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Have Been tested and declared qualified to be submitted in the thesis exam.

Bojonegoro, August 27th 2022

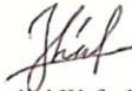
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APPROVAL SHEET

This thesis entitled " Application of kahoot game to students motivation in vocabulary learning, Written by Nanda Ardina Putri, Has been examined on September 24th, 2022. The thesis has been approved by the Board of examiners, and declared to have fulfilled the requirement for bachelor degree in English Education.

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I hereby sincerely state that the thesis entitled "*Application of kahoot game to students' motivation in vocabulary learning*" is my real masterpiece. The things out of my masterpiece in this thesis are my signed by citation and referred in the bibliography. If later proven that my thesis has discrepancies, I am willing to take the academic sections in the form of repealing my thesis and academic degree.

Bojonegoro, August 27th 2022

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MOTTO

حَقُّ اللَّهِ وَعَدَّ إِنَّ فَاصِبِرُ

Meaning:

“So be patient. Really, God's promise is true.” (QS. Ar-Rum: 60)

Jangan dulu mengeluh
ketika datang dalam hidupmu sesuatu yang terasa tak enak
yang Allah swt beri kepadamu.
Hikmah selalunya datang di belakang itu.
Dan selalunya semua yang Allah swt tetapkan untuk kita
adalah yang terbaik.

~Ustadzah Halimah Alaydrus~



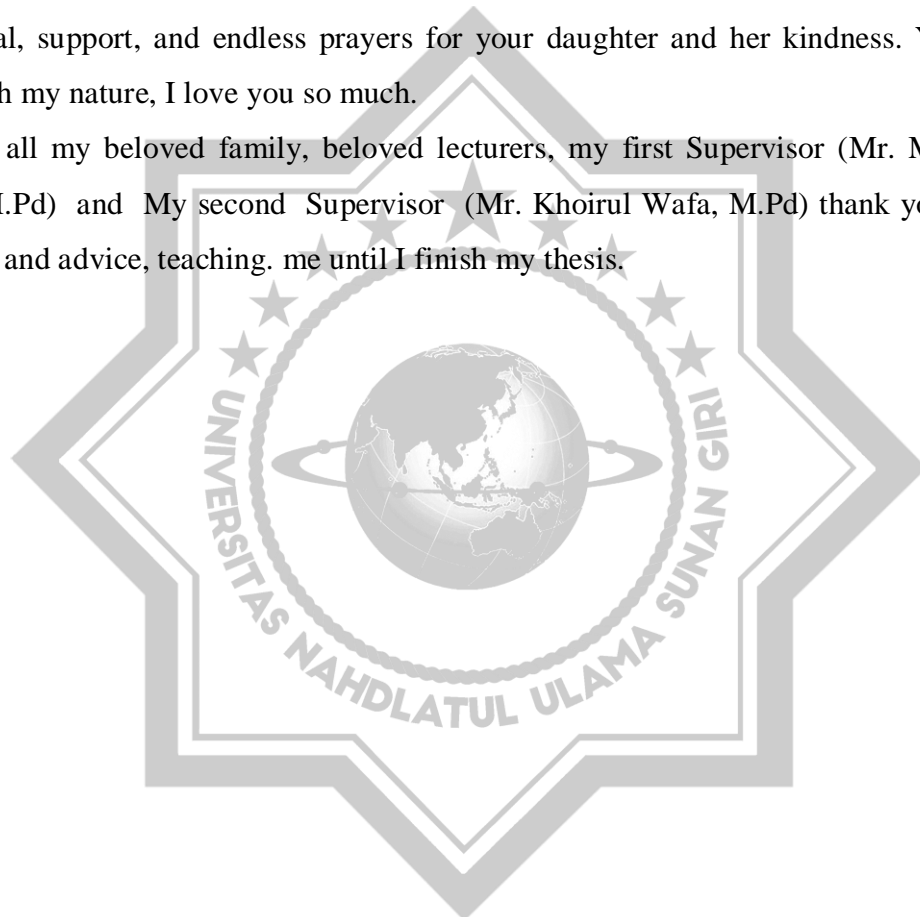
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DEDICATION

First of all, the researcher would like to express praise and gratitude to Allah SWT because it is due to His blessings and mercy that this thesis can be completed. I dedicate this thesis specifically to: My beloved family, thank you for the love, material, best support, and prayers for me. You all always give me the best motivation when I'm down. Your love and prayers have given me strength to complete this thesis.

I really love you all. My beloved parents, there is my mother and father, thank you for the material, support, and endless prayers for your daughter and her kindness. You are so patient with my nature, I love you so much.

To all my beloved family, beloved lecturers, my first Supervisor (Mr. Mohammad Fathoni, M.Pd) and My second Supervisor (Mr. Khoirul Wafa, M.Pd) thank you for your time, help, and advice, teaching me until I finish my thesis.



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2. Astrid Chandra Sari, M.Pd as a Decan of Faculty of Teacher Training and Science Education
3. Iin Widya Lestari, M.Pd, as the Head of English Teacher Education Departement
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8. All parties who have given prayers, and hugs that have helped me in completing this thesis. I am very grateful.

Finally, the researcher hopes that this thesis can be useful for all readers. The writer realizes that this thesis is not perfect. Therefore, the researcher expects corrections, criticisms, and suggestions for this thesis. All of my friends in UNUGIRI Bojonegoro who always back up and support each other thank you, moreover for the experiences and memories. All those who provided prayers, and hugs for helping me to accomplish this thesis.

ABSTRACT

Ardina putri, Nanda (2022). *Application of kahoot game to students' motivation vocabulary English learning*. A thesis. English Language Education Department, Faculty of Education and Teacher Training, Universitas Nahdlatul Ulama Sunan Giri Bojonegoro. Advisor I: Mohammad Fathoni, M.Pd. Advisor II: Khoirul Wafa , M.Pd.

Keywords: kahoot game. Motivation and vocabulary.

Kahoot is an educational-based game that can bind or as a learning tool used in schools or other educational institutions that contains multiple choice quizzes which can also be accessed via a web browser or Kahoot application. Kahoot can also be used as a measure of the extent of students' knowledge in developing English lessons or it can also be a formative assessment, and also a break from ordinary classroom activities. Efforts to increase student motivation in learning vocabulary in English are carried out by learning prose using different media, namely using the kahoot game application, which is taken as a sample there are 10 students from SMPN 3 Kedungadem with the result that 99.9% of students enjoy the learning process using the application. KAHOOT.

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ABSTRAK

Ardina putri, Nanda (2022). Penerapan permainan kahoot untuk motivasi belajar kosa kata bahasa Inggris siswa. Sebuah tesis. Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Keguruan, Universitas Nahdlatul Ulama Sunan Giri Bojonegoro. Pembimbing I : Mohammad Fathoni, M.Pd. Pembimbing II : Khoirul Wafa , M.Pd.

Kata kunci: permainan kahoot. Motivasi dan kosa kata.

Kahoot merupakan game berbasis edukasi yang dapat mengikat atau sebagai sarana pembelajaran yang digunakan di sekolah atau lembaga pendidikan lainnya yang berisi kuis pilihan ganda yang juga dapat diakses melalui web browser atau aplikasi Kahoot. Kahoot juga dapat digunakan sebagai ukuran sejauh mana pengetahuan siswa dalam mengembangkan pelajaran bahasa Inggris atau bisa juga sebagai penilaian formatif, dan juga istirahat dari kegiatan kelas biasa. Upaya peningkatan motivasi siswa dalam belajar kosakata bahasa Inggris dilakukan dengan pembelajaran prosa menggunakan media yang berbeda yaitu menggunakan aplikasi permainan kahoot, yang diambil sebagai sampel ada 10 siswa dari SMPN 3 Kedungadem dengan hasil 99,9% siswa menyenangi. proses pembelajaran menggunakan aplikasi. KAHOOT.



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