

**ANALYSIS OF KAHOOT! GAMIFICATION IN SUPPORTING
ENGLISH LANGUAGE TEACHING BASED ON JEREMY HARMER**

**By
MUHAMMAD ZULQURNAEN**



COVER PAGE

**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2020**

**ANALYSIS OF KAHOOT! GAMIFICATION IN SUPPORTING
ENGLISH LANGUAGE TEACHING BASED ON JEREMY HARMER**

AN UNDERGRADUATE THESIS

**Presented to
Faculty of Tarbiyah and Teacher Training
in partial fulfillment of the requirements
for the degree of *Sarjana Pendidikan* in English Language Education**

by

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2020**

DEDICATION

I dedicate this thesis for:

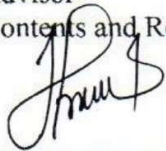
1. Allah SWT. “Thanks for your mercy and blessing. Thanks for giving me the knowledge and a chance to study till now. Thanks for everything, God”
2. Prophet Muhammad SAW. “Thanks for guide us from the darkness to the brightness so we always in the right way named Islam.
3. Researcher’s beloved parents Abdul Hakim andMau ‘Ijah who always give his endless love, supports in mentally, spiritually, and materially during the time of study and the process of making this thesis.
4. My Bestfriends in PBI B 2015of English Education, thank you for all the happiness and adventures we have been through along these four years.
5. All of my friends in UIN Antasari Banjarmasin who have given me supports and love for completing my study.

APPROVAL

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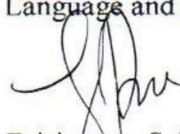
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VALIDATION


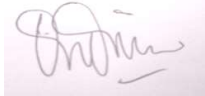
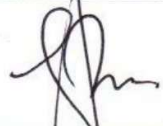
Title: Analysis of Kahoot! Gamification in Supporting English Language Teaching Based on Jeremy Harmer of Muhammad Zulqurnaen SRN 1501241570 has been examined by the board of thesis examiners of Faculty of Tarbiyah and Teacher Training UIN Antasari Banjarmasin.

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STATEMENT OF AUTHENTICITY

I, the undersigned, Muhammad Zulqurnaen Reg. 1501241570, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

Banjarmasin, January 2020

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Muhammad Zulqurnaen

ABSTRACT

Muhammad Zulqurnaen. 2020. Analysis of Kahoot! Gamification in Supporting English Language Teaching Based on Jeremy Harmer. Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisor: (I) Dra. Hj. Wardah Hayati, MA (II) Fajrianor S, Pd, M. Pd.

Keyword: Gamification, Game Elements, Kahoot, English Language Teaching

Gamification elements cannot be ignored because the main goal is to increase students' engagement, motivation, and understanding. Using gamification in education environment would make teaching and learning fun and enjoyable, thereby yielding high students' performance. The purpose of this study is to find out the game elements on Kahoot! and the supporting of using Kahoot in teaching and learning English based on Jeremy Harmer. The teachers must know what game elements is used in Kahoot! and when Kahoot! can be used in teaching and learning English subject in classroom.

The research design of this study is qualitative research. To collect the data, the writer uses technique is Documentary. Data processing in this research is divided into three activities, they are data reduction, data display, and conclusion drawing.

The results of this study indicate that: 1. Kahoot! has some game elements from gamification that always use in education environment. The game elements included the following: points, level, badge, leaderboard, prize, progress bar, storyline and feedback. 2. Kahoot! can be used in any skills of English such as listening, speaking, reading and writing. Kahoot! can also be used in any teaching English skills based on principles of Jeremy Harmer.

ABSTRAK

Muhammad Zulqurnaen. 2020.*Analisis Kahoot! Gamifikasi Dalam Mendukung Pengajaran Bahasa Inggris Berdasarkan Jeremy Harmer.* Skripsi. Jurusan Tadris Bahasa Inggris., Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Dra. Hj. Wardah Hayati, MA (II) Fajrianor S, Pd, M. Pd.

Kata kunci: Gamifikasi, Unsur-unsur game, Kahoot!, Pengajaran Bahasa Inggris

Unsur-unsur gamifikasi tidak dapat diabaikan karena tujuan utamanya adalah untuk meningkatkan keterlibatan, motivasi, dan pemahaman siswa. Menggunakan gamification dalam lingkungan pendidikan akan membuat mengajar dan belajar menjadi menyenangkan dan menyenangkan, sehingga menghasilkan kinerja siswa yang tinggi. Tujuan dari penelitian ini adalah untuk mengetahui elemen-elemen game di Kahoot! dan dukungan menggunakan Kahoot dalam mengajar dan belajar kemampuan bahasa Inggris berdasarkan Jeremy Harmer. Para guru harus tahu elemen-elemen permainan apa yang digunakan di Kahoot dan kapan Kahoot dapat digunakan dalam pengajaran dan pembelajaran kemampuan bahasa Inggris di kelas.

Desain penelitian pada penelitian ini adalah penelitian kualitatif. Untuk mengumpulkan data, penulis menggunakan teknik Dokumenter. Pemrosesan data dalam penelitian ini dibagi menjadi tiga fase: yaitu reduksi data, penyampaian data dan kesimpulan

Hasil penelitian ini menunjukkan bahwa: 1. Kahoot memiliki beberapa elemen permainan dari gamification yang selalu digunakan dalam lingkungan pendidikan. Elemen-elemen permainan meliputi yang berikut: poin, level, lencana, papan peringkat, hadiah, bilah kemajuan, alur cerita, dan umpan balik. 2. Kahoot dapat digunakan dalam kemampuan bahasa Inggris apa saja seperti mendengarkan, berbicara, membaca dan menulis. Kahoot juga dapat digunakan dalam kegiatan pengajaran bahasa Inggris berdasarkan pada prinsip-prinsip Jeremy Harmer.

MOTTO

That's life

That's what people say

(Frank Sinatra)

ACKNOWLEDGEMENT

بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِیْمِ. الْحَمْدُ لِلّٰهِ الْعَالَمِیْنَ

.الصَّلَاةُ وَالسَّلَامُ عَلٰی سَیِّدِنَا وَمَوْلَانَا مُحَمَّدٍ وَعَلٰی اٰلِهِ وَصَحْبِهِ اَجْمَعِیْنَ. اَمَّا بَعْدُ.

Praise to Allah the Almighty who has been giving me guidance till the writer finished this thesis entitled “Analysis of Kahoot! Gamification in Supporting English Language Teaching Based on Jeremy Harmer”. Peace and salutation always be upon Prophet Muhammad P.B.U.H and all his friends who struggle for Allah. The writer like to express appreciation and gratitude to:

1. Prof.Dr.H.Juairiah, M.Pd as the Dean of Faculty of Tarbiyah and Teacher Training of Antasari State Islamic University and all his staff for their help in the Administrative matters.
2. Hj. Nani Hizriani, M.A, as the Head of English Education Department for the assistance and motivation.
3. My academic advisor, Rusnadi, S.Pd.I.,M.Pd.I. M.A for the guidance and encouragement.
4. My thesis advisors, Dra. Hj. Wardah Hayati, MA, as the advisor of content and research methods for the advice, helps, suggestion and correction.
5. Fajrianor, S. Pd, M, Pd, as the advisor of language and writing techniques for the advice, helps, suggestion and correction.

6. All lecturers and assistants in Faculty of Tarbiyah and Teacher Training for the priceless knowledge.

Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Jumadil Akhir, 4th 1438
A.H

January, 20th, 2020 A.D

Writer

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