

SKRIPSI



**STUDENTS' MOTIVATION IN LEARNING ENGLISH
THROUGH THE APPLICATION OF KAHOOT
AT SMP 1 KALIWUNGU**

BY:

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2023



MOTTO AND DEDICATION

Motto :

“Be grateful and never give up”

Dedication :

This *skripsi* is dedicated to :

1. Herself who always tries her best and never gives up.
2. Her beloved mother who always gives prayers and support for everything she does.
3. Her dear best friends who always support and encourage the writer in every situation.
4. Her teachers and lecturers who always give knowledge patiently and sincerely.
5. All of her friends in English Education Department.

ADVISOR'S APPROVAL

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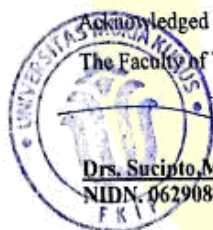


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ACKNOWLEDGEMENT

First, thank Allah SWT, who constantly guides and strengthens the researcher. So, the researcher can finish this study the entitled “Students’ Motivation In Learning English Through The Application Of Kahoot At SMP 1 Kaliwungu”. Peace and salutation be upon our beloved prophet Muhammad SAW. Who has brought us from darkness to lightness, Alhamdulillah.

This study would not be complete without various advice, directions, suggestions, and supports from individuals and institution. The researcher would like to express special gratitude for:

1. Prof. Dr. Ir. Darsono, M.Si, as the Rector of Muria Kudus University.
2. Drs. Sucipto, M.Pd Kons, as the Dean of Teacher Training and Education Faculty.
3. Rusiana, S.Pd., M.Pd, as the Head of the English Education Department and second advisor.
4. Dr. Sri Surachmi W, M.Pd and Agung Dwi Cahyono, S.S., M.Pd as the advisor who always gives support and guidance.
5. Mr Abdullah Noor, S.Pd as the headmaster of SMP 1 Kaliwungu who had given the permission for the researcher to take research on its school.
6. Mrs Dian Ismawati, S.Pd., M.Pd English teacher at SMP 1 Kaliwungu who is willing to help the researcher in conducting the research.
7. All of IX E students of SMP 1 Kaliwungu who is willing to be participants of this research.
8. All English Education Department lecturers who have given their knowledge with patience.
9. The researcher’s beloved parents, sister and brother Mr. Chamdan Zuwafi, Mrs. Sholihah, Aning, Akma, and Adiba.
10. My dearest friend Muhamad Faesol, S.Pd who is always ready to help and hear all researcher complaints and need through ups and down of situation.

11. My whole family Gerakan Pramuka Kwarcab Kudus specially to my friends in Dewan Kerja Cabang Kudus, Ubaloka Kudus, Racana Muria Wira-Shima, and participant from Kudus in Raimuna National event who always support each other, and give motivation in any conditions.
12. Everyone involved in completing this *skripsi* cannot be mentioned one by one.



ABSTRACT

Astrida, Retna Andy. 2023. "*Students' Motivation in Learning English Through The Application of Kahoot at SMP 1 Kaliwungu*". Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (1) Dr. Sri Surachmi W, M.Pd. (2) Agung Dwi Nurcahyo, S.S.,M.Pd

Keywords; *Students' Motivation, Learning English, Kahoot.*

Students' learning motivation is a crucial factor that cannot be overlooked. Students' motivation in the classroom and teaching-learning activities may all decide and impact achievement. With the Kahoot application, the researcher used an excellent internet website in an effective and efficient approach to push pupils to learn English. The researcher's goal for this study was to uncover the characteristics that inspire students to learn English using Kahoot and how the Kahoot program motivates students to learn English at SMP 1 Kaliwungu.

This research aimed to know the factors' students motivation in learning English through the application of kahoot and how the Kahoot pplikation can motivate students;in learning English at SMP 1 Kaliwungu.

This study employs a qualitative approach. Researchers used two tools to collect data, including (1) a questionnaire, (2) a focus group discussion. 1) The factors behind motivation to learn English as they like the atmosphere of the English class, are interested in the way English is used in conversation, and believe that students will be able to read and understand most of the texts in English if they continue to study them, nervous and confused when students speak in English class, students also feel learning English is very interesting, students are also motivated to learn. 2) The use of Kahoot might increase students' enthusiasm to study English. The students' excitement in utilizing the Kahoot program and the outcomes of the practice questions they are working on demonstrate this.

As a result, the researcher suggests that future researchers undertake additional research on the Kahoot Application. Future academics must understand more about the Kahoot Application, particularly in the teaching-learning process.

Based on the research finding and conclusion above, the writer would like to suggest the English teacher because it is important understand the most suitable way of how to improve the students' motivation in learning because motivation is one of the keys and cannot be separated from success in the teaching-learning process. Then the students' because the students are also expected to have a good focus while using their mobile phone to access Kahoot in the teaching learning process. And the last to other researchers because the writer hopes that this media can be applied by another researcher in different level of student.

ABSTRAK

Astrida, Retna Andy. 2023. "Motivasi Siswa Dalam Pembelajaran Bahasa Inggris Melalui Penerapan Kahoot di SMP 1 Kaliwungu. Skripsi. Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Dr. Sri Surachmi W, M.Pd. (2) Agung Dwi Nurcahyo, S.S.,M.Pd

Kata Kunci: Motivasi Siswa, Pembelajaran Bahasa Inggris, Kahoot.

Motivasi belajar siswa merupakan faktor krusial yang tidak bisa diabaikan begitu saja. Motivasi siswa di kelas dan kegiatan belajar-mengajar semuanya dapat menentukan dan mempengaruhi prestasi. Dengan aplikasi Kahoot, peneliti menggunakan situs internet yang sangat baik dengan pendekatan yang efektif dan efisien untuk mendorong siswa belajar bahasa Inggris. Tujuan peneliti melakukan penelitian ini adalah untuk mengungkap karakteristik yang menginspirasi siswa untuk belajar bahasa Inggris menggunakan Kahoot dan bagaimana program Kahoot memotivasi siswa untuk belajar bahasa Inggris di SMP 1 Kaliwungu.

Penelitian ini bertujuan untuk mengetahui faktor-faktor motivasi siswa dalam belajar bahasa Inggris melalui penerapan kahoot dan bagaimana aplikasi Kahoot dapat memotivasi siswa dalam belajar bahasa Inggris di SMP 1 Kaliwungu. Penelitian ini menggunakan pendekatan kualitatif.

Peneliti menggunakan dua alat untuk mengumpulkan data, antara lain (1) kuesioner, (2) diskusi kelompok terfokus. 1) Faktor yang melatarbelakangi motivasi belajar bahasa Inggris karena mereka menyukai suasana kelas bahasa Inggris, tertarik dengan cara bahasa Inggris digunakan dalam percakapan, dan yakin bahwa siswa akan dapat membaca dan memahami sebagian besar teks dalam bahasa Inggris jika mereka melanjutkan untuk mempelajarinya, gugup dan bingung ketika siswa berbicara di kelas bahasa Inggris, siswa juga merasa belajar bahasa Inggris sangat menarik, siswa juga termotivasi untuk belajar. 2) Penggunaan Kahoot dapat meningkatkan semangat siswa untuk belajar bahasa Inggris. Kegembiraan siswa dalam memanfaatkan program Kahoot dan hasil latihan soal yang mereka kerjakan menunjukkan hal tersebut.

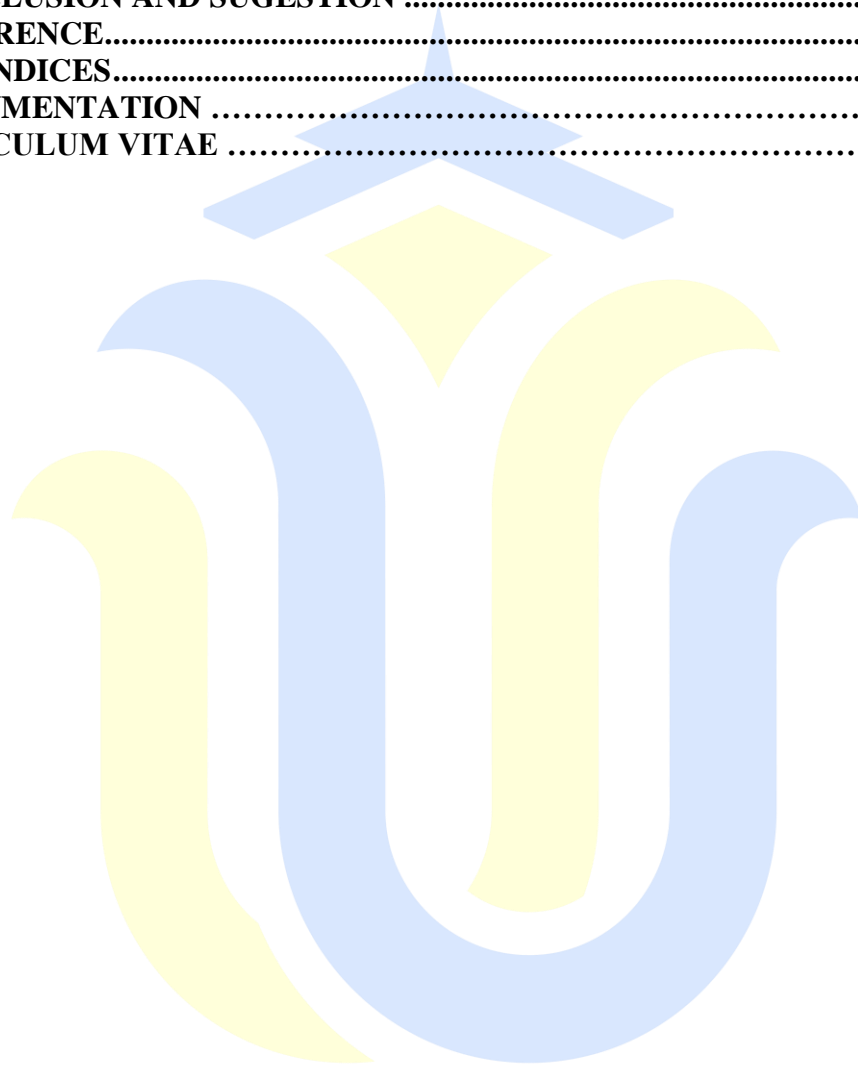
Oleh karena itu peneliti menyarankan agar peneliti selanjutnya melakukan penelitian tambahan pada Aplikasi Kahoot. Calon akademisi harus lebih memahami tentang Aplikasi Kahoot, khususnya dalam proses belajar-mengajar.

Berdasarkan temuan penelitian dan kesimpulan di atas, penulis ingin menyarankan kepada guru bahasa Inggris karena penting untuk memahami cara yang paling tepat untuk meningkatkan motivasi siswa dalam belajar karena motivasi adalah salah satu kunci dan tidak dapat dipisahkan dari kesuksesan. dalam proses belajar-mengajar. Kemudian siswa karena siswa juga diharapkan memiliki fokus yang baik saat menggunakan ponselnya untuk mengakses Kahoot dalam proses belajar mengajar. Dan yang terakhir kepada peneliti lain karena penulis berharap media ini dapat diterapkan oleh peneliti lain pada tingkat siswa yang berbeda.

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