



Questionnaire

Student's Perception About Mobile Games as Learning Media In SMA 2 Bae Kudus In Academic Year 2019/2020

Name :

Number :

instructions:

1. Respondents are expected to fill in questions according to the instructions for filling and the real situation.
2. Give a checklist (√) for the choice that matches with your opinion.

Number	Questions	Yes	No
1.	I think this activity give me lots of benefits.		
2.	The content of the games match my subject syllabus		
3.	These mobile games help me to think critically		
4.	I prefer do exercises in games rather than quizzes during class.		
5.	I am very interested in using mobile games for learning in the future.		
6.	The usage of mobile games makes this subject more interesting.		
7.	It is more flexible for me to choose my learning place.		
8.	It is more flexible for me to determine my own learning time		
9.	These games challenge my understanding of the subject		
10.	Mobile games can increase my achievement		

Interview question from the students

Set of question for the teacher about student's perception about mobile games as learning media according to Ibrahim (2012) :

Number	Classification	Statements
1.	External students problem	<ol style="list-style-type: none">1. The facility in SMA 2 Bae Kudus to support learning and teaching English language2. The students social environment in the classroom when the learning teaching running and outside the classroom
2.	Internal Students Problem	<ol style="list-style-type: none">3. The basic English language competence of the students in learning English language4. The students emotional and intelligence condition when they play mobile games in their activity outside the classroom
3.	Learning Media	<ol style="list-style-type: none">5. The students understanding about mobile games as a learning media6. The effect of mobile games in student's competence about grammar and vocabulary

Interview Questions for the Students

- How often do you access and use mobile games?
- Which mobile games do you like most? Why?
- How do you use digital resources, including games in your classroom?
- Do games entice your motivation and curiosity in academic subjects?
- Should in-class assignments use mobile games? Why?





YAYASAN PEMBINA UNIVERSITAS MURIA KUDUS
UNIVERSITAS MURIA KUDUS
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Kampus UMK Gondangmanis Bae Kudus Po Box 53
Phone/Fax : (0291) – 438229

STATEMENT

The undersigned

Name : Robiulana Ustadzi
NIM : 201532027
Study Program : English Education Department
Skripsi Title : Students' Perceptions about Mobile Games as Learning Media in SMA 2 Bae Kudus in Academic Year 2019/2020

State that this skripsi is indeed the scientific work of mine, not that of others. I only make some certain quotations from others' as references I need to support my skripsi.

I am fully responsible for this statement.

Kudus, 23 of August 2019

The Researcher

Robiulana Ustadzi



YAYASAN PEMBINA UNIVERSITAS MURIA KUDUS
UNIVERSITAS MURIA KUDUS
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Kampus UMK Gondangmanis Bae Kudus Po Box 53
Phone/Fax : (0291) – 438229

KETERANGAN SELESAI BIMBINGAN SKRIPSI

Yang bertanda tangan di bawah ini:

Name : Drs. Muh. Syafei, M.Pd.

NIDN : 0013046201

Jabatan : Pembimbing I

Nama : Farid Noor Romadlon, S.Pd., M.Pd.

NIDN : 0602078301

Jabatan : Pembimbing II

menerangkan bahwa:

Nama : Robiulana Ustadzi

NIM/Semester : 201532027/VIII (Delapan)

Program Studi : Pendidikan Bahasa Inggris

telah menyelesaikan bimbingan skripsi yang berjudul:

Students' Perceptions about Mobile Games as Learning Media in SMA 2 Bae Kudus in Academic Year 2019/2020.

Demikian surat keterangan ini dibuat untuk mengajukan permohonan ujian skripsi.

Kudus, Agustus 2019

Pembimbing I

Pembimbing II

Drs. Muh. Syafei, M.Pd.
NIDN. 0013046201

Farid Noor Romadlon, S.Pd., M.Pd.
NIDN. 0602078301



YAYASAN PEMBINA UNIVERSITAS MURIA KUDUS
UNIVERSITAS MURIA KUDUS
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
Kampus UMK Gondangmanis Bae Kudus Po Box 53
Phone/Fax : (0291) – 438229

PERMOHONAN UJIAN SKRIPSI

Yang bertanda tangan di bawah ini:

Nama : Robiulana Ustadzi
NIM/Semester : 201532027/VIII (Delapan)
Program Studi : Pendidikan Bahasa Inggris

Mengajukan permohonan menempuh ujian skripsi.

Bersam ini kami lampirkan:

1. Surat pernyataan mahasiswa tentang orisinalitas skripsi.
2. Surat keterangan selesai bimbingan skripsi.
3. Naskah skripsi 4 eksemplar.
4. Tanda bukti pembayaran biaya bimbingan dan ujian skripsi.
5. Transkrip nilai yang telah lulus dengan IPK minimal 3,0.

Kudus, 23 Agustus 2019

Mengetahui
Ka. Prodi Bahasa Inggris

Nuraeningsih, S.Pd. M.Pd.
NIDN. 0612077901

Pemohon

Robiulana Ustadzi

CURRICULUM VITAE



Robiulana Ustadzi was born on September 18st 1996 in Kudus. He is Mr. Haryo Soepeno and Mrs. juriah fourth son. His nickname is Jelly.

He was graduated from Elementary School 1 Colo in 2009. And then he continued to Junior High School of 1 Dawe Kudus in 2009 and graduated in 2012. SMA 2 Bae Kudus was the next school at which he studied. He graduated in 2015.

When in elementary school 1 Colo, he joined scout organization. He was active in scout organization for two years. He was responsible for making the material that delivered every Friday to his junior.

In Junior High School 1 Dawe he joined student council. And in Senior High School 2 Bae he joined school basketball team and joined drama class but only for one year. When he graduated from high school, he continues his study to English Education Department of Muria Kudus University.

In the university, he join English Students Association organization. He study in regular class. He made many good friends. He made beautiful memories with all his friends. He will be remembered the old day

