

**THE IMPLEMENTATION OF KAHOOT! AS GAMIFICATION  
PLATFORM IN TEACHING GRAMMAR AT SMAN 1 PLEMAHAN**

**THESIS**

Presented to

State Islamic Institute of Kediri

in partial fulfillment of the requirements

for the degree of *Sarjana* in Education Department



**Written By:**

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**DEPARTMENT OF ENGLISH LANGUAGE EDUCATION**

**FACULTY OF TARBIYAH**

**STATE ISLAMIC INSTITUTE (IAIN) OF KEDIRI**

**2023**

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This thesis is to fulfil the requirements for the degree of sarjana (S1), in English Study Program, State Islamic Institute of Kediri.

Kediri, 22 June 2023

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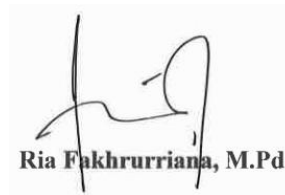
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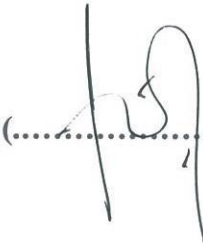
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Demikian agar maklum dan atas kesediaan Bapak, kami ucapkan banyak terima kasih.

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Setelah diperbaiki materi dan susunanya sesuai dengan beberapa petunjuk dan tuntutan yang diberikan dalam sidang munaqosah yang dilaksanakan pada tanggal 21 Juni 2023, kami dapat menerima dan menyatakan hasil perbaikannya.

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## MOTTO

*“Sebesar apapun ujian hidup yang dialami, tetap slay, sabar, ikhtiar, dan merubah diri menjadi lebih baik.”*

\_The Writer\_

لَا يُكَلِّفُ اللَّهُ نَفْسًا إِلَّا وُسْعَهَا لَهَا مَا كَسَبَتْ وَعَلَيْهَا مَا اكْتَسَبَتْ رَبَّنَا  
لَا تُؤَاخِذْنَا إِنْ نَسِينَا أَوْ أَخْطَأْنَا رَبَّنَا وَلَا تَحْمِلْ عَلَيْنَا إَصْرًا كَمَا  
حَمَلْتَهُ عَلَى الَّذِينَ مِنْ قَبْلِنَا رَبَّنَا وَلَا تُحَمِّلْنَا مَا لَا طَاقَةَ لَنَا بِهِ ۗ وَاعْفُ  
عَنَّا وَارْحَمْنَا أَنْتَ مَوْلَانَا فَانصُرْنَا عَلَى الْقَوْمِ الْكَافِرِينَ



Allāh does not charge a soul except [with that within] its capacity. It will have [the consequence of] what [good] it has gained, and it will bear [the consequence of] what [evil] it has earned. "Our Lord, do not impose blame upon us if we have forgotten or erred. Our Lord, and lay not upon us a burden like that which You laid upon those before us. Our Lord, and burden us not with that which we have no ability to bear. And pardon us; and forgive us; and have mercy upon us. You are our protector, so give us victory over the disbelieving people." (Al-Baqarah: 286, Saheeh International Translation)

## **DEDICATION**

This Research is gladly dedicated to:

1. Allah SWT and Prophet Muhammad Saw.
2. My beloved parents, Hj. Masrohatin, M.Pd.I and alm. Siswo utomo. My mother in-law, Ma'am Khusnawiyah. Thank you for always supporting me mentally and financially for my better future.
3. My beloved husband, Moh. Fauzi and my daughter, almarhumah Elmyda tuhfa kiswandary, who always cheer me up.
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5. My supportive friends, adek Airiza, Yumna, Faiq, Dita, Fira, mbak Wety, who always support me in finishing this Thesis.
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7. My beloved Almamater IAIN Kediri.
8. My juniors in SMAN 1 Plemahan, who are willingly to be my participant in completing this Thesis.

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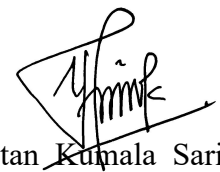
In the first line of this paragraph, I want to acknowledge to Allah SWT the Almighty who has given the researcher an ability to complete the research under the title: *THE IMPLEMENTATION OF KAHOOT! AS GAMIFICATION PLATFORM IN TEACHING GRAMMAR AT SMAN 1 PLEMAHAN*.

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The Writer



Intan Kumala Sari

## ABSTRACT

**Sari, Intan Kumala.** 2023. *The Implementation of Kahoot! as Gamification Platform in Teaching Grammar at SMAN 1 Plemahan.* Thesis, English Education Department Faculty of Education. State Islamic Institute (IAIN) of Kediri, Advisors: (1) Drs. Agus Edi Winarto, M.Pd., and (2) Ria Fakhurriana, M.Pd

**Keywords:** *Kahoot Application, Teaching Grammar, English Language Learning*

Many applications are developed to encourage the growth of education. Therefore, teachers should always be up-to-date with the new application. One of interesting application to facilitate students and teachers in the process of teaching and learning is Kahoot!. In this study, the researcher aimed to investigate the implementation of Kahoot as Gamification platform in SMAN 1 PLEMAHAN. This school was chosen as it is one of schools that implements Kahoot in the process of teaching and learning English. There are two objectives of this study. The first objective is to investigate the implementation of Kahoot as Gamification platform. The second objective is to know the response of students after the implementation of Kahoot as Gamification platform.

This study used qualitative method where the researcher displays the data descriptively. There are 32 students who are involved as participants in this study. Furthermore, the researcher used 4 data collection techniques to ensure all data are trustworthy. Those data collection techniques are observation, interview, documentation, and survey. Therefore, the researcher prepared some instruments, such as observation sheet, interview guideline, and questionnaire. Then, the data are analysed based on the result.

After collecting and analyzing the data, the researcher found that the implementation of Kahoot as Gamification platform was done in several steps. First, the teacher prepare the material in teaching plan and create the questions in Kahoot application. Second, the teacher ensures all tools, such as students' device and LCD, are prepared well. Third, the teacher gives brief explanation about what the students will do. When all set, teacher starts the quiz. During the quiz the teacher monitors students by looking at the scoreboard displayed on the LCD. Sometimes the teacher walks around the class as well. This is done to ensure the students do not have any issues during the quiz. If some students do, the teacher will help them. The last step is giving feedback for students. In this session, the teacher explains some questions that seems difficult for the students. The other result found in this study is about students' response on the implementation of Kahoot as Gamification platform. There are four responses found by the researcher. First, students feel enjoy and excited during the implementation. Second, the students state that they can understand the material easily. Third, the students feel more confident and active in the classroom. Fourth, Kahoot is fun and easy to be used.

## TABLE OF CONTENT

<b>COVER</b> .....	<b>i</b>
<b>DECLARATION OF AUTHENTICITY</b> .....	<b>ii</b>
<b>APPROVAL PAGE</b> .....	<b>iii</b>
<b>RATIFICATION SHEET</b> .....	<b>iv</b>
<b>NOTA KONSULTASI</b> .....	<b>v</b>
<b>MOTTO</b> .....	<b>vii</b>
<b>DEDICATION</b> .....	<b>viii</b>
<b>ACKNOWLEDGEMNT</b> .....	<b>ix</b>
<b>ABSTRACT</b> .....	<b>x</b>
<b>TABLE OF CONTENT</b> .....	<b>xi</b>
 <b>CHAPTER I: INTRODUCTION</b>	
A. Background of The Research .....	1
B. Research Question .....	3
C. Research Objective .....	4
D. Significance of The Research.....	4
E. Scope and Limitation .....	5
F. Definition of Key Terms .....	5
 <b>CHAPTER II: LITERATURE REVIEW</b>	
A. Teaching Grammar .....	6
1. Theories of Teaching Grammar .....	6
2. Technique in Teaching Grammar .....	7

B. Gamification .....	8
1. Theory of Gamification Approach .....	8
2. Step in Implementing Gamification .....	9
3. Advantages and Disadvantages of Gamification ..	10
C. Kahoot Application .....	11
1. Definition of kahoot application .....	11
2. Kahoot in The Classroom.....	12
3. The Use of kahoot! In the classroom.....	12
D. Previous Literature .....	14

### **CHAPTER III: RESEARCH METHOD**

A. Research Design .....	16
B. The Subject of The Research .....	16
C. Research Instrument .....	17
D. Data Collection Technique .....	17
E. Data and Sources .....	20
F. Data Analysis Technique .....	21
G. Data Validity .....	21

### **CHAPTER IV: FINDING AND DISCUSSION**

A. Finding .....	23
B. Discussion .....	35

### **CHAPTER V: CONCLUSION AND SUGGESTION**

A. Conclusion .....	41
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B. Suggestion .....	42
<b>REFERENCES .....</b>	<b>44</b>
<b>APPENDICES .....</b>	<b>47</b>