

**THE EFFECT OF GAMIFICATION BASED ON BALINESE LOCAL
STORY AS A TEACHING MEDIA TOWARD FIFTH GRADE
STUDENTS' SELF REGULATION IN PRODUCTIVE SKILLS**



**ENGLISH LANGUAGE EDUCATION
FOREIGN LANGUAGE DEPARTMENT
FACULTY OF LANGUAGE AND ART
GANESHA UNIVERSITY OF EDUCATION**

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**The Effect Of Gamification Based On Balinese Local Story As
A Teaching Media Toward Fifth Grade Students' Self
Regulation in Productive Skills**

SKRIPSI



FAKULTAS BAHASA DAN SENI

UNIVERSITAS PENDIDIKAN GANESHA

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2020

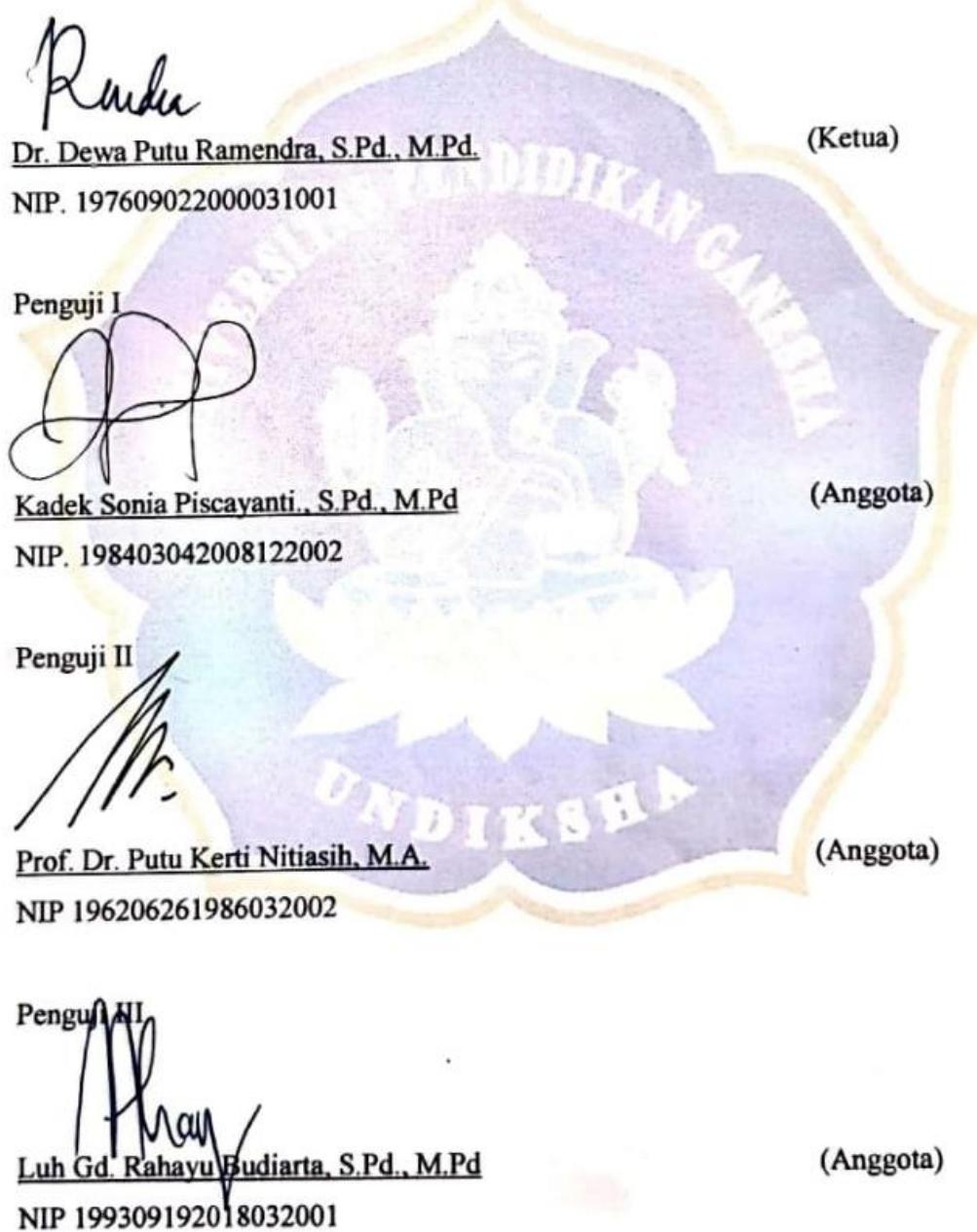
SKRIPSI

**DIAJUKAN UNTUK MELENGKAPI TUGAS
DAN UNTUK MEMENUHI SYARAT-SYARAT
UNTUK MENCAPIAI GELAR SARJANA PENDIDIKAN**



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PERNYATAAN

Dengan ini saya menyatakan bahwa skripsi yang berjudul "The Effect Of Gamification Based On Balinese Local Story As A Teaching Media Toward Fifth Grade Students' Self Regulation in Productive Skills" beserta seluruh isinya adalah benar-benar karya sendiri dan saya tidak melakukan penjiplakan dan mengutip dengan cara-cara yang tidak sesuai dengan etika yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung resiko atau sanksi yang dijatuhkan kepada saya apabila dikemudian hari ditemukan adanya pelanggaran atau etika keilmuan dalam karya saya ini atau ada klaim tentang keaslian karya saya.

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Yang membuat pernyataan



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"Slow, Flow, but can Show"

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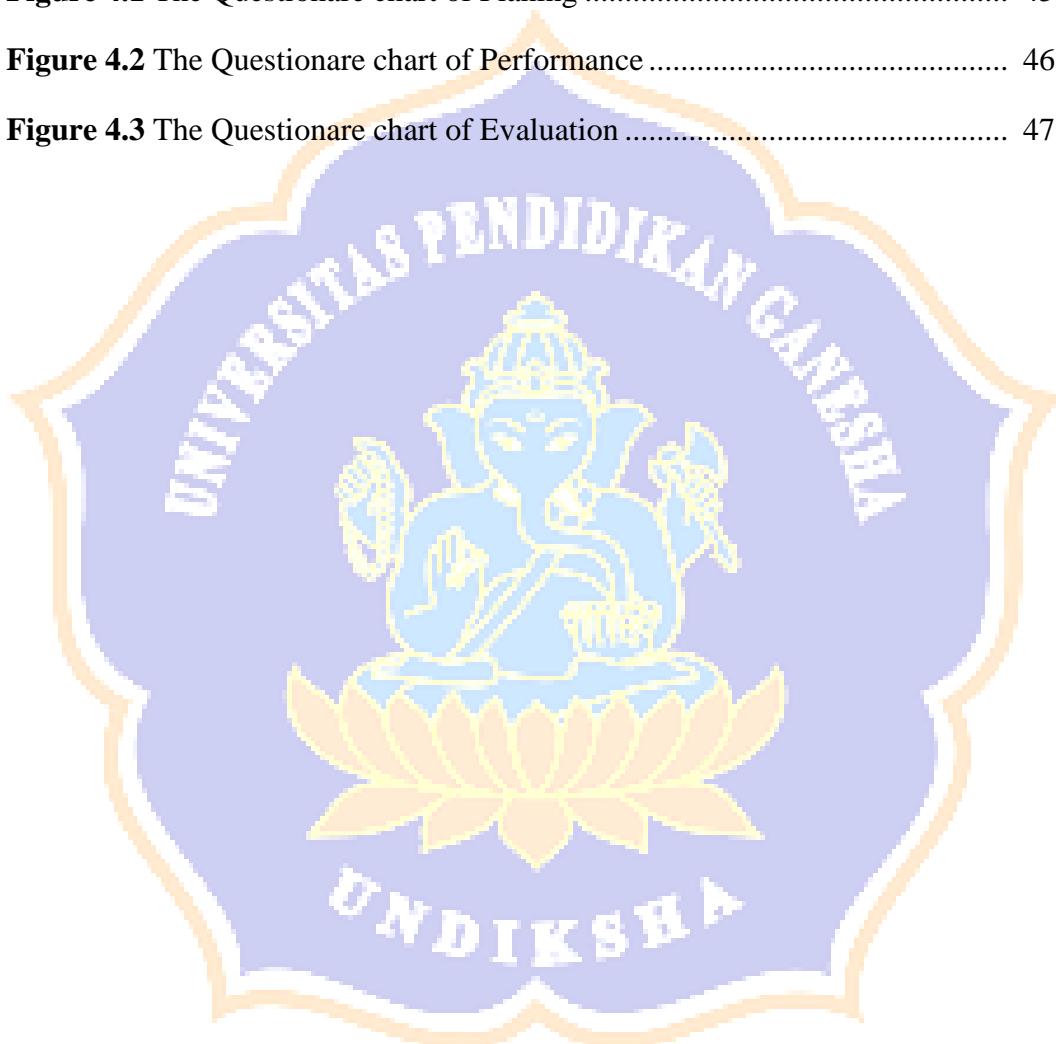
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