

## 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.

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#### **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					

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