

**‘THE USE OF QUIZIZZ AS GAME-BASED LEARNING ON STUDENTS’
LEARNING MOTIVATION IN THE ENGLISH CLASSROOM**

THESIS



UNUGIRI

By:

MAR’ATUS SHOLIKAH

3120200191

**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
NAHDLATUL ULAMA SUNAN GIRI BOJONEGORO UNIVERSITY**

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