

**A STUDY OF UNDERSTANDING STUDENTS' ENGAGEMENT IN  
LEARNING ENGLISH THROUGH GAMIFICATIONS**

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



**By:**

**M Nabil Nur Azizi**

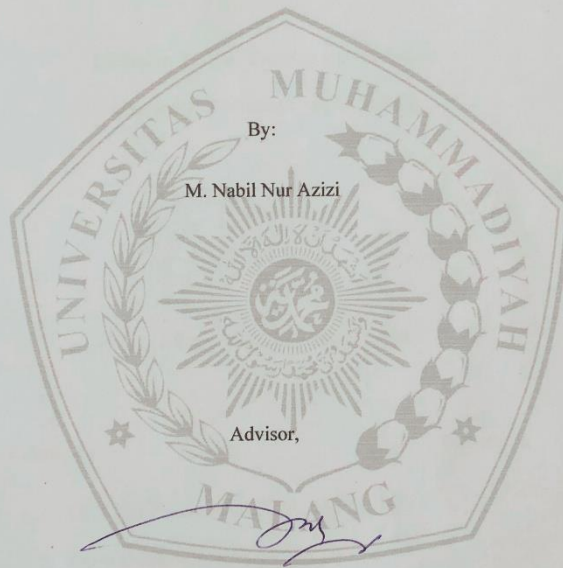
**202110100311085**

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

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**APPROVAL**

This thesis was written by M. Nabil Nur Azizi and was approved on  
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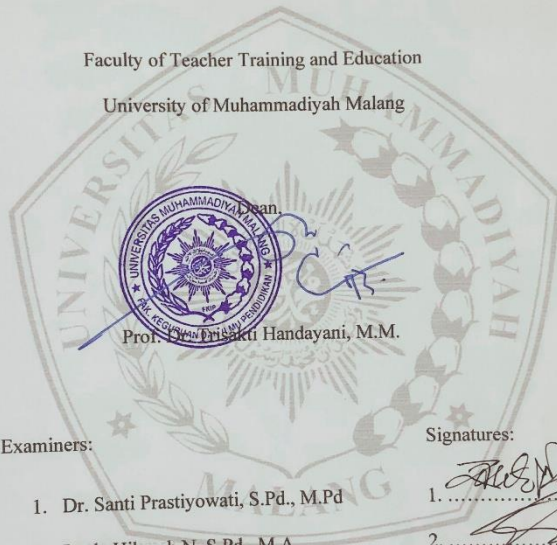


Prof. Dwi Poedjiastutie, M.A.,Ph.D

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's Degree in English Language Education on Friday, 14 February 2025.

Approved by:

Faculty of Teacher Training and Education  
University of Muhammadiyah Malang

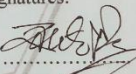
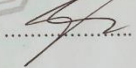


Prof. Dwi Priskati Handayani, M.M.

Examiners:

1. Dr. Santi Prastiyowati, S.Pd., M.Pd
2. Laela Hikmah N, S.Pd., M.A.

Signatures:

1.   
2. 

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Advisor I,

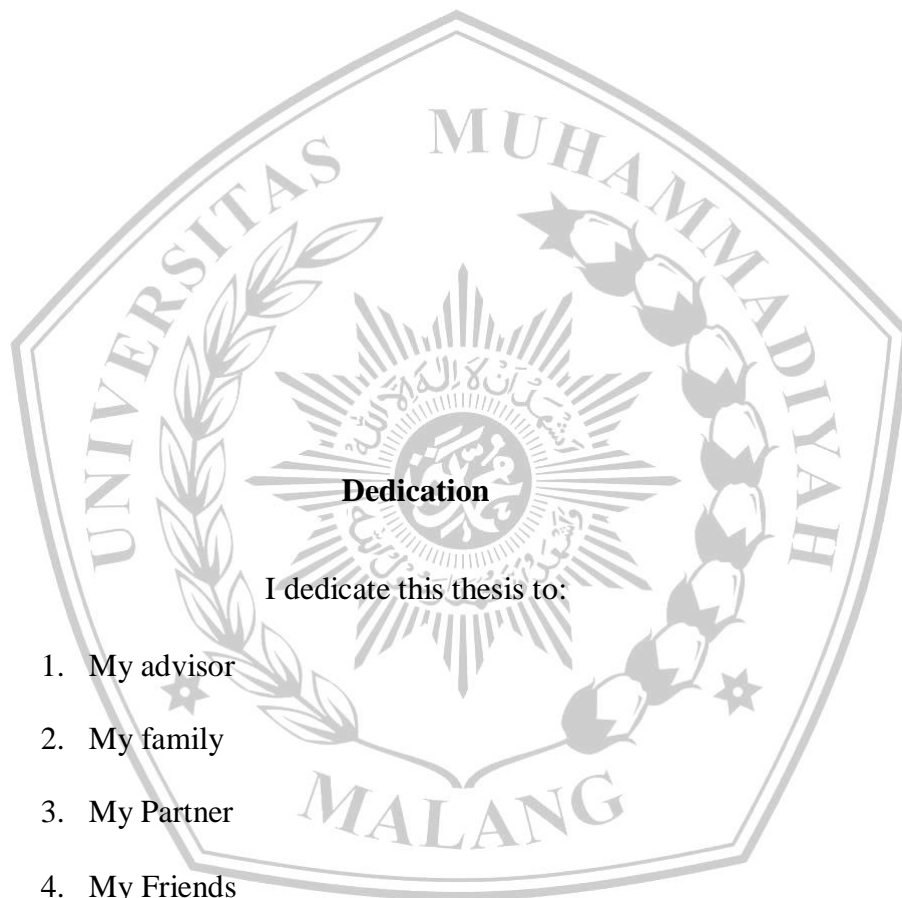


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## MOTTO AND DEDICATIONS

### Motto

*“Done is better than perfect, because deadlines wait for no one”*



### Dedication

I dedicate this thesis to:

1. My advisor
2. My family
3. My Partner
4. My Friends
5. American Corner Malang Peeps
6. Myself

### 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.

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Malang, 14 February 2025



M. Nabil Nur Azizi

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Malang, 12 February 2025  
The Writer

M Nabil Nur Azizi  
202110100311085

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**ABSTRACT**

Through the use of game components like points, badges, and prizes, gamification has transformed traditional learning in the educational field. Gamification makes learning fun and participatory, which increases engagement. This study investigates the ways in which gamification affects students' motivation, involvement, and general learning results when they are learning English.

This study looks into particular gamification elements that boost student involvement. The study looks at the effects of gamified activities on learning effectiveness, motivation, and interaction. "What factors of gamification contribute to students' engagement in learning English?" is the primary study topic. Analysing students' perspectives and discovering important gamification components that improve engagement are among the goals.

University students with experience in gamified English learning were interviewed and given questionnaires as part of a qualitative descriptive approach. A closed-ended questionnaire was utilised for validation, and eight students from Indonesian universities took part in semi-structured interviews. Data were categorised using thematic analysis into three main themes: learning outcomes, motivation, and engagement.

Results show that gamification increases motivation through leaderboards and achievements, decreases stress, and enhances vocabulary retention. Learning is further improved by interactive elements including humour, story, and peer cooperation. Students' opinions of gamified feedback and teamwork, however, differ, suggesting that gamification's efficacy is influenced by personal preferences. To optimise benefits, the study advises educators to carefully mix feedback, teamwork, and competitiveness.

*Keywords: Gamification, Student Engagement, English Learning*

Advisor



(Prof. Dwi Poedjiastutie, M.A., Ph.D)

The Researcher



(M. Nabil Nur Azizi)

## TABLE OF CONTENT

APPROVAL.....	ii
MOTTO AND DEDICATIONS .....	iv
AUTHOR’S DECLARATION OF ORIGINALITY.....	v
ACKNOWLEDGMENTS.....	vi
ABSTRACT .....	vii
TABLE OF CONTENT .....	viii
LIST OF TABLE.....	x
LIST OF FIGURES .....	xi
CHAPTER 1 INTRODUCTION.....	1
1.1 Background of the Study .....	1
1.2 The Research Question .....	5
1.3 The Purpose of the Study.....	5
1.4 Significance of the Study.....	5
1.5 The Scope and Limitations .....	6
1.6 The Definition of Key Terms .....	6
CHAPTER II REVIEW OF RELATED LITERATURE .....	9
2.1 Introduction to Gamification.....	9
2.2 Key Concepts Driving Gamification .....	9
2.3 Key Elements of Gamification.....	10
2.4 Gamification in Education .....	11
2.5 Benefits of Gamification.....	12
2.6 Game Mechanics in Education.....	12
2.7 Types of Educational Games .....	13
2.8 Gamification for Students Engagement.....	13
2.9 Implementing Gamification in the Classroom .....	15
2.10 Impact of Gamification on Learning Outcomes.....	15
2.11 The Correlation Between Gamification Contribution and Students .....	16

CHAPTER III RESEARCH METHOD .....	17
3.1 Research Design .....	17
3.2 Research Participants.....	18
3.3 Data Collection.....	19
3.3.1 Instrument .....	19
3.3.2 Data Collection Procedure .....	24
3.4 Data Analysis .....	25
3.4.1 Thematic Analysis .....	25
3.4.2 Tabulation of Questionnaire.....	27
CHAPTER IV FINDINGS AND DISCUSSION.....	30
4.1 Findings .....	30
4.1.1 Interview Analysis.....	31
4.1.2 Close-Ended Questionnaire.....	39
4.2 Discussion.....	43
CHAPTER V CONCLUSION AND SUGGESTIONS.....	46
5.1 Conclusion .....	46
5.2 Suggestions .....	47
References .....	50
APPENDICES.....	53
1. INTERVIEW RESULT.....	56
Interview ADD .....	56
Interview AB .....	59
Interview MA .....	64
Interview DR.....	69
Interview MFBI.....	72
Interview FP .....	76
Interview GFP .....	80
Interview NAS.....	85

## LIST OF TABLE

<b>Table. 1</b> Questionnaire Question.....	24
<b>Table 2</b> Close-Ended Questionnaire.....	43



## LIST OF FIGURES

<b>Figure 1</b> Data Collection Procedure.....	25
<b>Figure 2</b> Thematic Analysis.....	26
<b>Figure 3</b> Tabulation of Questionnaire.....	28

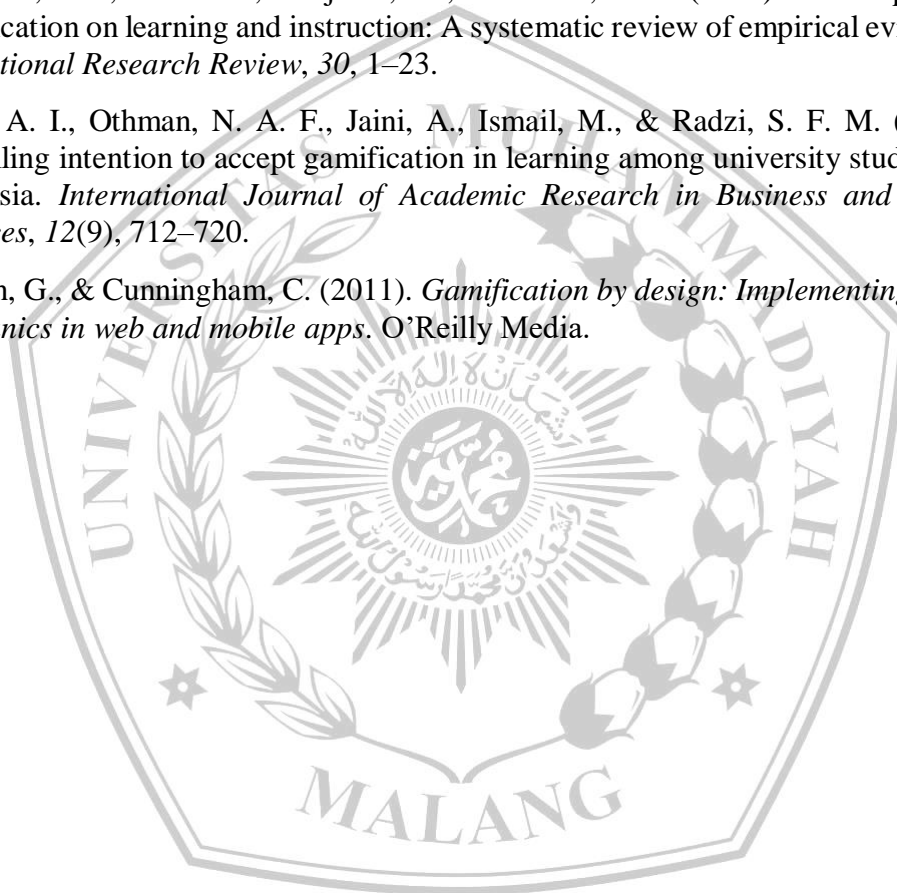


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Koordinator Plagiasi Program Studi Pendidikan Bahasa Inggris FKIP UMM menyatakan bahwa:

Nama : M Nabil Nur Azizi

NIM : 202110100311085

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#### Kampus I

Jl. Bandung 1 Malang, Jawa Timur  
P: +62 341 551 253 (Hunting)  
F: +62 341 460 435

#### Kampus II

Jl. Bendungan Sutarni No. 188 Malang, Jawa Timur  
P: +62 341 551 148 (Hunting)  
F: +62 341 562 080

#### Kampus III

Jl. Raya Tlogomas No 248 Malang, Jawa Timur  
P: +62 341 464 318 (Hunting)  
F: +62 341 460 435  
E: webmaster@umm.ac.id

