

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter consists of two parts, the first is about the conclusion of the research and the second is about suggestions related to what the researcher has found.

5.1 Conclusions

Based on the discussion in chapter four, the researcher could finally draw the conclusions as follows, perceptions of gamification enhancing motivation and retention, specific experiences related to motivation and retention, and motivational and retention factors in engaging with duolingo's gamification features. Based on this study, the perception of English Education students of the class of 2022 towards gamification on Duolingo is generally very positive.

Student perceptions indicate that the gamification elements in the Duolingo app significantly increase motivation and retention in learning English. Features such as leaderboards, points, and badges are considered successful in creating a competitive and fun atmosphere, encouraging students to continue practicing. In addition, recognition of achievements through external rewards strengthens their motivation to engage more deeply in the learning process. Students also feel that the repeated practice offered by gamification helps them remember and understand the material better, increasing their confidence in using English. Overall, positive perceptions of gamification indicate that these features are not only engaging but also effective in supporting motivation and retention in learning.

Participants' experiences showed that the gamification elements in Duolingo significantly supported motivation and retention in learning. One participant felt that the rewards and badges increased his motivation to complete more exercises, providing a sense of accomplishment and progress. In addition, the competitive element of the leaderboard motivated participants to maintain performance above their peers. Another participant also noted that repetition of the material helped improve vocabulary and grammar mastery, which is important for retention. Overall, gamification elements such as rewards, competition, and repetition proved effective in increasing participants' engagement in the English learning process.

Duolingo's gamification features effectively boost motivation and retention in learning English through several key factors. The main factor is extrinsic motivation, where elements such as leaderboards, points, and missions provide rewards and recognition that encourage students to stay consistent in their practice. This sense of achievement drives most participants to remain engaged. Meanwhile, intrinsic motivation also plays a role for some students who enjoy the learning process itself and find the interactive features fun and engaging. Although extrinsic rewards are the main motivator, the combination of these factors ensures that Duolingo keeps students motivated and helps them retain their learning effectively..

However, this perception is also showed several limitations of Duolingo. Several students said that premium features that are limited by payment are a barrier to using the application. In addition, there are participants who use

Duolingo more for entertainment than as a formal learning tool, so the impact of the application on their learning is less significant. However, overall, students view gamification on Duolingo as an effective and fun tool to increase motivation and retention in English learning.

5.2 Suggestions

Based on the results of the study on the perceptions of English Language Education students from the 2022 UNSOED class regarding the gamification features on Duolingo and its impact on motivation and retention in English learning, there are several suggestions that can be given to teachers, students, and other researchers.

5.2.1 For Teachers

Teachers can consider integrating gamification into English learning in the classroom. By using applications such as Duolingo, teachers can make English learning more interactive and interesting. In addition, teachers can provide combining the use of applications with in-class learning activities to strengthen the retention of the material that has been learned. Adding competitive elements can encourage students to participate more. Additionally, creating a fun learning environment can boost students' motivation to keep learning and practicing English.

5.2.2 For Students

Students are suggested to use Duolingo as a supporting tool in learning English outside the classroom. In addition, students who have academic or career goals can use Duolingo as a tool to strengthen their

language skills independently and continuously. Set specific learning targets within the app to stay motivated and track progress. Engaging with the gamification features, such as leaderboards and achievements, can make the learning process more enjoyable. Finally, practicing regularly on Duolingo can help build confidence and improve overall language proficiency.

5.2.3 For Other Researchers

For further researchers, it is recommended to conduct research with larger and more diverse samples, so that the research results can be reached more widely. Further research can also explore the long-term impact of using gamification in language learning, especially related to English retention after a longer period of use. Exploring different age groups and backgrounds could help understand how gamification affects motivation and learning. Additionally, researchers might want to focus on specific features of gamification to see which ones work best for keeping students engaged. Lastly, collecting feedback from students about their experiences with gamified apps could provide valuable information for improving future research.