

**STUDENTS' PERCEPTION OF USING SIMON SAY GAMES
IN THE LEARNING ENGLISH AT SMPN 2 KOB**

(Descriptive Research at the Seventh and Eighth Grade Students in 2023/2024)
Academic Year of SMP N 2 KOB)



A THESIS

**Submitted to the Undergraduate School in Partial Fulfillment of the
Requirements for the Degree of Sarjana Pendidikan (S.Pd) in English
Education Study Program**

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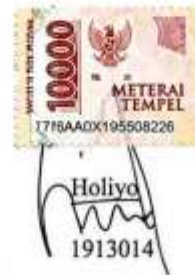
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MOTTO

“Fa inna ma’al-usri yusra, inna ma’al-usri yusra”

(Maka, sesungguhnya beserta kesulitan ada kemudahan, Sesungguhnya beserta
kesulitan ada kemudahan)

“Everything is easy when someone else does the work”

DEDICATION

Bismillahirrahmanirrahim....

In the name of Allah, the most gracious, the most merciful. First of all, praised be to Allah, lord of the world, who has given the researcher opportunity to study and had favoured to finish this thesis. Therefore, I am as the researcher would like to dedicate this thesis to people who have contribution in helping me to complete this thesis:

- ❖ My Beloved Grandmother, Alfiah, for her endless love, care, prayers, and support throughout my life. Thank you for always being there for me and for giving me the strength to keep going.
- ❖ To the Late Susyanti, whose memory will always remain in my heart. Although you are no longer here, you will always be remembered with love and respect.
- ❖ My Beloved Uncle, Hariyanto, for his kindness, support, and encouragement. Thank you for being part of my journey and for the help you have given me.
- ❖ My Beloved Aunt, Novitasari, for her care, kindness, and support throughout my life. Thank you for always showing your concern and for being one of the people who have supported me.
- ❖ My Beloved Sister, Evika, for her love, support, and encouragement throughout my studies. Thank you for being part of my life and for motivating me to complete my education.

- ❖ My Beloved Father, Edi Susanto, for his love, prayers, support, and encouragement throughout my education. Thank you for everything you have done for me and for always being an important part of my journey toward achieving my goals.
- ❖ My Close Friends, Rosita and Ridho Herlansyah, for their friendship, support, and help during my studies. Thank you for sharing both difficult and happy moments with me and for making my academic journey more meaningful.

STUDENTS' PERCEPTION OF USING SIMON SAY GAMES IN THE
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Abstract

This study aimed to investigate students' perceptions of using the Simon Says game in learning English at SMPN 2 Koba during the 2023/2024 academic year. Specifically, it examined the contribution of the game to students' motivation, vocabulary development, and participation, as well as their overall perceptions of its use in English learning. This research employed a descriptive qualitative method. The population consisted of students at SMPN 2 Koba, while the research sample comprised 60 students who participated in the questionnaire. The data were collected through questionnaires and interviews. The collected data were analyzed descriptively by calculating the frequency and percentage of students' responses. The findings revealed that the Simon Says game contributed positively to three aspects of English learning. Motivation obtained the highest percentage at 81%, followed by vocabulary at 72% and participation at 68%. Furthermore, the results showed that 85.55% of students had positive perceptions of using the Simon Says game, while 14.44% had negative perceptions. These findings indicate that most students responded positively to the use of the Simon Says game in English learning. The game was perceived as an enjoyable and interactive activity that encouraged motivation, supported vocabulary learning, and promoted classroom participation. Therefore, the Simon Says game can be considered an alternative activity for creating a more engaging English learning environment.

Keywords: Students' Perception, Simon Says Game, English Learning.

ACKNOWLEDGMENT

First of all, I would like to thank to my Almighty Allah SWT who has given me the opportunity, so that I can finish this thesis entitled “Students’ Perception of Using Simon Say Games in the Learning English at SMPN 2 KOBA”. It was written to fulfil the academic requirements of S1 Bachelor degree (S.Pd) in English education study program, The State of Islamic Institute Syaikh Abdurrahman Siddik Bangka Belitung in academic year 2026. This thesis was written based on the research that the researcher conducted from 2025-2026 at IAIN SAS BABEL. Furthermore, the researcher would like to express her great gratitude to:

1. Rector of IAIN SAS Bangka Belitung, Prof. Dr. H. Janawi, M.Ag
2. The Dean of Tarbiyah Departement, Dr. Subri, M.S.I
3. The Head of English Education Study Program, Dr. Yohan, M.Pd
4. The First Advisor, Ihda Husnayaini, M.Pd
5. The Second Advisor, Firdaus, M.Pd.B.I
6. All lectures of English Education Study Program.
7. The academic staff, cleaning staff, and campus security staff.
8. All of the respondents.

Petaling, 09th of October 2026

The Researcher



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