THE IMPLEMENTATION OF KAHOOT! GAME AS AN ICE-BREAKING MEDIA TO IMPROVE STUDENTS' INTEREST IN LEARNING GRAMMAR

(A Descriptive Qualitative Research of X E-2 Students of SMA N 5 Purwokerto in the Academic Year of 2025/2026)

A THESIS

Presented as Partial Fulfillment of the Requirements to obtain the degree of Sarjana Pendidikan (S.Pd.) in English Language Education.



By:

Rofifah Alyandri Hasna

J1E020048

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

2025