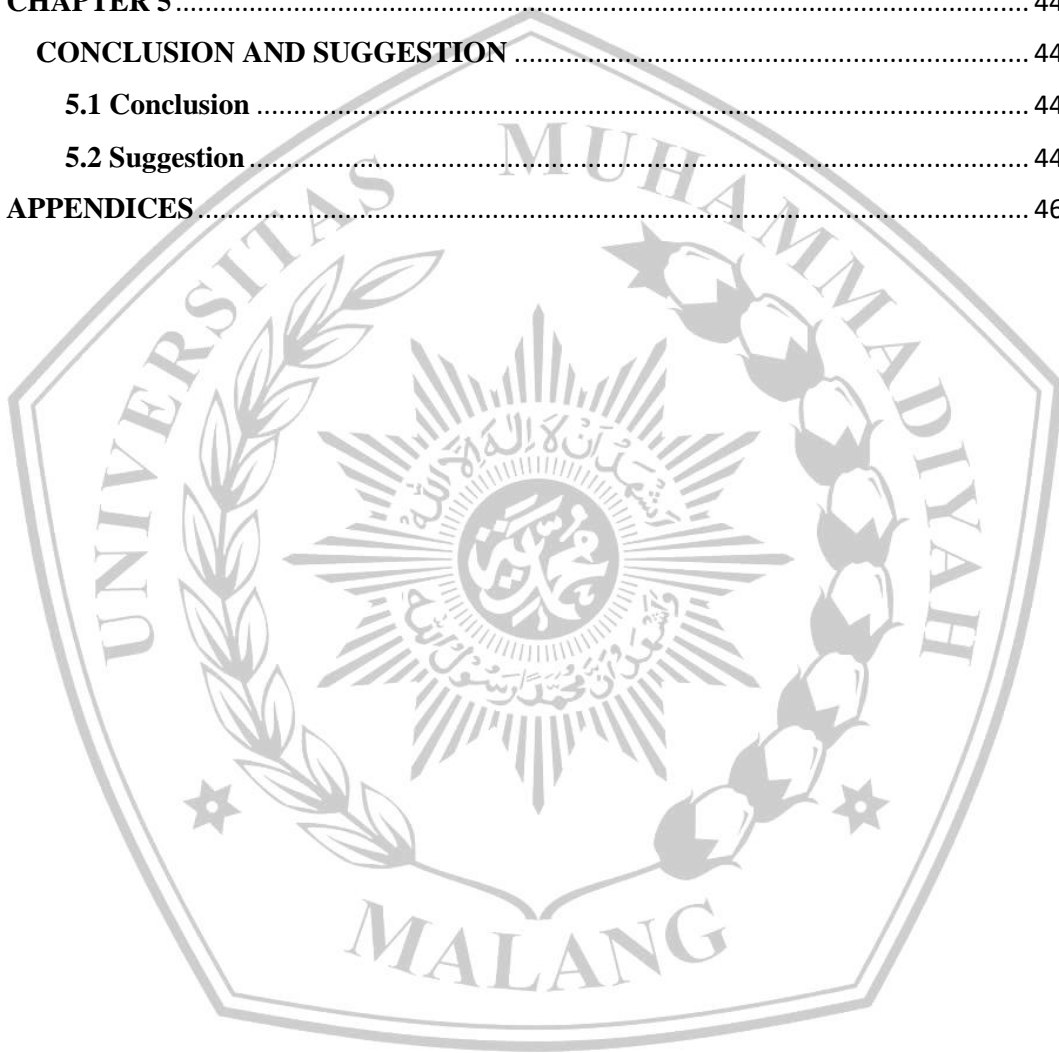


Linfata Yifani

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Bagian Skripsi (CHAPTER)	Prosentase Hasil Kesamaan
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CHAPTER II Review of Related Literature	0%
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Malang, 20 Juni 2025
Koordinator Plagiasi Prodi,



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