

**STUDENTS' PERCEPTIONS ADVANTAGES
OF USING QUIZIZZ AS GAMIFICATION
IN MA MUHAMMADIYAH 1
MALANG**

THESIS

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



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MOTTOS AND DEDICATION

MOTTOS

“You don't compare your life with other people's lives. Because your life is a journey, not a match”

DEDICATION:

This thesis dedicated to:

1. My parents
2. My advisor, Laela Hikmah Nurbatra, S.Pd., M.A., M.EdLead
3. My brother
4. My homies survived together until now
5. Someone special
6. And myself

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 Bachelor Degree in English Language Education

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ABSTRACT

Quizizz is an application that is used to conduct quizzes. This research examines students' views regarding the application of Quizizz in learning activities.

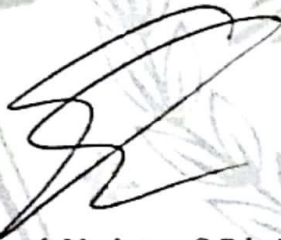
This research uses mixed methods, namely quantitative and qualitative methods. Data collection for quantitative methods uses questionnaires and interviews. Data collection for qualitative methods uses interviews.

The results of this research show that the Quizizz application has a positive impact on students. Based on student perceptions, the Quizizz application is easy to use, is a fun learning medium, and is not boring. However, some students think that the Quizizz application has a drawback, namely that it requires a fairly stable internet connection. In the future, it is hoped that the use of the Quizizz application can be expanded to be applied in the learning process.

Key words: *Quizizz app, quizzes, gamification learning, online learning.*

Advisor

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Anggi Rifky Afisya

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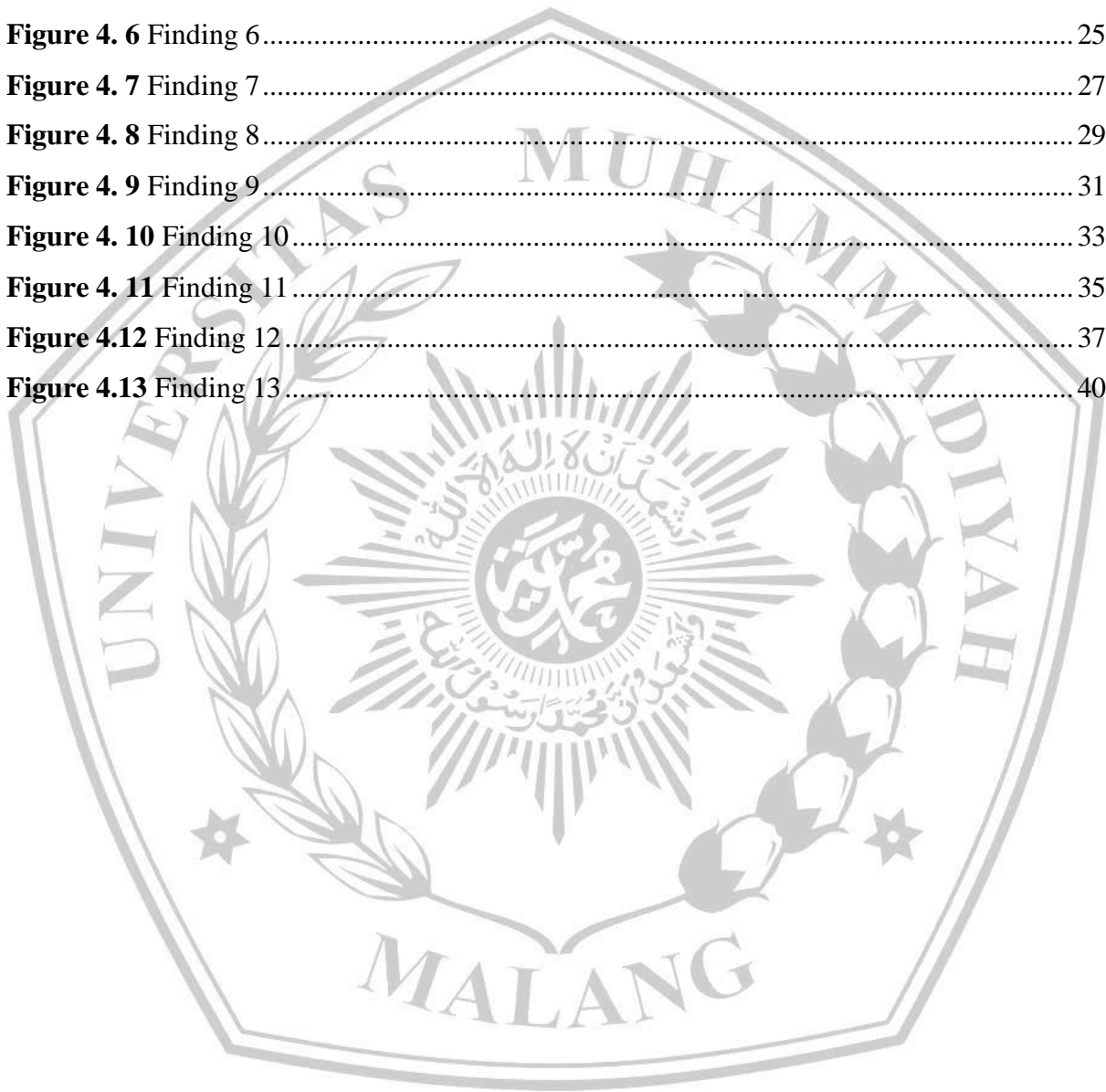
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