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

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ENGLISH LANGUAGE EDUCATION STUDY PROGRAM

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    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

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APPROVAL SHEET

The thesis entitled "The use Quizizz as Game-Based Learning on Students' Learning Motivation in English Classroom" was written by Mar'atus Sholikah. 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.

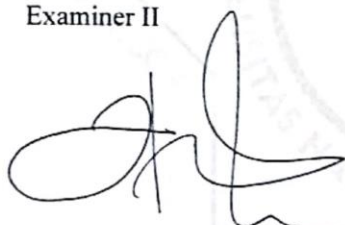The thesis was approved by the Board of thesis examiners on 17th July, 2024.

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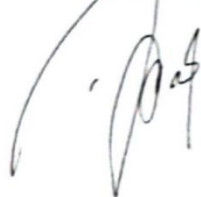Aina Zumrudiaha, M. Pd.
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MOTTO

لَا يُكَلِّفُ اللهُ نَفْسًا اِلَّا وُسْعَهَا ۗ

"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.

5. My close friends ifa mariana, and Putri Intan Andini. Thank you for being a good friend.

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Alhamdulillah, all praise and gratitude to Allah SWT for His abundance of grace and grace, the author can complete this thesis with the title "The use Quizizz as game-based learning on students' learning motivation in English classroom". The researcher also realizes that without the other people's help, it's impossible to finish this script. In this opportunity, the researcher would like to express her great appreciation to:

1. Dr. H. Yogi Prana Izza, Lc., M.A. as Rector of UNUGIRI Bojonegoro
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.
4. my research study advisor, Moh. Zainuddin M.Pd, and Nanin Verina Widya Putri M.Pd. This special thanks goes to your kindness and patience in guiding and encouraging me to do my research study.
5. All my lectures from the English Teacher Education Department have been guiding me in my study.
6. English teacher and class X fashion-design students at SMK Miftahul Huda Baureno, who helped me collect data for this research.
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 Sholikah. (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-table = 2.042 and the significance value of p-value (0.000) < α (0.05), so Ha is accepted and Ho 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 Sholikah (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) < α (0,05), maka Ha diterima dan Ho 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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