

**THE IMPLEMENTATION OF GAMIFICATION
APPROACH ASSISTED WITH FLASHCARD
MEDIA TO IMPROVE FIFTH GRADE STUDENTS'
ENGLISH LEARNING OUTCOMES AT SDN 4
KAWAN**

AN UNDERGRADUATE THESIS



**I KOMANG AGUS HENDRAWAN
NIM 21188203077**

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF EDUCATION
INSTITUTE OF MARKANDEYA BALI**

2025

AN UNDERGRADUATE THESIS

**THE IMPLEMENTATION OF GAMIFICATION
APPROACH ASSISTED WITH FLASHCARD
MEDIA TO IMPROVE FIFTH GRADE STUDENTS'
ENGLISH LEARNING OUTCOMES AT SDN 4
KAWAN**

by

I KOMANG AGUS HENDRAWAN

NIM 21188203077

**Presented as partial fulfillment of the requirements for
Education Bachelor Degree (S.Pd) in English Language
Education Department of
Institute of Markandeya Bali**

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF EDUCATION
INSTITUTE OF MARKANDEYA BALI**

2025

APPROVAL

The undergraduate thesis by **I Komang Agus Hendrawan** NIM **21188203077** entitled **the Implementation of Gamification Approach Assisted with Flashcard Media to Improve Fifth Grade Students' English Learning Outcomes at SDN 4 Kawan** has been examined and approved for examination.

Bangli, 30th June 2025

Advisor I



(Pande Agus Adiwijaya, S.Pd., M.Pd)

NIDN. 0806018701

Advisor II



(I Putu Oka Suardana, S.Pd, M.Pd)

NIDN. 0818078901

Approved by,
Head of Education Department,
Institute of Markandeya Bali



(Putu Bem Pradana, S.Pd, M.Pd.)
NIDN. 0808018901

VALIDATION

The undergraduate thesis by **I Komang Agus Hendrawan** NIM **21188203077** entitled **the Implementation of Gamification Approach Assisted with Flashcard Media to Improve Fifth Grade Students' English Learning Outcomes at SDN 4 Kawan** has been examined by the Board of Examiners of English Education Department and approved as a partial fulfillment of the requirements for Education Bachelor Degree (S.Pd) in English Language Education Department of Institute of Markandeya Bali.

Day : Thursday

Date : 17th July 2025

Board of Examiners :

Chairman : I Nengah Sueca, S.Pd., M.Pd.

Secretary : Putu Beny Pradnyana, S.Pd., M.Pd.

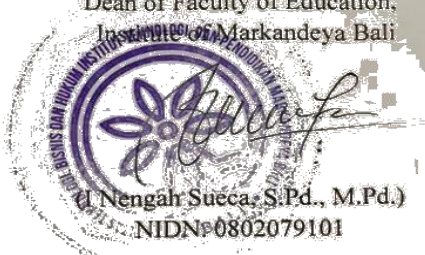
Examiner I : Luh Made Dwi Wedayanthi, S.Pd., M.Pd.

Examiner II : I Putu Oka Suardana, S.Pd, M.Pd

Examiner III : Pande Agus Adiwijaya, S.Pd., M.Pd.



Approved by,
Dean of Faculty of Education,
Institute of Markandeya Bali



I Nengah Sueca, S.Pd., M.Pd.)
NIDN: 0802079101

STATEMENT

I, the undersigned below:

Name : I Komang Agus Hendrawan
NIM : 21188203077
Study Program : English Language Education Department

Stated that the undergraduate thesis entitled **“the Implementation of Gamification Approach Assisted with Flashcard Media to Improve Fifth Grade Students’ English Learning Outcomes at SDN 4 Kawan”** is my own writing. The sources of which cited in this undergraduate thesis have been stated in the references.

If it is discovered in the future that this undergraduate thesis is not my original work or the result of plagiarism, I am ready to accept all the consequences for the act.

Bangli, June 2025

The Researcher



I Komang Agus Hendrawan

NIM 21188203077

MOTTO

“EVERY QUESTION IS A PATH, EVERY ANSWER IS A
DESTINATION.”

~ I KOMANG AGUS HENDRAWAN ~



DEDICATION

This thesis is dedicated, first and foremost, to myself for never giving up on this journey. For every drop of sweat and every tear that has fallen, for every burden that came and went but never broke my spirit.

This work is also dedicated to my beloved parents. To my late father, I Ketut Wardan, thank you for all your support during your lifetime. Thank you for raising me to be the person I am today. Without your gentle insistence for me to pursue higher education, I would not have reached this stage. To my dearest mother, Ni Ketut Sumiati, thank you for your endless prayers and unwavering support, always strengthening me through every step. May this be a small token of my gratitude and devotion to help fulfill the dreams we have built together.

I also extend my heartfelt gratitude to my siblings, who have always supported me; to my friends, who have always been there for me whether I was at my lowest or at my best; and to all the people closest to me, without whom I am nothing. You are all an irreplaceable part of this journey

ACKNOWLEDGEMENT

All my thanks to the almighty God Because of his blessing, the researcher has finished this thesis with the title “Application of The Look, Cut, Paste, and Tell (LCPT) Technique in Creative Montage to Improve The Speaking Skills of Grade IVB at SD N 2 Kawan” earlier.

This thesis as a requirement to get a bachelor degree in English Language Education Department of Institute of Markandeya Bali. In addition, the writer realizes that this thesis would not be finished without helped from several of parties, the writer thanked to all those who helped the writer in writing this thesis:

1. I Wayan Numertayasa, S.Pd, M.Pd. as a rector of Institute of Markandeya Bali.
2. I Nengah Sueca, S.Pd., M.Pd. as the Dean of Faculty of Education.
3. Putu Beny Pradnyana, S.Pd., M.Pd. as the Head of Education Department.
4. Pande Agus Adiwijaya, S.Pd, M.Pd. as the first supervisor who had guided and assisted the researcher in writing and finishing this thesis.
5. I Putu Oka Suardana, S,Pd, M.Pd as the second supervisor who had guided and assisted the researcher in writing and finishing this thesis.

The writer realizes that this thesis is far from perfection and the writer hopes that this thesis is useful for the writer in particular and readers in generally.

Bangli, June
2025

TheResearcher

TABLE OF CONTENT

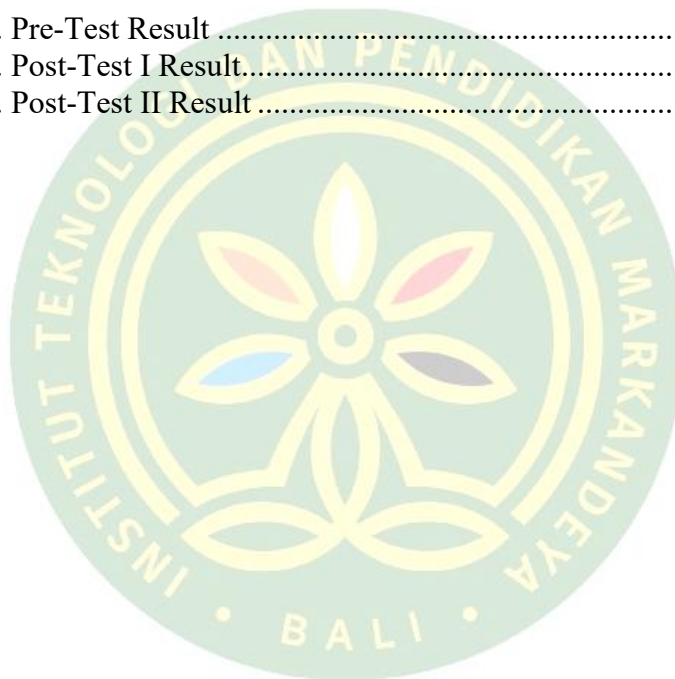
COVER.....	i
COVER.....	ii
APPROVAL	iii
VALIDATION	iv
STATEMENT	v
MOTTO	vi
DEDICATION	vii
ABSTRAK.....	viii
ABSTRACT	ix
ACKNOWLEDGMENT	x
TABLE OF CONTENT	xi
LIST OF TABLES	xii
LIST OF PICTURES	xiii
CHAPTER I INTRODUCTION	1
1.1 Research Background.....	1
1.2 Research Problem	5
1.3 Research Objectives.....	6
1.4 Research Significances	6
CHAPTER II REVIEW OF RELATED LITERATURE	7
2.1 Definition of Flashcards.....	7
2.2 The Use of Flashcards in Gamified Learning	12
2.3 Benefits of Using Flashcards in Gamified	13
2.4 Learning Outcomes Using Flashcards Media in Englis languange learning	14
2.5 Definition Of Gamification	15
2.6 Game Elements	17
2.7 Types of Gamification.....	18
2.8 Principles of Gamification	21
2.9 Empirical Review.....	22
2.10Framework Of thought.....	24
CHAPTER III RESEARCH METHOD	31
3.1 Research Type.....	31
3.2 Research Location	32
3.3 Research Subjects.....	33
3.4 Research Object	35
3.5 Research Schedule	36
3.6 Research Design and Procedure	37
3.7 Data Collection Technique	37
3.8 Research Instruments	38
3.9 Method of Data Analysis	39

3.10 Research Indicators	41
CHAPTER IV FINDING AND DISCUSSION	43
4.1 Finding	44
4.2 Discussion	54
CHAPTER V CONCLUSION AND SUGGESTIONS	61
5.1 Conclusion.....	61
5.2 Suggestion	63
REFERENCES	66

APPENDIX

LIST OF TABLES

Table 2. Pre-Test Result	45
Table 3. Post-Test I Result.....	49
Table 4. Post-Test II Result	51



LIST OF PICTURES

Figure 1. example of a structural gamification image	19
Figure 2. example of content gamification image	20
Figure 3. Framework of Thought.....	29
Figure 4. Kemmis & McTaggart’s CAR Design 1988	38
Figure 5.	47
Figure 6. Tell (cycle I)	48
Figure 7. Look (cycle II).....	53
Figure 8. Cut (cycle II)	54
Figure 9. Paste (cycle II)	54
Figure 10. Tell (cycle II)	54
Figure 11. Chart of five Aspect Speaking Skill	61

