

**ENGAGING STUDENTS WITH GAME-BASED LEARNING:
A CASE STUDY OF ENGLISH MOTIVATION
AT THE FIFTH GRADE STUDENTS OF SD ISLAM
AL-AZHAR 51 KOTA BENGKULU**

THESIS

Submitted as Partial Requirements
For the Degree of *Sarjana Pendidikan* (S.Pd)
In English Department of UIN Fatmawati Sukarno Bengkulu



Arranged by:

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**ENGLISH EDUCATION STUDY PROGRAM
TARBIYAH AND TADRIS FACULTY
UIN FATMAWATI SUKARNO BENGKULU
2025**

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I hereby declare that the thesis entitled “**ENGAGING STUDENTS WITH GAME-BASED LEARNING: A CASE STUDY OF ENGLISH MOTIVATION AT THE FIFTH GRADE STUDENTS OF SD ISLAM AL-AZHAR 51 KOTA BENGKULU**” is my own work and research and is not a plagiarism of the work of others. If in the future it is known that this thesis is the result of plagiarism, I am ready to be subject to academic sanctions.

Bengkulu, February 2026

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RATIFICATION

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The thesis entitled **“ENGAGING STUDENTS WITH GAME-BASED LEARNING: A CASE STUDY OF ENGLISH MOTIVATION AT THE FIFTH GRADE STUDENTS OF SD ISLAM AL-AZHAR 51 KOTA BENGKULU”** has been guided, examined, and corrected in accordance with the suggestions of Supervisors I and II. Therefore, the thesis has fulfilled the requirements for the munaqosyah examination.

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MOTTO

“Allah tidak membebani seseorang melainkan sesuai dengan kesanggupannya.”

(QS. Al-Baqarah: 286)

“Karena Allah sangatlah mencintai hamba-hamba-Nya yang bertaubat, maka semisal setan tidak pernah berputus asa untuk membuatmu jatuh dalam lubang kemaksiatan, maka kamu jangan pernah berputus asa pula untuk senantiasa kembali kepada Allah.”

(Husain Basyaiban)

“Memilih jalan yang lebih baik itu, bukan berarti selalu jalan yang tidak ada rintangannya sama sekali.”

(Doraemon)

“Every drop of sweat shed by your parents is a step that pushes you forward to keep moving on.”

(Ahmad Choky Alamsya Hidayat)

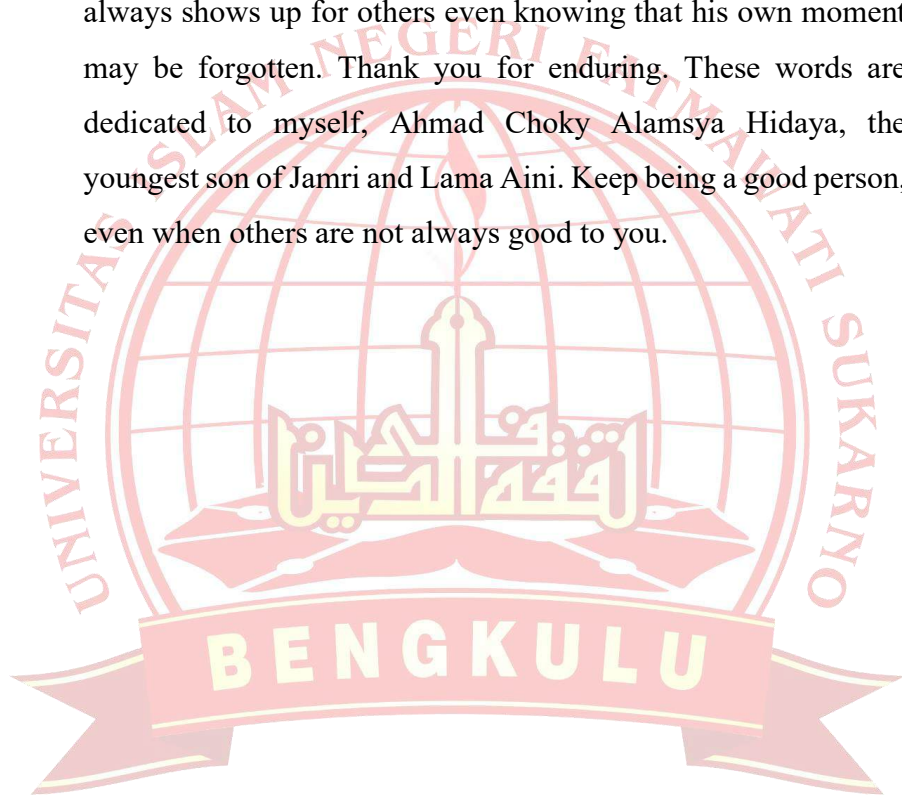
DEDICATIONS

With gratitude and love, this thesis is dedicated to:

- ❖ Allah SWT, the Almighty, the Creator of the universe who gives life to all His creations. He is the Most Helpful, the Giver of strength, patience, and endurance. Without Allah, I am nothing, and all of my prayers and gratitude are always addressed to You, O Allah.
- ❖ My beloved parents, Jamri and Lama Aini. Thank you, Father, for working tirelessly every day, shedding sweat to provide for me since I was a baby until now. Thank you, Mother, for your endless love, sincerity, and sacrifice, things I could never repay even if I gave you everything I have. Thank you both for raising me and my siblings with care, from when we could do nothing until now we have grown and gained knowledge. I love you with all my heart.
- ❖ My supervisors, Ma'am Fera Zasrianita, M.Pd. and Sir Andriadi, M.A., thank you for your guidance, patience, and encouragement throughout this thesis. Your advice and support greatly helped me complete this work.
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ABSTRACT

Ahmad Choky Alamsya Hidayat **ENGAGING STUDENTS WITH GAME-BASED LEARNING: A CASE STUDY OF ENGLISH MOTIVATION AT THE FIFTH GRADE STUDENTS OF SD ISLAM AL-AZHAR 51 KOTA BENGKULU**

Advisor I : Dr. Fera Zasrianita, M.Pd

Advisor II : Andriadi, M.A

This study addresses the limited research on the use of Game-Based Learning (GBL) in supporting English motivation and engagement at the elementary school level. It aims to investigate how the implementation of GBL supports students' learning motivation and the factors influencing their engagement. A qualitative case study design was employed, involving 29 fifth-grade students at SD Islam Al-Azhar 51 Kota Bengkulu. The findings indicate that the implementation of GBL supports students' motivation in learning English, as reflected in their enthusiasm, attention, and active participation through interactive games, collaborative activities, and teacher guidance. In addition, students' engagement in GBL-based learning is influenced by internal factors such as enjoyment, interest, self-confidence, and awareness of the importance of English, as well as external factors including the types of games used, their alignment with lesson content, teacher strategies, peer collaboration, and the overall classroom environment. These elements together contribute to a dynamic, student-centered environment that strengthens positive attitudes toward English learning.

Keywords: Game-Based Learning, Motivation, Engagement

ABSTRAK

**Ahmad Choky Alamsya Hidayat : MELIBATKAN SISWA
MELALUI GAME-BASED
LEARNING: STUDI KASUS
MOTIVASI BELAJAR
BAHASA INGGRIS PADA
SISWA KELAS LIMA SD
ISLAM AL-AZHAR 51 KOTA
BENGKULU**

Pembimbing I : Dr. Fera Zasrianita, M.Pd

Pembimbing II : Andriadi, M.A

Penelitian ini membahas keterbatasan penelitian mengenai penggunaan Game-Based Learning (GBL) dalam mendukung motivasi dan keterlibatan belajar bahasa Inggris di tingkat sekolah dasar. Tujuan penelitian ini adalah untuk menyelidiki bagaimana penerapan GBL mendukung motivasi belajar siswa serta faktor-faktor yang memengaruhi keterlibatan mereka. Desain studi kasus kualitatif digunakan, melibatkan 29 siswa kelas lima di SD Islam Al-Azhar 51 Kota Bengkulu. Hasil penelitian menunjukkan bahwa penerapan GBL mendukung motivasi siswa dalam belajar bahasa Inggris, yang tercermin dari antusiasme, perhatian, dan partisipasi aktif mereka melalui permainan interaktif, kegiatan kolaboratif, serta bimbingan guru. Selain itu, keterlibatan siswa dalam pembelajaran berbasis GBL dipengaruhi oleh faktor internal seperti kesenangan, minat, kepercayaan diri, dan kesadaran akan pentingnya bahasa Inggris, serta faktor eksternal termasuk jenis permainan yang digunakan, kesesuaian permainan dengan materi pelajaran, strategi guru, kerja sama dengan teman sebaya, dan lingkungan kelas secara keseluruhan. Semua unsur tersebut bersama-sama berkontribusi pada terciptanya lingkungan belajar yang dinamis dan berpusat pada siswa sehingga memperkuat sikap positif terhadap pembelajaran bahasa Inggris.

Kata Kunci: Game-Based Learning, Motivasi, Keterlibatan

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Peace and blessings are always upon Prophet Muhammad SAW, the final messenger of Allah, whose noble character and teachings illuminate the path of truth, knowledge, and righteousness for all mankind. His life continues to be a source of inspiration, teaching wisdom, patience, and compassion, and motivating Muslims to strive for excellence in all aspects of life, including the pursuit of knowledge.

This humble thesis, entitled “***ENGAGING STUDENTS WITH GAME-BASED LEARNING: A CASE STUDY OF ENGLISH MOTIVATION AT THE FIFTH GRADE STUDENTS OF SD ISLAM AL-AZHAR 51 KOTA BENGKULU***”, is submitted as a partial fulfillment of the requirements to obtain the Undergraduate Degree (S1) in the English Education Study Program at the State Islamic University of Fatmawati Sukarno Bengkulu. The journey of completing this research has provided not only valuable academic

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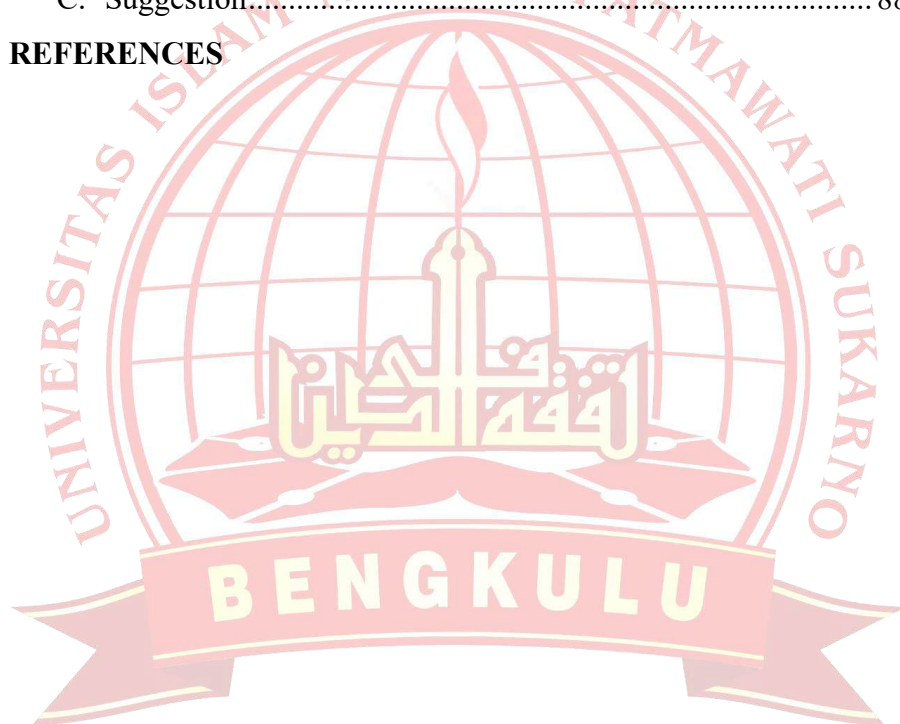
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TABLE OF CONTENTS

MOTTO	vi
DEDICATIONS	vii
ABSTRACT	x
ABSTRAK	xi
ACKNOWLEDGEMENT	xii
TABLE OF CONTENTS	xiv
LIST OF TABLES	xvii
LIST OF FIGURES	xviii
CHAPTER 1 : INTRODUCTION	1
A. Background	1
B. Identification of the Problem	7
C. Limitation of the Problem	7
D. Research Questions	8
E. The Purposes of the Research	9
F. The Significant of the Research	9
G. Operational Definitions of Key Terms	11
CHAPTER II : LITERATURE REVIEW	12
A. Game-Based Learning	12
1. Definition of Game-Based Learning	12
2. Characteristics of Game-Based Learning	14
3. The Benefits of Game-Based Learning	16
B. English Learning Motivation	18
1. Types of Motivation	18
2. Factors that Influence Motivation	20

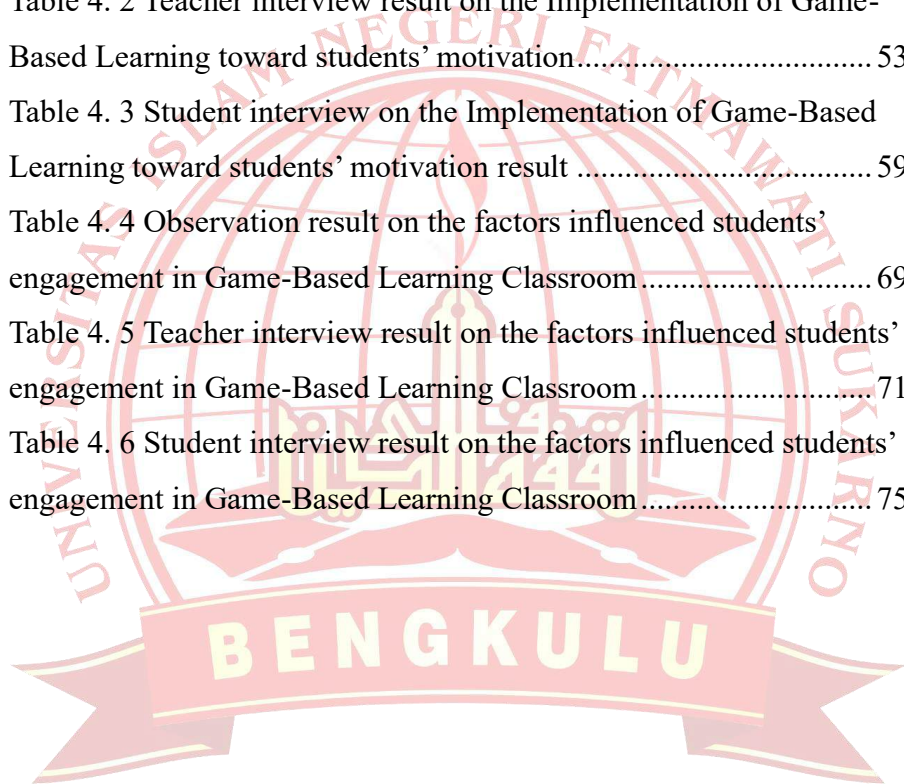
3. Theories of Motivation in Education.....	23
C. The Impact of Game-Based Learning on English Learning Motivation.....	24
1. The Relationship of Game-Based Learning and Motivation	24
2. The Impact of Game-Based Learning on Academic Achievent	26
3. Case Studies and Implementation in Schools	28
D. Conceptual Framework.....	30
E. Some Related Previous Studies	32
CHAPTER III : RESEARCH METHOD	37
A. Research Design	38
B. Data Sources	39
1. Subject Teacher	38
2. Students	39
3. Principal	39
C. Research Instrument	40
1. Interview.....	42
2. Observation & Field Notes.....	42
3. Documentation	44
D. Data Collection Technique	44
E. Data Analysis.....	45
CHAPTER IV : RESULT AND DISCUSSION	50
A. Result	50
1. The Implementation of Game-Based Learning toward students' motivation	50

2. Factors influenced students' engagement in Game-Based Learning Classroom	68
B. Discussion	81
CHAPTER V : CONCLUSION AND SUGGESTION	86
A. Conclusion	86
B. Implication	87
C. Suggestion	88
REFERENCES	



LIST OF TABLES

Table 3. 1 Overview of Instruments, Data Collected, and Findings..	46
Table 4. 1 Observation result on the Implementation of Game-Based Learning toward students' motivation	51
Table 4. 2 Teacher interview result on the Implementation of Game-Based Learning toward students' motivation.....	53
Table 4. 3 Student interview on the Implementation of Game-Based Learning toward students' motivation result	59
Table 4. 4 Observation result on the factors influenced students' engagement in Game-Based Learning Classroom.....	69
Table 4. 5 Teacher interview result on the factors influenced students' engagement in Game-Based Learning Classroom.....	71
Table 4. 6 Student interview result on the factors influenced students' engagement in Game-Based Learning Classroom.....	75



LIST OF FIGURES

Figure 2. 1 Conceptual Framework	30
Figure 3. 1 Qualitative Analysis Technique	47

