GAMIFICATION IN TEACHING ENGLISH FOR YOUNG LEARNERS

By

ZIKRY AZHARI

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GAMIFICATION IN TEACHING ENGLISH FOR YOUNG LEARNERS

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by
Zikry Azhari
1501241576

ANTASARI STATE ISLAMIC UNIVERSITY
FACULTY OF TARBIYAH AND TEACHER TRAINING
ENGLISH EDUCATION DEPARTMENT
BANJARMASIN
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APPROVAL

Tittle	: GAMIFICATION IN TEACHING ENGLISH FOR YOUNG LEARNERS
Name	: Zikry Azhari
SRN	: 1501241576
Faculty	: Tarbiyah
Program	: Undergraduate Study (S-1)
Department	: English Education Department
Academic Year	: 2021/2022
Place/Date of Birth	: Buntok, November 01st 1997
Address	: Jl. AMD 1 Gg. Nusa Indah 2, Buntok, Central Of Kalimantan

After being checked and revised, the thesis has been approved to be examined in front of the board of Examiners of Faculty of Tarbiyah and Teacher Training UIN Antasari Banjarmasin.

Banjarmasin,21 February 2022

Advisor
Contents and Research Methods

Hj. Nani Hizriani, MA
NIP. 19771127 200312 2 001

Advisor
Language and Writing Techniques

Nor Izatil Hasanah, M.Pd
NUP. 201701001

Acknowledged by
Head of English Education Department
Faculty of Tarbiyah and Teacher Training
UIN Antasari Banjarmasin,

Afifah Linda Sari, M.Pd
NIP. 19871102015032004

VALIDATION

Tittle : GAMIFICATION IN TEACHING ENGLISH FOR YOUNG LEARNERS

Name Zikry Azhari SRN 1501241576 has been examined by the board of thesis examiners of Faculty of Tarbiyah and Teacher Training UIN Antasari Banjarmasin.

Day : Monday

Date : January 24th 2022

Stated : Graduated

Score : A – 3.75

Dean Faculty of Tarbiyah and Teacher Training
UIN Antasari Banjarmasin

Dr. H. Hamdan, M.Pd
NIP. 19660405199303 1005

THE BOARD OF EXAMINERS:

Name	Signature
1. Hj. Nani Hizriani, MA (Chairperson)	
2. Nor Izatil Hasanah, M.Pd (Member)	
3. Yokke Andini, S.S, M.Pd (Member)	

STATEMENT OF AUTHENTICITY

I, the undersigned, Zikry Azhari, 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, 21 February 2022



The writer,

Zikry Azhari

DEDICATION

I dedicate this thesis for:

1. My beloved parents, H. Muhammad Sya'rani, SKM, MM and Hj. Hartati who always give me endless love, supports in mentally, spiritually, and materially during the time of study and the process of making this thesis.
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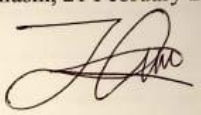
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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, 21 February 2022



Writer

ABSTRAK

Azhari, Zikry. 2021. Gamification in Teaching English for Young Learners. Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Nani Hizriani, MA, (II) Nor Izatil Hasanah, M.Pd.

Kata Kunci: Gamifikasi, Pengajaran Bahasa Inggris, Young Learners

Gamifikasi adalah salah satu metode yang digunakan oleh guru untuk mengajar pembelajaran kepada para siswa yang mana didalam metode itu menggunakan game. Metode ini biasanya digunakan kepada para siswa yang masih anak-anak agar membuat proses pembelajaran menjadi lebih menyenangkan. Penelitian ini ditujukan untuk menginvestigasi game apa saja yang digunakan dan tantangan apa saja yang dialami oleh guru saat menggunakan metode gamifikasi ini.

Penelitian ini menggunakan metode deskriptif kualitatif. Peserta dari penelitian ini adalah dua orang guru Bahasa Inggris yang mengajar di SDIT Nurul Fikri Banjarmasin. Teknik pengumpulan data dari penelitian ini menggunakan interview. Dalam penelitian ini interview dilakukan sebanyak 3 kali.

Hasil dari penelitian menunjukan bahwa guru menggunakan beberapa jenis game untuk mengajar Bahasa Inggris kepada para siswa. Selama penggunakan metode ini, proses pembelajaran menjadi lebih aktif dan menyenangkan bagi para siswa. Interaksi antara guru dan murid pun berjalan dengan baik saat proses belajar mengajar. Guru menganggap tidak semua jenis game dapat digunakan atau cocok dalam pembelajaran Bahasa Inggris. Dalam mengajar menggunakan game, guru kebanyakan menggunakan game seperti matching game, flash card, dan sticking game. Saat menggunakan metode gamifikasi, guru juga mendapatkan beberapa tantangan. Seperti sulit dalam mengatur keadaan kelas, kurang dalam memperhatikan instruksi dari sang guru, saling berbicara, dan tidak mau ikut serta dalam pembelajaran. Untuk masalahnya adalah saat menggunakan metode ini hanya beberapa game saja yang dapat digunakan dan tidak semua materi cocok untuk menggunakan metode gamifikasi. Selain itu, guru juga mendapat masalah dalam bagaimana mengontrol para siswa pada saat menggunakan metode gamifikasi tersebut.

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