

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

**THESIS**

The Research Thesis was prepared as one of requirement for  
obtaining a bachelor of education degree in the English education  
study program

BY

MAR'ATUS SHOLIKAH

3120200191

**UNUGIRI**

**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM**

**FACULTY OF TEACHER TRANING AND EDUCATION**

**NAHDLATUL ULAMA SUNAN GIRI BOJONEGORO UNIVERSITY**

**2024**

## PRONOUNCEMENT

Name : Mar'atus Sholikhah  
NIM : 3120200191  
Study Program : English Language Education  
Faculty : Faculty of Teacher Training and Education

I hereby sincerely state that this thesis entitled 'The Use of Quizizz as Game-Based Learning on Students' Learning Motivation in the English Classroom' is my own original work" is my real masterpiece. My masterpiece in this thesis is my signed citation referred to in the bibliography. If it later proves that my thesis has discrepancies, I am willing to take the academic sections in the form of repealing my thesis and educational degree.

Bojonegoro, 16 Agustus 2024

Stated by



Mar'atus Sholikhah  
3120200191

## APPROVAL SHEET

The thesis entitled “The use Quizizz as Game-Based Learning on Students’ Learning Motivation in English Classroom” was written by Mar’atus Sholikhah. The thesis has been approved by the Board of Examiners and declared to have fulfilled the requirement for a bachelor’s degree in English Education.

The thesis was approved by the Board of thesis examiners on 17<sup>th</sup> July, 2024.

Examiner I



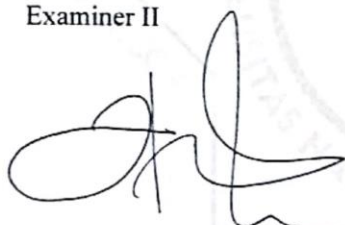
Lin Widya Lestari, M.Pd.  
NIDN. 07161118901

Advisor I



Moh. Zainuddin, M.Pd.  
NIDN. 0125117304

Examiner II



Dr. Hj. Ifa Khoiria Ningrum, S.E., MM.  
NIDN. 0709097805

Advisor II



Nanin Verina Widya Putri, M.Pd  
NIDN.073039601

Dean of Faculty Teacher Training  
and Education



Astrid Chandra Sari, M. Pd.  
NIDN. 0721059101

Head of English Education Department



Aini Zuhriyah, M. Pd.  
NIDN. 0722128605

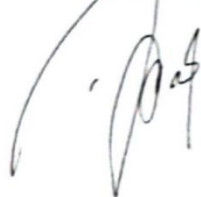
**APPROVAL SHEET**

After reading thoroughly and giving necessary advices, herewith, as the advisors, we state that the thesis proposal of:

Name : Mar'atus Sholikhah  
Student's Number : 3120200191  
Title : The Use of Quizizz as Game-Based Learning on Students' Learning Motivation in English Classroom  
Study Program : English Language Education  
Faculty : Teacher Training and Education

Has already fulfilled the requirement to be presented in the broad of examiners in thesis examination to gain bachelor degree in English education.

**Advisor I**



**Moh. Zainuddin, M.Pd**  
**NIDN. 0125117304**

**Advisor II**



**Nanin Verina Widva Putri, M.Pd.**  
**NIDN. 0703039601**

## MOTTO

لَا تُسَعِّفُهَا إِلَّا نَفْسًا اللَّهُ يُكَلِّفُ لَا

“Allah tidak membebani seseorang, kecuali menurut kesanggupannya”

(QS Al Baqarah: 286)

“Trust to Allah for everything no matter what. You lose trust to Allah, you win you trust to Allah, you gain you trust to Allah, you have a problem you trust to Allah, things are not going your way, you thank him even more and you talk to him, that a very good habit to talk to Allah

## DEDICATION

In the name of Allah, the Most Gracious, the Most Merciful, this Final Project is dedicated to:

1. Gratitude to Allah SWT for all the blessings and gifts so that researcher is given strength, patience and sincerity in living life.
2. To my beloved parents, Mr. Suntoro and Mrs. Suwarti, always love and respect for them. Thank you very much for the support and patience to make my education a success.
3. My beloved brothers and sisters, Ahmad Nur Said, Abdul Ghofur, Ernawati, and Angga Nurcahya Ningsih. Thank you for prayers, support and love that you share for me.
4. My first supervisor, Mr. Moh. Zainuddin, M.Pd, and my second supervisor Mrs. Nanin Verina Widya Putri, M.Pd. Thank you very much for suggestions, corrections, and ideas during the process of writing this thesis.
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2. Astrid Chandra Sari, M. Pd as a Dean of the Faculty of Teacher Training and Education
3. AINU ZUMRUDIANA, M. Pd, as the Head of the English Teacher Education Department.
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7. My parents and my family. My deepest gratefulness goes to them who continuously encourage and accompany me in completing this thesis with their love and prayer.
8. All those who provided prayers for helping me to accomplish this thesis. I am very grateful.

Finally, it is hoped that this thesis can provide useful knowledge and information for the reader. Apart from that, researchers also really hope for suggestions, corrections, and input from readers to improve this research and thesis.

## ABSTRACT

Mar'atus Sholikhah. (2024). *The use of Quizizz as game-based learning on students' learning motivation in English classroom*. Thesis: English Language Education Study Program, Faculty of Teacher Training and Education, Nahdlatul Ulama Sunan Giri Bojonegoro University, Moh.Zainnudin, M.Pd advisor I and Nanin Verina Widya Putri, M.Pd advisor II.

This study aims to determine the effect of using Quizizz on students' learning motivation in learning English. This research uses quantitative method with Pre-Experimental design (One Group Pretest-Posttest). This research was conducted at SMK Miftahul Huda Kadungrejo with a sample of 31 students of class X-Fashion Design. Data collection was carried out using a questionnaire instrument Learning Motivation and Pretest-Posttest questions. The results of this study indicate that: a) There is a significant influence between the use of Quizizz on student learning motivation, with the results of the Paired Samples T-Test showing the t-count value =  $17.444 > t\text{-table} = 2.042$  and the significance value of p-value  $(0.000) < \alpha (0.05)$ , so  $H_a$  is accepted and  $H_o$  is rejected. b) The implementation of Quizizz in English language learning is carried out through several stages: analysis, design, development, implementation, and evaluation. Based on the results of the guidelines observation analysis, the implementation of Quizizz in English language learning received the "Very Good" category with a percentage score of 100%. These results indicate that the use of Quizizz as game-based learning can significantly increase students' learning motivation.

Keywords: Quizizz as game-based learning, students' learning motivation, English classroom.

## ABSTRAK

Mar'atus Sholikhah (2024). Penggunaan Quizizz sebagai pembelajaran berbasis game terhadap motivasi belajar siswa di kelas bahasa Inggris. Skripsi: Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Nahdlatul Ulama Sunan Giri Bojonegoro, Moh.Zainnudin, M.Pd pembimbing I dan Nanin Verina Widya Putri, M.Pd pembimbing II.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan Quizizz terhadap motivasi belajar siswa dalam belajar bahasa Inggris. Penelitian ini menggunakan metode kuantitatif dengan desain Pre-Experimental (One Group Pretest-Posttest). Penelitian ini dilakukan di SMK Miftahul Huda Kadungrejo dengan sampel sebanyak 31 siswa kelas X Tata Busana. Pengumpulan data dilakukan dengan menggunakan instrumen angket Motivasi Belajar dan soal Pretest-Posttest. Hasil penelitian ini menunjukkan bahwa: a) Terdapat pengaruh yang signifikan antara penggunaan Quizizz terhadap motivasi belajar siswa, dengan hasil uji Paired Samples T-Test menunjukkan nilai thitung = 17,444 > ttabel = 2,042 dan nilai signifikansi p-value (0,000) <  $\alpha$  (0,05), maka  $H_a$  diterima dan  $H_o$  ditolak. b) Implementasi Quizizz pada pembelajaran bahasa Inggris dilakukan melalui beberapa tahap yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Berdasarkan hasil analisis pedoman observasi, implementasi Quizizz dalam pembelajaran bahasa Inggris mendapatkan kategori "Sangat Baik" dengan persentase skor 100%. Hasil ini menunjukkan bahwa penggunaan Quizizz sebagai pembelajaran berbasis permainan dapat meningkatkan motivasi belajar siswa secara signifikan.

Kata kunci: Quizizz game-based learning, motivasi belajar siswa, kelas bahasa Inggris.



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