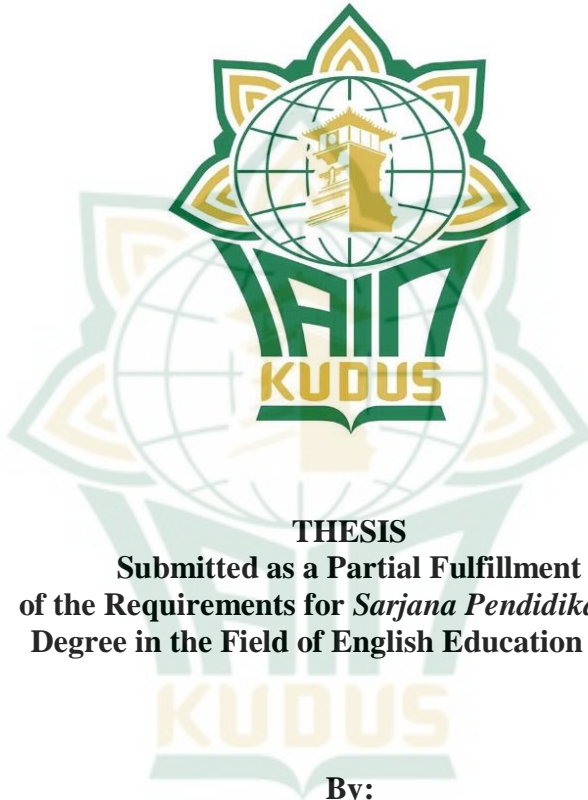


**USING GAMIFICATION FOR ENHANCING STUDENTS'
MOTIVATION IN ENGLISH LANGUAGE TEACHING IN
INDONESIA: QUALITATIVE META-ANALYSIS**



THESIS

**Submitted as a Partial Fulfillment
of the Requirements for *Sarjana Pendidikan* (S1)
Degree in the Field of English Education (TBI)**

By:

**Dwi Nurul Islamiyah
1910510018**

**INSTITUT AGAMA ISLAM NEGERI KUDUS
FAKULTAS TARBIYAH
DEPARTEMENT OF ENGLISH EDUCATION
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Judul : Using Gamification for Enhancing Students' Motivation in English Language Teaching in Indonesia: Qualitative Meta-analysis

benar-benar telah melalui proses pembimbingan dengan pembimbing sejak 14 Maret 2023 sampai dengan 03 Mei 2023 dan disetujui untuk dapat dilanjutkan ke proses munaqosyah.

Kudus, 26 April 2023



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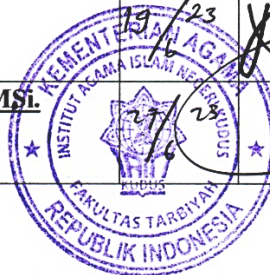
APPROVAL SHEET

This following thesis:

Name/NIM : Dwi Nurul Islamiyah/1910510018
 Faculty/Department : Tarbiyah / English Education (TBI)
 Title : **Using Gamification for Enhancing Students' Motivation in English Language Teaching in Indonesia: Qualitative Meta-Analysis**

Has been accepted by the Board of Examiners of Department of English Education of Fakultas Tarbiyah at Institut Agama Islam Negeri Kudus (IAIN Kudus) on May 30, 2021, and hereby considered to complete the requirements for the degree of *Sarjana Pendidikan(S.Pd.)* in the field of English Education.

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STATEMENT OF WORK'S ORIGINALITY

With full honesty and responsibility, I am **Dwi Nurul Islamiyah, NIM. 1910510018**, truly state that this thesis:

1. Is my own work and has never been published in any form or for any purpose;
2. Does not include content that has been written by others excluding information contained in the reference which is used as a reference in the writing of this thesis.

I am willing to accept penalties if in the future it is found that my statement is not true.

Kudus, April 20th 2023
The Researcher,



Dwi Nurul Islamiyah
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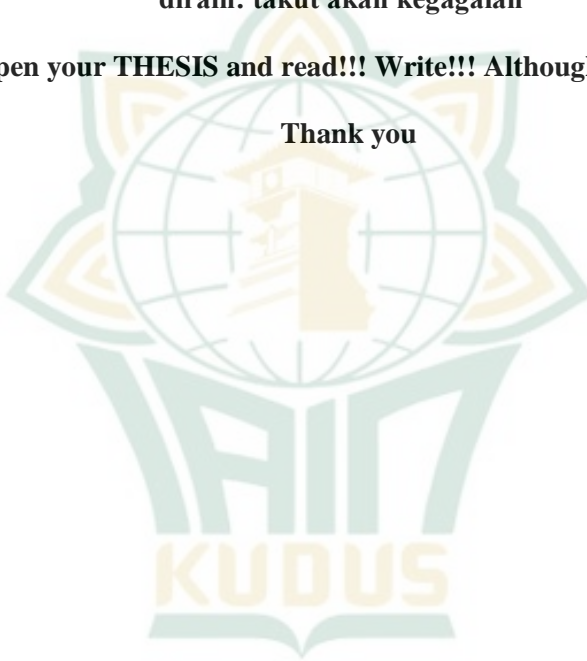
MOTTO

Learn for the past, live for today and plan for tomorrow
“belajarlah dari yang telah lalu, hiduplah untuk hari ini dan
rencanakanlah masa depan”

There is only one thing that makes a dream impossible to
achieve: the fear or failure
“hanya satu yang akan membuat mimpi tidak mungkin untuk
diraih: takut akan kegagalan”

Open your THESIS and read!!! Write!!! Although one word

Thank you



DEDICATION PAGE

Alhamdulillah rabbi 'alamin, the researcher expresses his highest gratitude to Allah subhanahu wa ta'ala for blessing, love, opportunity, health and mercy to complete this undergraduate thesis. This undergraduate thesis entitled "Using Gamification for Enhancing Students' Motivation in English Language Teaching in Indonesia: Qualitative Meta-Analysis" is submitted as the final requirement in accomplishing degree at the Department of English Education, Tarbiyah Faculty, Institute Agama Islam Kudus. In arranging this thesis, a lot of people have provided motivation, advice and support for the researcher. Thank god and with all humanity, I dedicate this work to:

1. To my beloved parents, Mr. Muh. Nur Fathani and Mrs. Sutinem who always support me material or immaterial, especially to my mother who always support me in every condition, pray for my success and pray for my happiness life.
2. To my beloved sister Mrs. Rofiatul Karimah who always cared for me like a second mother figure in my life and my little sister, Aulia Fitriani and Isna Fitriyana who always given me a colorful life, beautiful smile and many unlimited sincerity.
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4. Mr. Nuskhan Abid, M.Pd. as a supervising lecturer and assistant supervisor who has been willing spend time, energy, taught patiently to provide guidance and direction in this thesis and who always giving the spirit for her students so that they graduate on the time.
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6. My friend at the Darun Najah Islamic Boarding School, for Mrs. Muhim, Sania, Ikma, Aira, especially my beloved sister Tri Susmita Sari who always patiently to give guidance and direction to me to be a better as English students department.
7. Unforgettable for my beloved friend when PPL in MTs Miftahul Huda, Mrs. Nurul layalil who always answer all of

my confused about my thesis, always want to hear my complaint about all of things.

8. For the last but not least, I will thanks to myself because she always want to rise from failure, disappointment, the bitterness of life and want to fight for more, hopefully later we can achieve what we have plan for our golden future.



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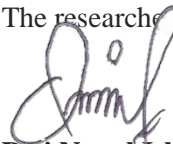
Praise is only to Allah SWT who has bestowed his mercies, taufiq wa inayah, so that on this occasion the researcher can complete the thesis entitled “USING GAMIFICATION FOR ENHANCING STUDENTS’ MOTIVATION IN ENGLISH LANGUAGE TEACHING IN INDONESIA: QUALITATIVE META-ANALYSIS” Shalawat and greetings always be given to our beloved prophet Muhammad S.A.W. That the researcher realizes that writing this thesis cannot be separated from guidance, direction, assistance, and input from many parties. Because of this occasion, the researcher would like to thank:

1. Prof. Dr. H. Abdurrohman Kasdi, Lc., M.Si., as the rector of IAIN Kudus.
2. Dr. M. Nur Ghufron, S.Ag., M.Si., as the dean of the Tarbiyah faculty of IAIN Kudus.
3. Taranindya Zulhi Amalia, M.Pd., as the head of English Language Department of IAIN Kudus.
4. Nuskhan Abid, M.Pd., as the supervisor who has given guidance, directions, suggestions and input are important for perfection of this thesis.
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6. My beloved parents, my sister who always gives morale and material support, love and prayer that always accompanies steps from researcher.
7. All my friends who always support and assist researchers in writing this thesis.

The researcher realizes that this thesis is still far from perfection perfect. Therefore, researchers will accept constructive criticism and suggestions suggestion. The researcher hopes that this thesis will be useful for all parties who need it.

Kudus, April 20th 2023

The researcher



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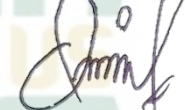
PREFACE

Alhamdulillahrabbi'l'amin, all praise always be to Allah SWT. Who has the bestow mercies, guidance and grace, so that the researcher can finish this thesis well. Thesis is the one of knowledge obtained by the researcher during the lecturer period. This thesis was written to fulfill the final assignment as the one of regulations for obtaining a bachelors'degree (S1) of the college in the English department at the Tarbiyah faculty of IAIN Kudus.

The thesis entitled "Using Gamification for Enhancing Students' Motivation in English Language Teaching in Indonesia: Qualitative Meta-Analysis" which load of the information of the using of Gamification in education field especially at English language teaching. Moreover, it also contained the information of the most kind of Gamification which has commonly used in Indonesia and the effect of Gamification for students' motivation in English language learning process. The researcher hopes that this thesis can be benefits for the readers especially for the educators who want to use Gamification to create the enjoying and fun classroom.

Kudus, April 20th 2023

The researcher



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