THESIS

STUDENTS' PERCEPTIONS ON QUIZIZZ AS DIGITAL GAME-BASED LEARNING TOOL FOR FORMATIVE ASSESSMENT

(A Study at the Tenth Grade of SMK Negeri 1 Wanareja in the Academic Year of 2021/2022)

BY:

FRISKA ANGELINA

J1E105047

MINISTRY OF EDUCATION, CULTURE, RESEARCH AND TECHNOLOGY
JENDERAL SOEDIRMAN UNIVERSITY
FACULTY OF HUMANITIES
LANGUAGE EDUCATION DEPARTMENT
ENGLISH EDUCATION STUDY PROGRAM
PURWOKERTO

2022

THESIS

STUDENTS' PERCEPTIONS ON QUIZIZZ AS DIGITAL GAME-BASED LEARNING TOOL FOR FORMATIVE ASSESSMENT

(A Study at the Tenth Grade of SMK Negeri 1 Wanareja in the Academic Year of 2021/2022)

Submitted in Partial Fulfillment of the Requirement for Bachelor's Degree in

English Education Study Program

BY:

FRISKA ANGELINA

J1E105047

MINISTRY OF EDUCATION, CULTURE, RESEARCH AND TECHNOLOGY
JENDERAL SOEDIRMAN UNIVERSITY
FACULTY OF HUMANITIES
LANGUAGE EDUCATION DEPARTMENT
ENGLISH EDUCATION STUDY PROGRAM
PURWOKERTO

2022