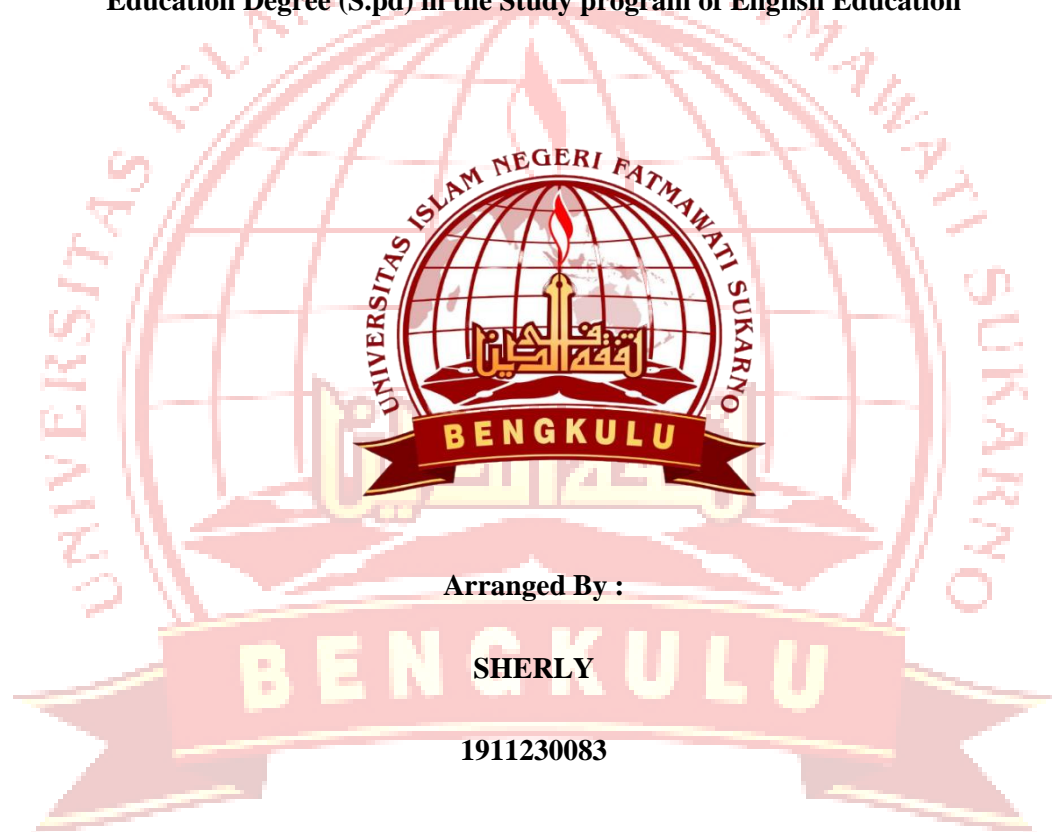


**THE EFFECT OF GAMIFICATION LEARNING METHOD ON STUDENT
ENGLISH LEARNING INTEREST**

(Ex Post Facto Quantitative Design at 11 Grade of SMAN 01 Pendopo Barat)

THESIS

**Submitted to Tarbiyah and Tadric Faculties, Fatmawati Sukarno State Islamic
University Bengkulu to fulfill some of the requirements to obtain a Bachelor of
Education Degree (S.pd) in the Study program of English Education**



Arranged By :

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TARBIYAH AND TADRIS FACULTY

FATMAWATI SUKARNO STATE ISLAMIC UNIVERSITY OF BENGKULU

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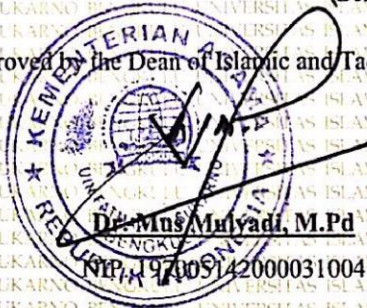
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Bengkulu 2023

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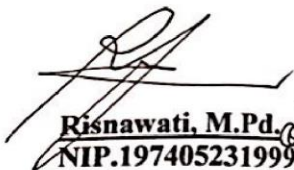
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MOTTO

“Karena Sesungguhnya Sesudah Kesulitan Itu Ada Kemudahan”

(Al-Insyirah Ayat 5-6)

**“Angin Tidak Berhembus Untuk Menggoyangkan Pepohonan, Melainkan
Menguji Kekuatan Akarnya”**

-Ali Bin Abi Thalib-

**“Peluang Dibuka Untuk Siapa Saja, Kemauanlah Hal Yang Paling Utama
Dalam Sebuah Proses”**

(Sherly)

“Jadilah Orang Yang Berilmu Yang Mengilmukan Orang Lain”

“Jadilah Orang Cerdas Yang Mencerdaskan Orang Lain”

“Jadilah Orang Sukses Yang Menyukkseskan Orang Lain”

“Jadilah Orang Kaya Yang Mengkayakan Orang Lain”

-Ceceam

DEDICATION

Alhamdulillah. All Praises to Allah SWT. God of the universe, the Most Great, Most Kind, Most Gracious and Merciful. Blessings and greetings to the Prophet Muhammad SAW. God's Beloved A Lifelong Role Model. The sheet that were prepared with full of struggle, sweat and tears finally arrived at the final destination. This thesis is a witness that a female student has completed her assignments well and is a proof of her full love for the English Tadris Study Program, Tarbiyah and Tadris Faculties, Fatmawati Sukarno State Islamic University Bengkulu.

This thesis is wholeheartedly dedicated to :

1. My parents, my father "Amirul Mukmin" my first love, a father who always supports me and is a great place to exchange ideas. Hard worker, socially good, innovative, not easy to give up, optimistic and responsible is the science that is taught by my father who I remember the most and which I will apply in my life in the future. My angel, my mother "Siti Rosyidah" who gave birth to me. Whose prayers are efficacious straight to the sky and whose prayers are never rejected. a human being who I love, care about and I admit is great .My mother is the most enthusiastic, always reminds me of good things and always prays.
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6. All English Lecturers and Administration Staffs of UINFAS Bengkulu
7. All of my Best Friends, especially in English Program of UINFAS Bengkulu 2019.
8. The Researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular and the readers in general.

Bengkulu, August 2023

The Resarcher

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ABSTRACT

This research was conducted to determine the effect of the Gamification Method On Interest in Learning English (Ex Post Facto Quantitative Design at 11 Grade of SMAN 01 West Pendopo). The approach used in this research is quantitative with the type of Ex Post Facto research that is seeing the effect. The population in this study were class XI students of SMAN 01 Pendopo Barat, totaling 130 and the sample taken was 65 respondents. the sampling technique used in this study using random sampling. data were obtained by using a Likert scale model questionnaire, then distributing the questionnaire through closed questionnaires. The analytical method uses the Simple Linear Regression hypothesis test using SPSS, results with significant values are obtained: from the coefficients table, a significance value of $0.011 < 0.05$ is obtained, so it can be concluded that the variable gamification method (X) influences the variable interest in learning English (Y). While the t value: it is known that the largest t count value is $2.623 > t$ table 1.999, so it can be concluded that the gamification method variable (X) has an effect on the interest in learning English variable (Y).

Kata Kunci: Gamification, Learning Interest, English Interest

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ABSTRAK

Penelitian ini dilakukan untuk mengetahui Pengaruh Metode Gamification Terhadap Minat Belajar Bahasa Inggris (Ex Post Facto Quantitative Design at 11 Grade of SMAN 01 Pendopo Barat). Pendekatan yang digunakan dalam penelitian ini kuantitatif dengan jenis penelitian Ex Post Facto yaitu melihat adanya pengaruh. Populasi dalam penelitian ini adalah kelas XI Siswa SMAN 01 Pendopo Barat yang berjumlah 130 dan sampel yang diambil yaitu 65 responden. teknik sampling yang digunakan pada penelitian ini menggunakan random sampling. data diperoleh dengan menggunakan angket model skala likert, kemudian penyebaran angket melalui Angket tertutup . Metode analisis menggunakan Uji hipotesis Regresi Linier Sederhana dengan menggunakan SPSS, diperoleh hasil dengan nilai signifikan: dari tabel koefisien diperoleh nilai signifikansi $0,011 < 0,05$, sehingga dapat disimpulkan bahwa variabel metode gamifikasi (X) berpengaruh terhadap variabel minat belajar bahasa Inggris (Y). Sedangkan nilai t : diketahui nilai t hitung terbesar yaitu $2,623 > t$ tabel $1,999$, sehingga dapat disimpulkan bahwa variabel metode gamifikasi (X) berpengaruh terhadap variabel minat belajar bahasa Inggris (Y).

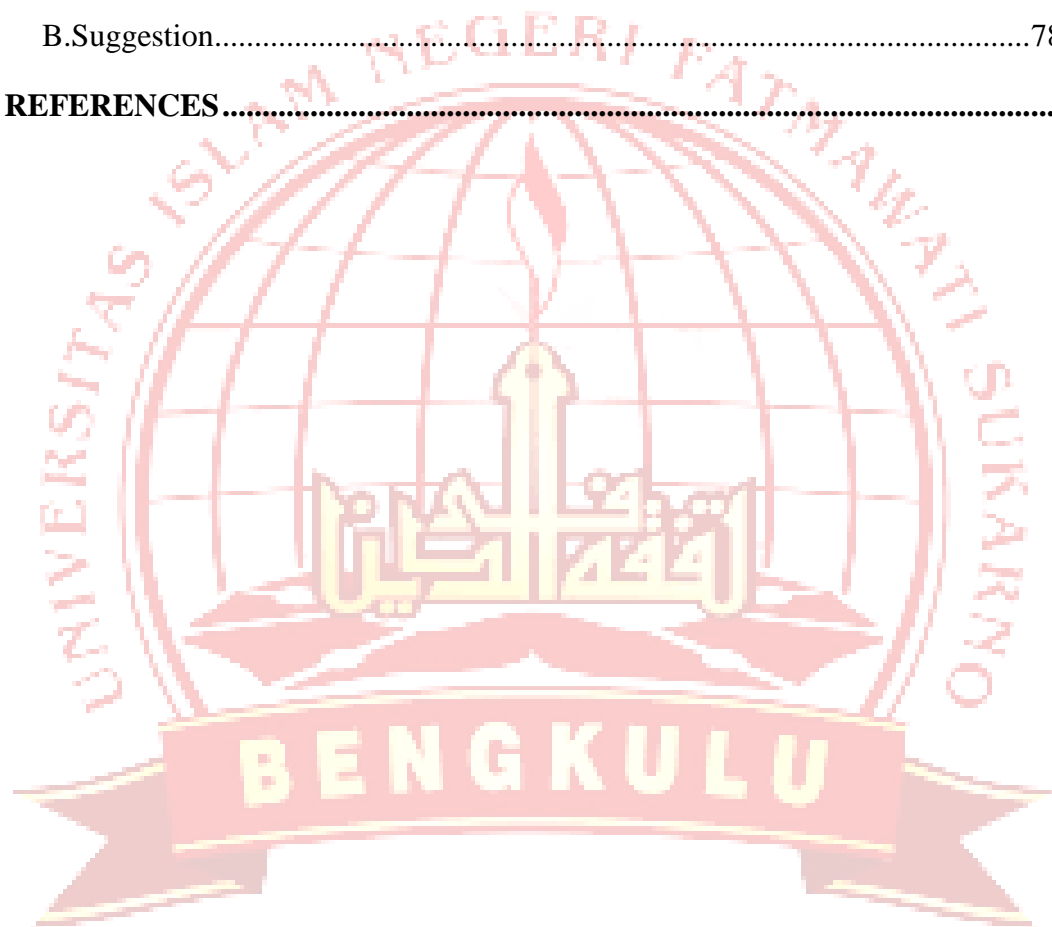
Kata Kunci: Gamification, Minat Belajar, Minat Bahasa Inggris

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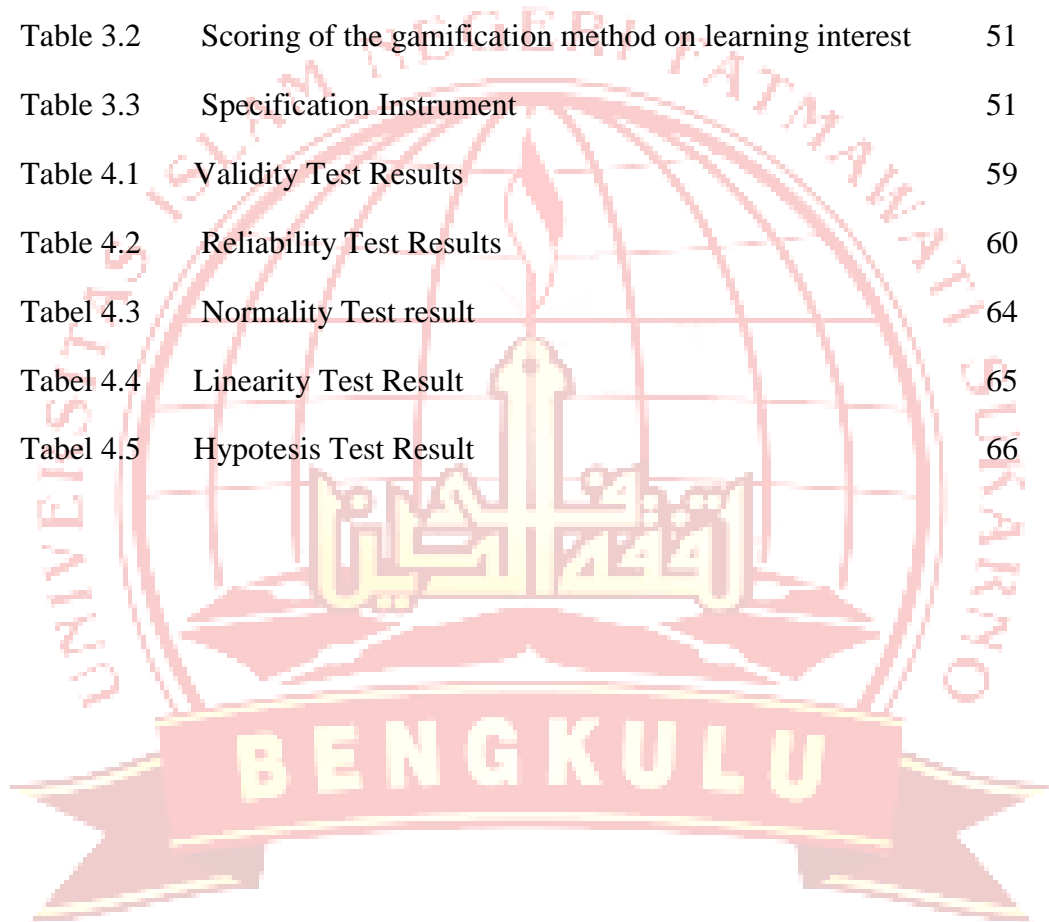
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