

**STUDENTS' PERCEPTIONS AND ENGAGEMENT IN LEARNING
ENGLISH WITH THE USE OF GAMIFICATION THROUGH
WORDWALL EDUCATIONAL WEBSITE**

A Research Paper

Submitted to the Study Program of English Language Education in Partial
Fulfillment of the Requirements for *Sarjana Pendidikan* degree



by:

Murni Mutmainah

NIM 1800653

ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF LANGUAGE AND LITERATURE EDUCATION
UNIVERSITAS PENDIDIKAN INDONESIA
BANDUNG
2022

PAGE OF APPROVAL
“STUDENTS’ PERCEPTIONS AND ENGAGEMENT IN LEARNING
ENGLISH WITH THE USE OF GAMIFICATION THROUGH
WORDWALL EDUCATIONAL WEBSITE”

A Research Paper

Murni Mutmainah

1800653

Approved by:

Supervisor



Yanty Wirza, M.Pd., M.A., Ph.D.
NIP. 197701152005012003

Head of English Language Education Study Program
Faculty of Language and Literature Education
Universitas Pendidikan Indonesia



Prof. Emi Emilia, M.Ed., Ph.D.
NIP. 196609161990012001

STATEMENT OF AUTHORIZATION

I hereby certify that this research entitled “Students’ Perceptions and Engagement in Learning English with the Use of Gamification through Wordwall educational website,” submitted as a requirement of a bachelor’s degree is my work. I am fully aware that this research has been helped by the other researchers whose statements and ideas were cited here. All of the statements and ideas from other sources have been cited appropriately.

Bandung, August 2022

A handwritten signature in black ink, appearing to be 'Murni Mutmainah', written in a cursive style.

Murni Mutmainah

1800653

**STUDENTS' PERCEPTIONS AND ENGAGEMENT IN LEARNING
ENGLISH WITH THE USE OF GAMIFICATION THROUGH
WORDWALL EDUCATIONAL WEBSITE**

Murni Mutmainah

Supervisor: Yanty Wirza, M.Pd., M.A., Ph.D.

English Language Education Study Program, FPBS, Universitas Pendidikan

Indonesia

mureuni@upi.edu

ABSTRACT

This research explored students' perceptions and engagement toward using gamification in learning English through Wordwall educational website. Learning during the Covid-19 pandemic influenced students' motivation and engagement negatively. Thus, it is necessary to keep students feeling engaged in English learning by maximizing the use of technology in the teaching and learning process, including applying the gamification system. However, it is rare to find research that discusses student engagement with the help of gamification through the Wordwall educational website. The qualitative action research was conducted in 2 cycles. Data were collected through observations and interviews which were analyzed narratively. The finding shows that 1) most of the students academically, behaviorally, cognitively, and affectively engaged in English learning after using gamification through Wordwall educational website, and 2) students perceived interest, utility, and difficulty variously between disengaged and engaged students.

Keywords: English learning, perceptions, student engagement, Wordwall

**PERSEPSI DAN KETERLIBATAN SISWA DALAM PEMBELAJARAN
BAHASA INGGRIS MENGGUNAKAN GAMIFIKASI MELALUI SITUS
WEB PENDIDIKAN *WORDWALL***

Murni Mutmainah

Pembimbing: Yanty Wirza, M.Pd., M.A., Ph.D.

Porgram Studi Pendidikan Bahasa Inggris, FPBS, Universitas Pendidikan

Indonesia

mureuni@upi.edu

ABSTRAK

Penelitian ini mengeksplorasi persepsi dan keterlibatan siswa terhadap penggunaan gamifikasi dalam pembelajaran bahasa Inggris melalui situs web pendidikan *Wordwall*. Pembelajaran selama pandemi Covid-19 mempengaruhi motivasi dan keterlibatan siswa secara negatif. Oleh karena itu, perlu untuk menjaga siswa tetap merasa terlibat dalam pembelajaran bahasa Inggris dengan memaksimalkan penggunaan teknologi dalam proses belajar mengajar, termasuk menerapkan sistem gamifikasi. Namun jarang ditemukan penelitian yang membahas tentang *student engagement* dengan bantuan gamifikasi melalui situs web pendidikan *Wordwall*. Penelitian tindakan kualitatif ini dilakukan dalam 2 siklus. Data dikumpulkan melalui observasi dan wawancara yang dianalisis secara naratif. Temuan menunjukkan bahwa 1) sebagian besar siswa secara akademis, perilaku, kognitif, dan afektif terlibat dalam pembelajaran bahasa Inggris setelah menggunakan gamifikasi melalui situs web pendidikan *Wordwall*, dan 2) siswa merasakan minat, kegunaan, dan kesulitan secara berbeda antara siswa yang tidak terlibat dan siswa yang terlibat.

Kata kunci: keterlibatan siswa, pembelajaran bahasa Inggris, persepsi, *Wordwall*.

TABLE OF CONTENTS

PAGE OF APPROVAL	ii
STATEMENT OF AUTHORIZATION.....	iii
PREFACE	Error! Bookmark not defined.
ACKNOWLEDGEMENTS	Error! Bookmark not defined.
ABSTRACT	iv
ABSTRAK	v
TABLE OF CONTENTS	vi
LIST OF TABLES.....	viii
LIST OF FIGURES	ix
CHAPTER I INTRODUCTION	Error! Bookmark not defined.
1.1 Background	Error! Bookmark not defined.
1.2 Research Questions.....	Error! Bookmark not defined.
1.3 Aims of the Research.....	Error! Bookmark not defined.
1.4 Scope of the Research.....	Error! Bookmark not defined.
1.5 Significance of the Research.....	Error! Bookmark not defined.
1.6 Clarification of Key Terms	Error! Bookmark not defined.
1.7 Organization of the Paper	Error! Bookmark not defined.
CHAPTER II LITERATURE REVIEW.....	Error! Bookmark not defined.
2.1 Student Engagement	Error! Bookmark not defined.
2.1.1 The nature of student engagement..	Error! Bookmark not defined.
2.1.2 Types of student engagement.....	Error! Bookmark not defined.
2.1.3 Factors affecting the levels of student engagement .	Error! Bookmark not defined.
2.2 Gamification in Education	Error! Bookmark not defined.
2.2.1 Benefits of gamification in student engagement..	Error! Bookmark not defined.
2.2.2 Wordwall educational website as the tool of gamification in English learning.....	Error! Bookmark not defined.
2.3 Perceptions	Error! Bookmark not defined.
CHAPTER III METHODOLOGY	Error! Bookmark not defined.
3.1 Research Design	Error! Bookmark not defined.
3.2 Site and Participants	Error! Bookmark not defined.

3.3	Data Collection.....	Error! Bookmark not defined.
3.3.1	Observation.....	Error! Bookmark not defined.
3.3.2	Interview.....	Error! Bookmark not defined.
3.3	Data Analysis	Error! Bookmark not defined.
CHAPTER IV FINDINGS AND DISCUSSIONS		Error! Bookmark not defined.
4.1	Findings.....	Error! Bookmark not defined.
4.1.1	Student Engagement in Learning English with The Use of Gamification through Wordwall educational website ..	Error! Bookmark not defined.
4.1.2	Students' Perceptions of the Use of Gamification through Wordwall educational website in Learning English	Error! Bookmark not defined.
4.2	Discussions.....	Error! Bookmark not defined.
CHAPTER V CONCLUSION AND SUGGESTION.....		Error! Bookmark not defined.
5.1	Conclusion.....	Error! Bookmark not defined.
5.2	Limitation of the Research	Error! Bookmark not defined.
5.3	Implication of the Research	Error! Bookmark not defined.
5.4	Suggestions for Further Research.....	Error! Bookmark not defined.
REFERENCES		Error! Bookmark not defined.
APPENDICES		

LIST OF TABLES

Table 3. 1 Field note **Error! Bookmark not defined.**

Table 3. 2 Coding the data of observation and interview **Error! Bookmark not defined.**

Table 3. 3 Coding the data for description and themes **Error! Bookmark not defined.**

LIST OF FIGURES

Figure 2. 1 Wordwall Website.....	Error! Bookmark not defined.
Figure 2. 2 The activities on Wordwall	Error! Bookmark not defined.
Figure 2. 3 One of the activities on Wordwall	Error! Bookmark not defined.
Figure 2. 4 Maze Chase.....	Error! Bookmark not defined.
Figure 2. 5 Leaderboard	Error! Bookmark not defined.
Figure 3. 1 The Cycles of Action Research by Kemmis and McTaggart (1988)	Error! Bookmark not defined.
Figure 4. 1 Whack-A-Mole activity.....	Error! Bookmark not defined.
Figure 4. 2 Maze Chase activity	Error! Bookmark not defined.

