

## TABLE OF CONTENTS

<b>APPROVAL SHEET</b> .....	<b>ii</b>
<b>EXAMINER PAGE</b> .....	<b>iii</b>
<b>LEMBAR PERNYATAAN</b> .....	<b>iv</b>
<b>ABSTRAK</b> .....	<b>v</b>
<b>ABSTRACT</b> .....	<b>vi</b>
<b>PREFACE</b> .....	<b>vii</b>
<b>ACKNOWLEDGMENT</b> .....	<b>viii</b>
<b>TABLE OF CONTENTS</b> .....	<b>ix</b>
<b>LIST OF TABLE</b> .....	<b>xi</b>
<b>LIST OF ENCLOSURES</b> .....	<b>xiii</b>
<b>LIST OF FIGURES</b> .....	<b>xiv</b>
<b>CHAPTER 1</b> .....	<b>1</b>
<b>INTRODUCTION</b> .....	<b>1</b>
<b>A. Background of the Study</b> .....	<b>1</b>
<b>B. Formulation of the Problems</b> .....	<b>4</b>
<b>C. Operational Definitions</b> .....	<b>4</b>
1. Students Intrinsic motivation .....	<b>5</b>
2. Cooperative Learning .....	<b>5</b>
3. Baamboozle Games .....	<b>5</b>
<b>D. Aims of the Study</b> .....	<b>5</b>
<b>E. Significances of the Study</b> .....	<b>5</b>
1. Theoretical use .....	<b>5</b>
2. Practical use .....	<b>6</b>
3. Empirical use .....	<b>6</b>
<b>CHAPTER 2</b> .....	<b>7</b>
<b>LITERATURE REVIEW</b> .....	<b>7</b>
<b>A. Self-Determination Theory</b> .....	<b>7</b>
1. Motivation in Learning English .....	<b>7</b>
2. Overview of Cooperative Learning .....	<b>11</b>
3. Gamification in English Learning .....	<b>15</b>

4. Baamboozle Games as Medium in Cooperative Learning .....	17
<b>B. Study of the Relevant Research .....</b>	<b>20</b>
<b>CHAPTER 3 .....</b>	<b>22</b>
<b>RESEARCH PROCEDURES.....</b>	<b>22</b>
<b>A. Method of the Research.....</b>	<b>22</b>
<b>B. Focus of the Research .....</b>	<b>26</b>
<b>C. Setting and Participants .....</b>	<b>26</b>
<b>D. Data Collection .....</b>	<b>27</b>
1. Qualitative Data .....	27
2. Quantitative Data .....	29
<b>E. Data Analysis .....</b>	<b>30</b>
1. Qualitative Data .....	30
2. Quantitative Data .....	32
<b>F Time and Place of the Research .....</b>	<b>34</b>
<b>CHAPTER 4 .....</b>	<b>35</b>
<b>RESEARCH FINDINGS AND DISCUSSION.....</b>	<b>35</b>
<b>A. Findings.....</b>	<b>35</b>
1. Cycle 1 .....	35
2. Cycle II .....	54
<b>B. Discussion.....</b>	<b>64</b>
<b>CHAPTER 5 .....</b>	<b>68</b>
<b>CONCLUSION AND SUGGESTION .....</b>	<b>68</b>
<b>A. Conclusion .....</b>	<b>68</b>
<b>B. Suggestion .....</b>	<b>69</b>
<b>REFERENCES.....</b>	<b>71</b>
<b>ENCLOSURES .....</b>	<b>77</b>

## LIST OF TABLES

Table 3.1. Stages of CAR (Cycle 1).....	22
Table 3.2 Stages of CAR (Cycle 2).....	24
Table 3.3. Likert Scale .....	29
Table 3.4 The Indicators of Intrinsic motivation Questionnaire (Giordano, 2019) .....	29
Table 3.5 Steps of Miles and Huberman Model .....	30
Table 3.6 Score Classification of Motivation .....	33
Table 3.7 Research Timeline .....	33
Table 4.1 Pre Questionnaire Score.....	36
Table 4.2 Pre Questionnaire Divided by 3 Aspects .....	38
Table 4.3 Post questionnaire Score Cycle I .....	39
Table 4.4 Observation of Meeting 1 .....	42
Table 4.5 Reflective Journal Cycle I Meeting 1 .....	43
Table 4.6 Observation of Meeting 2 .....	44
Table 4.7 Reflective Journal Cycle 1 Meeting 2.....	45
Table 4.8 Observation of Meeting 3 .....	46
Table 4.9 Reflective Journal Cycle 1 Meeting 3.....	47
Table 4.10 Observation of Meeting 4 .....	48
Table 4.11 Reflective Journal Cycle 1 Meeting 4.....	49
Table 4.12 Observation of Meeting 5 .....	50
Table 4.13 Reflective Journal Cycle I Meeting 5 .....	51
Table 4.14 Reflection of Cycle I.....	53
Table 4.15 Post questionnaire score Cycle II.....	55
Table 4.16 Observation of meeting 6.....	57
Table 4.17 Reflective Journal Cycle II Meeting 6 .....	58

Table 4.18 Observation of meeting 7 .....	60
Table 4.19 Reflective Journal Cycle II Meeting 7 .....	61
Table 4.20 Reflection of Cycle II.....	62

## **LIST OF ENCLOSURES**

Enclosure 1. Lesson Plan Cycle I.....	77
Enclosure 2. Lesson Plan Cycle II .....	87
Enclosure 3. Preliminary Observations.....	89
Enclosure 4. Observation worksheets .....	91
Enclosure 5. Reflection Journal worksheets .....	98
Enclosure 6. Preliminary Questionnaire Result .....	107
Enclosure 7. Post Questionnaire Result Cycle I .....	110
Enclosure 8. Post Questionnaire Result Cycle II .....	114
Enclosure 9. Kartu Bimbingan.....	117

## **LIST OF FIGURE**

Figure 2.1 Element of Gamification.....	16
Figure 3.1 Cyclical AR model based on Kemmis and Mc Taggart (1988).....	26
Figure 4.1 Result of Questionnaire .....	64