

THE IMPLEMENTATION OF GAMIFICATION IN TEACHING GRAMMAR IN HIGHER EDUCATION

**By
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**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2022 M/1444 H**

**THE IMPLEMENTATION OF GAMIFICATION IN TEACHING
GRAMMAR IN HIGHER EDUCATION**

Undergraduate Thesis

Presented to Faculty of Tarbiyah and Teacher Training
In partial fulfilment of the requirements for the degree of
Sarjana Pendidikan

by

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I, the undersigned, Rahmatul Jannah, declare that this undergraduate thesis is my original work, gathered and utilized especially to fulfill 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.

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ABSTRACT

Rahmatul Jannah. 190101030068. The Implementation of Gamification in Teaching Grammar in Higher Education, Dr. Hj. Raida Asfihana, M.Pd. and Hidayah Nor, M.Pd., at English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. 2022

This study aims to determine the process of implementing gamification in grammar learning at the university level and students' responses to grammar learning using gamification. This research method uses a qualitative case study method. Data obtained from observation, interviews, and documentation and processed through data condensation, data display, and drawing conclusions and verification. Participants in this study were a lecturer and eight students. Based on the research objectives, the findings are divided into two points. First, there are ten steps to implementing gamification in teaching grammar, namely compiling material into several stages and tiered systems, preparing the necessary tools, monitoring student progress, dividing students into several groups, using a countdown timer on several quizzes to create fake pressure, creating situations new if the game process does not work, includes leaderboards displaying all student performance to encourage a spirit of competitiveness and teamwork, student development from teacher feedback, encourages healthy competition to motivate students, and uses gamification in a sustainable manner. The results of the second finding are five student responses to learning using gamification, feeling happy and not easily bored, motivated to focus on learning, easy to work well with friends, satisfied with game results, and disappointed with unstable internet signals.

Keywords: Gamification, Gamification in Education, Teaching Grammar, Student Response

ABSTRAK

Rahmatul Jannah. 190101030068. *The Implementation of Gamification in Teaching Grammar in Higher Education.* Dr. Hj. Raida Asfihana, M.Pd. dan Hidayah Nor, M.Pd. Pada program study Tadris Bahasa Inggris Fakultas Tarbiyah dan Keguruan UIN Antasari Banjarmasin. 2022

Penelitian ini bertujuan untuk mengetahui proses penerapan gamifikasi dalam pembelajaran grammar di tingkat universitas dan respon siswa terhadap pembelajaran grammar menggunakan gamifikasi. Metode penelitian ini menggunakan metode studi kasus kualitatif. Data diperoleh dari observasi, wawancara dan dokumentasi dan diolah melalui kondensasi data, penyajian data, serta penarikan kesimpulan dan verifikasi. Partisipan dalam penelitian ini adalah seorang dosen dan delapan mahasiswa. Berdasarkan tujuan penelitian, temuan dibagi menjadi dua poin. Pertama, ada sepuluh langkah penerapan gamifikasi dalam pengajaran grammar, yaitu menyusun materi menjadi beberapa tahapan dan sistem berjenjang, menyiapkan perangkat yang diperlukan, memonitor perkembangan siswa, membagi siswa menjadi beberapa kelompok, menggunakan penghitung waktu mundur pada beberapa kuis untuk menciptakan tekanan palsu, menciptakan situasi baru jika proses permainan tidak berhasil, menyertakan papan peringkat yang menampilkan semua kinerja siswa untuk mendorong semangat daya saing dan kerja tim, pengembangan siswa dari umpan balik yang diberikan oleh guru, mendorong kompetisi yang sehat untuk memotivasi siswa, dan menggunakan gamifikasi secara berkelanjutan. Hasil temuan kedua, respon siswa terhadap pembelajaran menggunakan gamifikasi ada lima yaitu merasa senang dan tidak mudah bosan, termotivasi untuk fokus belajar, mudah bekerja sama dengan baik bersama teman, puas dengan hasil permainan, dan kecewa dengan sinyal internet yang tidak stabil.

Kata Kunci: Gamifikasi, Gamifikasi di Edukasi, Mengajar Grammar, Respon Siswa

MOTTO

Work hard in silence, let your success make the noise

- Frank Ocean -

DEDICATION

I dedicate this thesis for:

1. My beloved parents, Rahmadhani and Siti Juhrah, who always pray for the best for me, give me good advice, support me mentally, spiritually, and materially during my studies and writing my thesis.
2. My one and only beloved sister, Rahma Zuraida, who has prayed for me, provided support, motivated me, and became my role model during my studies and during thesis writing.
3. My close friend. Thank you for helping, accompanying, listening to my story, and supporting me with all your heart.
4. My classmates at EED C 2019 and EED B 2019 Antasari State Islamic University Banjarmasin, thank you for all the friendship, happiness, and sadness that we have been through together so far.
5. My friends at LiDS Educia, LPPI Annisa, and LPPQ have offered prayers and encouraged me.
6. All my family and friends at UIN Antasari Banjarmasin and others who have given support and love to me to complete my thesis.

ACKNOWLEDGMENT

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

الْحَمْدُ لِلَّهِ رَبِّ الْعَالَمِينَ، وَالصَّلَاةُ وَالسَّلَامُ أَشْرَفِ الْأَنْبِيَاءِ وَالْمُرْسَلِينَ سَيِّدِنَا وَمَوْلَانِ مُحَمَّدٍ وَعَلَى
آلِهِ وَأَصْحَابِهِ أَجْمَعِينَ. أَمَّا بَعْدُ

Praise be to Allah swt. God calls all the worlds. May peace and blessings be upon the Prophet Muhammad, who has shown mankind the way of salvation in this world and in the hereafter.

The author is fully aware that the completion of this thesis cannot be separated from the help of all parties, both in the form of support, guidance and direction as well as motivation so that this difficult task can be completed.

In this regard, with all humility, the author would like to thank and give the highest appreciation to all those who have assisted. In particular, the authors would like to express their gratitude and highest appreciation to:

1. Dr. H. Hamdan, M.Pd., as the Dean of Faculty of Tarbiyah and Teacher Training of Antasari State Islamic University, and all her staff for their help in the Administrative and matters.
2. Afifah Linda Sari, M.Pd. and Hidayah Nor, M.Pd., as Head and Secretary of the Department of English Education, for her help and motivation.
3. My academic advisor, Dr. Hj. Nida Mufidah, M.Pd., for her guidance and encouragement.
4. My thesis advisor, Dr. Hj. Raida Asfihana, M Pd., as the supervisor of research content and methods for suggestions, assistance, improvements and corrections.

5. My thesis advisor, Hidayah Nor, M.Pd, as the language and writing technique supervisor for her suggestions, assistance and corrections.
6. All lecturers and assistants at the Faculty of Tarbiyah and Teacher Training for their invaluable knowledge.
7. A lecturer at the Language Development Unit of Antasari State Islamic University who has been a participant in my research.
8. All Students at Local 97 Language Development Unit who are willing to provide information and data in this thesis.

May Allah swt. bestow His mercy and bounty on them and record it as a favor with a multiplied reward. The researcher hopes this research will be helpful and become a charity of worship on His side.

Banjarmasin, 21 Jumadil Awal 1444 A.H
December, 15th 2022 A.D



Rahmatul Jannah

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