

**STUDENTS' PERCEPTION ON USING GAMES IN EFL CLASSROOM**



**RESEARCH PAPER**

submitted in partial fulfilment of the requirements for the degree of  
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by

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**INSTITUT AGAMA ISLAM NEGERI KENDARI**

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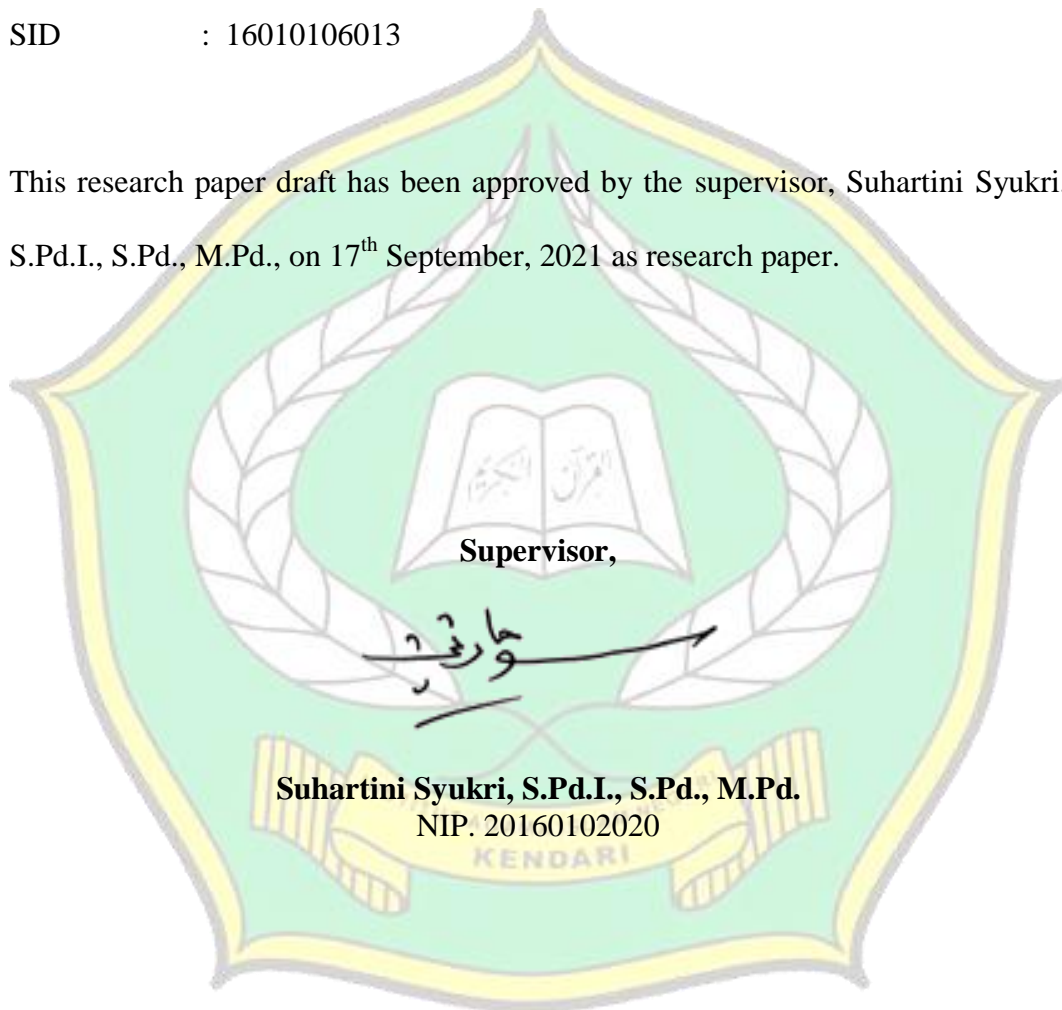
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I hereby authenticate that all information in my research result entitled “Students’ Perception on Using Games in EFL Classroom” under the supervision of Suhartini Syukri, S.Pd.I, S.Pd., M.Pd. has been obtained and presented in accordance with academic rules and ethical conduct of one of the Junior High School in Lambuya. It is written and published as requirement for the degree of English Education Program, Tarbiyah and Teacher Training Faculty at IAIN Kendari. I declare that this is absolutely my original work and helped by the expert of this matter; for this reason, I am responsible for the research paper, if there is any objection or claim from others, I will take full responsibility for this.

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Kendari, 21<sup>st</sup> October 2021  
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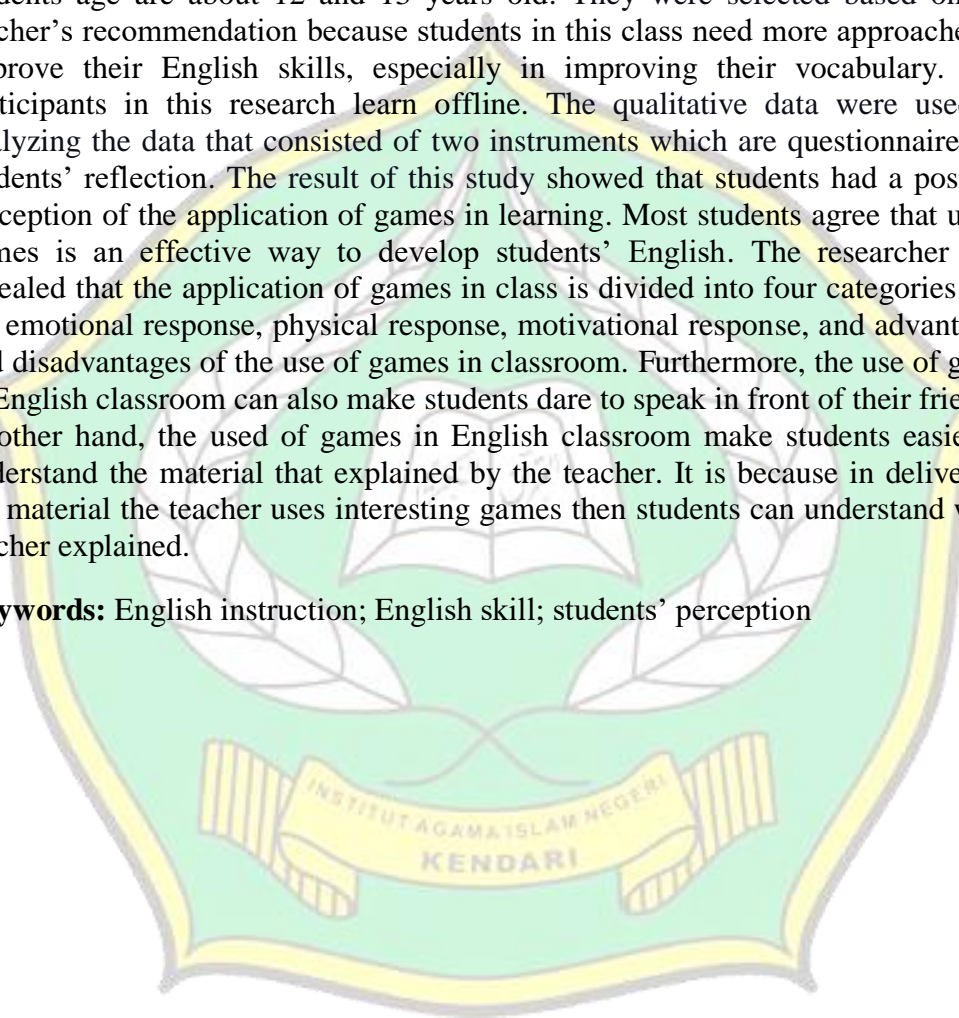
## ABSTRACT

Nasridayani, SID. 16010106013. Students' Perception on Using Games in EFL Classroom. Supervised by: Suhartini Syukri, S. Pd.I, S.Pd., M.Pd.

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This study aims to identify students' perception of using games in learning English in the classroom. The participants of this study consisted of 20 students of one of Junior High Schools in Lambuya that consist of 15 females and 5 males. All students age are about 12 and 13 years old. They were selected based on the teacher's recommendation because students in this class need more approaches to improve their English skills, especially in improving their vocabulary. The participants in this research learn offline. The qualitative data were used in analyzing the data that consisted of two instruments which are questionnaire and students' reflection. The result of this study showed that students had a positive perception of the application of games in learning. Most students agree that using games is an effective way to develop students' English. The researcher also revealed that the application of games in class is divided into four categories that are emotional response, physical response, motivational response, and advantages and disadvantages of the use of games in classroom. Furthermore, the use of game in English classroom can also make students dare to speak in front of their friends. In other hand, the used of games in English classroom make students easier to understand the material that explained by the teacher. It is because in delivering the material the teacher uses interesting games then students can understand what teacher explained.

**Keywords:** English instruction; English skill; students' perception



## TABLE OF CONTENT

APPROVAL SHEET .....	ii
LEGALIZATION SHEET .....	ii
DECLARATION OF AUTHORSHIP .....	iv
HALAMAN PERNYATAAN PERSETUJUAN PUBLIKASI TUGAS AKHIR UNTUK KEPENTINGAN AKADEMIS .....	v
ACKNOWLEDGEMENT .....	vi
ABSTRACT .....	ix
TABLE OF CONTENT .....	x
CHAPTER 1: INTRODUCTION.....	1
1.1 Background of the Study.....	1
1.2 Scope of the Study .....	5
1.3 Research Question.....	5
1.4 Purpose of the Study .....	5
1.5 Significant of the Study.....	5
1.6 Definition of Key Terms .....	6
CHAPTER II : LITERATURE RIVIEW .....	9
2.1 Theoretical Framework .....	9
2.1.1 Students' Perception on Using Games in Learning language.....	9
2.1.2 Types of Perception in Learning Context .....	11
2.1.3 Factors affected students' perception .....	12
2.1.4 The Importance of Students' Perception.....	13
2.2 Games for Education.....	13
2.2.1 Notion of games .....	13
2.2.2 Types of games.....	16
2.3 The Advantages and Disadvantages of Games .....	26
CHAPTER III : METHODOLOGY .....	33
3.1 Research Design.....	33
3.2 Setting and Context.....	34
3.3 Participants.....	35
3.4 The instrument of the study.....	35

3.5 Data Collection .....	38
3.6 Data Analysis .....	39
CHAPTER IV : FINDING & DISCUSSION .....	42
4.1 Findings .....	42
4.2 Discussion .....	51
CHAPTER V .....	56
5.1 Conclusion .....	56
5.2 Limitations .....	57
5.3 Recommendations .....	58
5.4 Pedagogical Implications .....	59
REFERENCES .....	69
APPENDICES .....	68
CURRICULUM VITAE .....	778

