

PREFACE

This thesis entitled "EFL Students' Perceptions of Using Kahoot as Digital Game-Based Learning" is submitted as partial fulfillment of the requirements of *Sarjana Pendidikan* Degree English Education Department, Faculty of Educational Sciences and Teachers' Training, Siliwangi University, Tasikmalaya.

This thesis is formed with background information, a literature review, and methodology. The background information provides a context of the research, which is ascended with a gap, formulation of the problems, significance of the study, and research aims. The literature review provides brief enlightenment about the theory of perception, Digital Game-based Learning (DGBL), and Kahoot. The research design used in this study is a descriptive case study. Furthermore, the data collected through semi-structured interviews were analyzed by thematic analysis.

Nonetheless, this research can be accomplished with plenty of support from many people. Therefore, the researcher conveys sincere gratitude to them in the acknowledgment section.

Lastly, the writer is pleased to accept more suggestions and contribute to this thesis's improvement. Hopefully, this thesis can be useful and advantages readers and the writer.

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The Writer