

**THE EFFECTIVENESS OF GAMIFICATION ON QUIZIZZ ONLINE
PLATFORM TO ENHANCE STUDENTS' ACHIEVEMENT IN ENGLISH
LANGUAGE LEARNING**

A THESIS

Intended to fulfill one of the requirements for the awards of Bachelor
Degree in English Language Teaching and Education Department



By:

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TEACHER TRAINING AND EDUCATION

FACULTY MUHAMMADIYAH UNIVERSITY OF PONOROGO

2025

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ABSTRACT

Dewitasari, Shinta Putria. (2025). *The Effectiveness of Gamification On Quizizz Online Platform To Enhance Students' Achievement In English Language Learning*. Thesis. English Education Department, Faculty of Teacher Training and Education, Muhammadiyah University of Ponorogo. Advisors: (1) Dr. Bambang Harmanto, M.Pd., (2) Dr. Ana Maghfiroh, M.Pd.

Keywords: *Gamification, Quizizz, Language Learning*

In today's globalized world, English proficiency is essential for international communication, professional advancement, and access to information. However, students' achievement in English language learning is often hindered by factors such as low motivation, conventional teaching methods, and limited engagement. To address these challenges, gamification has emerged as an innovative approach to enhance learning outcomes. This study investigates the effectiveness of the Quizizz online platform, a gamification tool, in improving students' English achievement by leveraging interactive and game-based elements to foster motivation and participation.

This study implied a quasi-experimental design with pretest and posstest assessments for eighth-grade students at SMPN 1 Bungkal during the 2024/2025 academic year. Multiple-choice exams were used to gather data both before and after Quizizz was put into use. Normality and homogeneity tests were used to verify the validity of the data, and paired sample t-tests were used for quantitative analysis to compare scores. An alpha threshold of 0.05 was used to determine statistical significance.

The results showed improvement in students' scores, with the average posttest score (83.91) outperforming the pretest score (64.53). The effectiveness of Quizizz in improving English learning outcomes was confirmed by the paired sample t-test, which produced a sig. (2-tailed) value of 0.000. The findings suggest that gamification, through platforms like Quizizz, positively impacts student engagement and achievement by making learning more interactive and enjoyable. Recommendations include integrating Quizizz into teaching strategies and encouraging further research to explore its long-term effects across diverse educational contexts.

THESIS STATEMENT

I, the undersigned:

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Department : English Education Department
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Hereby declare that this submission in my own work and that, to the best of my knowledge and belief, it contains no material previously published or written by another person nor material which to substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgement has been made in the text.

Ponorogo, 23rd July 2025



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AGREEMENT PAGE

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Title : The Effectiveness of Gamification on Quizizz Online
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Ponorogo, 24 July 2025

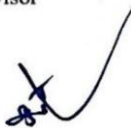
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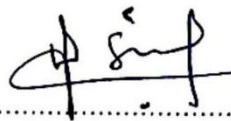
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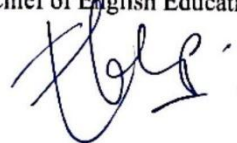
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The researcher pray that Allah would bless them all. Since the author still believes that this thesis is far from ideal, any criticism and recommendations will be helpful for both this paper's progress and the researcher's future research.

Ponorogo, 23rd July 2025



Researcher

DEDICATION

This thesis is dedicated to:

1. The school of SMPN 1 Bungkal, especially Mrs. Nur, the English teacher, as the director in the research process and willing to spend time and energy to provide information. As well as the students of class VIII B who were willing to help the process of conducting the research.
2. My parents who have given encouragement, prayers, and sincere love, as well as all the sacrifices and affection become the strength in completing this study.
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5. My classmates who always accompanied me during guidance in completing this research.
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MOTTO

“Life can be heavy, especially if you try to carry it all at once, part of growing up and moving into new chapters of your life is about catch or release. What I mean by that is, knowing what things to keep and what things to release. You can carry all things, all grudges, all updates on your ex, all enviable promotions your school bully got at the bodge fund his uncle started decide what is yours to hold and let the rest go.”

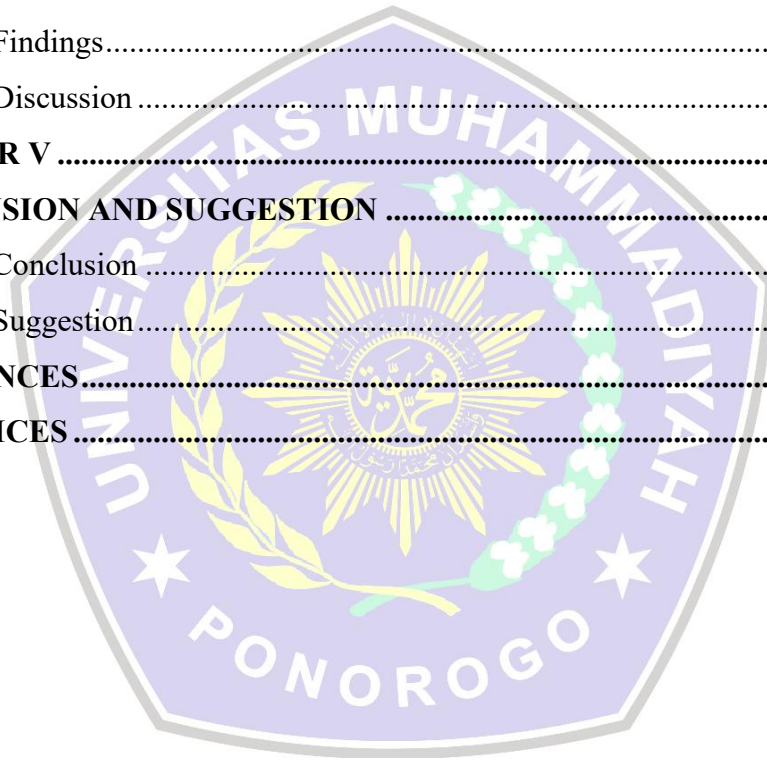
-Taylor Swift



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