

**TEACHERS' AND STUDENTS' PERCEPTIONS OF THE  
IMPLEMENTATION OF KAHOOT! GAME IN  
LEARNING VOCABULARY**

**SKRIPSI**

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## PERNYATAAN

Dengan ini saya menyatakan bahwa karya tulis yang berjudul "Teachers' and Students' Perception of the Implementation Kahoot! game in Learning Vocabulary" beserta seluruh isinya adalah benar benar karya sendiri, dan saya tidak melakukan penjiplakan dan pengutipan dengan cara-cara yang tidak sesuai dengan etika yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung resiko/sanksi yang dijatuhkan kepada saya apabila kemudian ditemukan adanya pelanggaran atas etika keilmuan dalam karya saya ini, atau ada klaim terhadap keaslian karya saya ini.

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Yang membuat pernyataan,



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## **DEDICATION**

This thesis is highly dedicated to

Ida Sang Hyang Widhi Wasa (The Universe)

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I Wayan Kardun and Ni Wayan Diarti

### **My Brother's Family**

I Wayan Guna Wirama, Ni Nengah Parmi, and I Gede Surya Natha

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**“I don’t stop when I’m tired, I  
stop when I’m done ”**



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## LIST OF CONTENTS

COVER .....	i
ACKNOWLEDGMENT .....	x
ABSTRACT .....	xii
LIST OF CONTENTS .....	xiv
LIST OF TABLE .....	xvi
LIST OF FIGURE.....	xvii
CHAPTER 1 INTRODUCTION .....	1
1.1 Research Background .....	1
1.2 Problem Identification .....	5
1.3 Scope of Study.....	5
1.4 Research Questions.....	5
1.5 Research Objectives .....	5
1.6 Significant of Study .....	6
CHAPTER II LITERATURE REVIEW .....	7
2.1 Theoretical Review .....	7
2.1.1 Teaching Vocabulary in EFL .....	7
2.1.2 The Importance of Vocabulary in Learning ForeignLanguage.....	8
2.1.3 Difficulties in Vocabulary .....	10
2.1.4 Definition of Perception .....	12
2.1.5 Game-based Learning (GBL).....	14
2.1.6 Learning Vocabulary with Digital game-based Learning .....	15
2.1.7 Using Kahoot! as Learning Media .....	16
2.1.8 Phases of Learning .....	18
2.2 Emperical Review.....	20
CHAPTER III RESEARCH METHODS .....	24
3.1 Research Design .....	24
3.2 The setting of Study.....	24
3.3 Research Participants.....	25
3.4 Methods of Data Collection and Instrument.....	25
3.5 Methods of Data Analysis .....	27
3.6 Triangulation Technique.....	28

3.7	Research Schedule .....	28
CHAPTER IV FINDING AND DISCUSSIONS .....		29
4.1	Findings .....	29
4.1.1	The implementation of Kahoot! in English Classroom .....	29
4.1.2	Teachers' Perception of the Implementation of Kahoot! Game .....	36
4.1.3	Students' Perception of the Implementation of Kahoot! Game .....	48
4.2	Discussions .....	61
CHAPTER V CONCLUSION AND SUGGESTIONS .....		66
5.1	Conclusions .....	66
5.2	Suggestions .....	66
References		



LIST OF TABLE

Table 3.3 Teachers experience .....26  
Table 3.7 Research schedule .....28



## LIST OF FIGURE

Figure 4.1 First day of the observation .....	30
Figure 4.2 On the second day of the observation.....	31
Figure 4.3 On the third day of the observation .....	32
Figure 4.4 On the fourth day of the observation .....	33
Figure 4.5 On the Fifth day of the observation .....	34
Figure 4.6 On the sixth day of the observation .....	35
Figure 4.7 I Like using kahoot! to teach English vocabulary to my students.....	36
Figure 4.8 The students were very interested in learning English vocabulary using Kahoot!.....	37
Figure 4.9 the teachers can use Kahoot! to teach English vocabulary easily and practically .....	48
Figure 4.10 Students become more active when I teach English vocabulary using Kahoot!.....	39
Figure 4.11 My students can remember more English vocabulary when I used Kahoot! in teaching and learning process .....	39
Figure 4.12 I can teach my students English vocabulary using Kahoot! anywhere and anytime .....	40
Figure 4.13 My students were challenged to play the games and quizzes in learning vocabulary by using Kahoot! .....	41
Figure 4.14 I can easily understand the features of the application and make quizzes with Kahoot!.....	42
Figure 4.15 I like the appearance of games and quizzes in Kahoot!.....	43
Figure 4.16 The atmosphere of the learning process becomes more fun with Kahoot!.....	43
Figure 4.17 I Like using kahoot! to learn English vocabulary.....	49
Figure 4.18 I become interested in learning English vocabulary when using Kahoot!.....	50
Figure 4.19 I can use Kahoot! to learn English vocabulary easily and practically	50
Figure 4.20 I become more active when learning English vocabulary using Kahoot!.....	51
Figure 4.21 I can remember more English vocabulary when using Kahoot!.....	52
Figure 4.22 I can learn English vocabulary using Kahoot! anywhere and anytime .....	52
Figure 4.23 I felt challenged to play the games and quizzes in learning vocabulary using Kahoot! .....	53

Figure 4.24 I can easily understand the instructions for playing games and doing quizzes using Kahoot! .....54

Figure 4.25 I loved the appearance of games and quizzes in Kahoot!.....55

Figure 4.26 I have more fun learning English vocabulary when using Kahoot! ...55

