

APPENDICES

QUESTIONNAIRE

THE STUDENTS' PERCEPTION ON "YOUR STORIES" GAME MOBILE

APPLICATION FOR INCREASING ENGLISH LEARNING

I would like to express my thanks for your willingness to participate in this research. The purpose of this questionnaire is to find out your perception about the created game you played just now. This questionnaire separates into two sections: the first part is dealing with student's background information, and the second part is dealing with students' perception towards the overall games.

Your participation is entirely voluntary, and the information you provide in this questionnaire is confidential.

Direction:

Check (✓) the most appropriate answer for each of the statement below.

I. Part One

Background Questions

1. Gender Female Male
2. Batch 2016 2017 2018 2019
3. How often do you play interactive educative games?
() Very often () Often () Sometimes () Seldom () Never
3. Do you usually play mobile games?
() Yes () No

II. Part Two

Research Questions

A. The Interactive Mobile Games

No.	Statements	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1.	I am interested to play “ <i>Your Stories</i> ” interactive game more					
2.	I like how “ <i>Your Stories</i> ” game works					
3.	I like the interaction in the game “ <i>Your Stories</i> ”					
4.	I learn some mistakes from the interactive part of the game “ <i>Your Stories</i> ”					
5.	I can see the Indonesian setting showed in “ <i>Your Stories</i> ” game (clothes, name, setting)					

B. The English Expression Learning

No.	Statements	Strongly Disagree	Disagree	Neutral	Strongly Agree	Strongly Agree
1.	I can learn more English expressions from the “ <i>Your Stories</i> ” game					
2.	I learn many new English words from the “ <i>Your Stories</i> ” game					
3.	I can get to learn new English words					

4.	I can make a difference between formal and informal English by learning “ <i>Your Stories</i> ” game					
5.	I can play and learn English using “ <i>Your Stories</i> ” game					
6.	I agree that the “ <i>Your Stories</i> ” game helps me learning English					
7.	I can apply some English sentences showed in the game to my daily speaking					
8.	I learn from the mistakes I made in “ <i>Your Stories</i> ” interactive game					
9.	I can practice my English by reading the storylines in “ <i>Your Stories</i> ” game					

Submission author:
16j20014 YELINA IVONE CHANDRA

Check ID:
13802680

Check date:
31.10.2019 05:03:04 GMT+0

Check type:
Doc vs Internet + Library

Report date:
31.10.2019 05:17:39 GMT+0

User ID:
27592



File name: 16j2.0014_Yelina Ivone Chandra.docx

File ID: 18046687 Page count: 10 Word count: 8049 Character count: 49836 File size: 68.89 KB

1.88% Matches

Highest match: 0.47% with library source. File ID: 5465157

0.45% Internet Matches 13

Page 12

1.66% Library matches 16

Page 12

14.6% Quotes

Quotes 1

Page 13

No references found

50.2% Exclusions

Sources less than 8 words were automatically excluded

0.98% Internet exclusions 82

Page 14

50.2% Library exclusions 93

Page 14

Replacement

No replaced characters found