

PREFACE

This thesis, entitled "Students' Behavioral Engagement While Learning English Through Kahoot: A Case Study," is submitted in partial fulfillment of the requirements for attaining the Sarjana Pendidikan degree at the English Education Department, Faculty of Educational Sciences and Teacher Training, Siliwangi University, Tasikmalaya. This thesis contains background information, a literature review, and methodology. The background information provides context related to game-based learning using Kahoot, a gap analysis, formulation of the problem, significance of the research, and aim of the research. The literature review discusses online learning, digital game-based learning, and Kahoot, and Kahoot in English learning and teaching context. The research design used in this study is a case study. Furthermore, the data was collected through observation and analyzed using thematic analysis.

I will greatly receive any kind of suggestions and criticism from the readers. Finally, I hope this thesis will be useful for me and the readers.

Tasikmalaya, July 2024



The Writer