

ABSTRACT

TSANI, EVRIDA TRIANI. 2019. *Using Kahoot! As Game-Based E-Learning to Enhance Students' English Learning Motivation*. A Paper. English Education Department, Faculty of Teacher Training, Sunan Gunung Djati Islamic State University.

Motivation is one of the important things for students. It affects the quality of their study. The higher level of motivation affects students' result of learning. It helps students' achieve their goals as well. Both intrinsic and extrinsic levels of motivation are important for the development and achievement of individual goals. Based on the preliminary study, students participated well in learning when the teacher provided some games to enhance their motivation to learn, especially English. In order to help students enhance their motivation, *Kahoot!* as games-based e-learning is promoted. *Kahoot!* is one of games-based e-learning that can be accessed by both teacher and students freely.

The objectives of this study are to know the process of *Kahoot!* as game-based e-learning implemented in an English classroom and to know how *Kahoot!* as game-based e-learning in the classroom influence 8th-grade students' motivation in learning English. This research used qualitative method involving one class of 54 students to observe and six students to interview. The data was collected in Ma'had Darul Arqom Garut at Madrasah Tsanawiyah Putri academic year 2019-2020.

The results of the study are all of the procedure of using *Kahoot!* implemented in the classroom was followed properly. However, there was one crucial problem in the procedure: Wi-Fi connection can influence the activity in the classroom. On the other hand, *Kahoot!* enhances students motivation because *Kahoot!* is enjoyable and simple. The students can learn English and play at the same time.

To conclude, *Kahoot!* can be used in English learning-teaching to enhance students' motivation. It is because *Kahoot!* is a fun learning that make students' play and learn at the same time. Therefore, using *Kahoot!* in the classroom is recommended because it can help both students and teacher have new experience in learning and teaching.