

BUKTI KORESPONDENSI
ARTIKEL JURNAL NASIONAL BEREPUTASI (SINTA 2)

Judul : Gamification on Netboard: The Students' Perception of its Practice in ESP Classroom
Jurnal : Al-Ishlah Jurnal Pendidikan , LP2M – STAI Hubbulwathan Duri Bengkalis, Riau, Indonesia
Penulis : **Fauzul Etfita**, Sri Wahyuni, Estika Satriani, Asnawi, Fermita Yuliasma

No	Perihal	Tanggal
1	Submit artikel (submission)	16 Januari 2023
2	Proses Review artikel	23 Januari 2023
3	Permintaan Revisi Artikel dari Editor	08 Februari 2023
4	Upload revisi artikel	11 November 2023
5	Konfirmasi penerimaan artikel	14 November 2023
6	Proses editing dan layout	26 Desember 2023
7	Artikel terbit pada Vol 15, No.4 (2023)	26 Desember 2023

A. PROSES SUBMIT ARTIKEL



ISSN 2087-9490 (p) ISSN 2597-940X (e)

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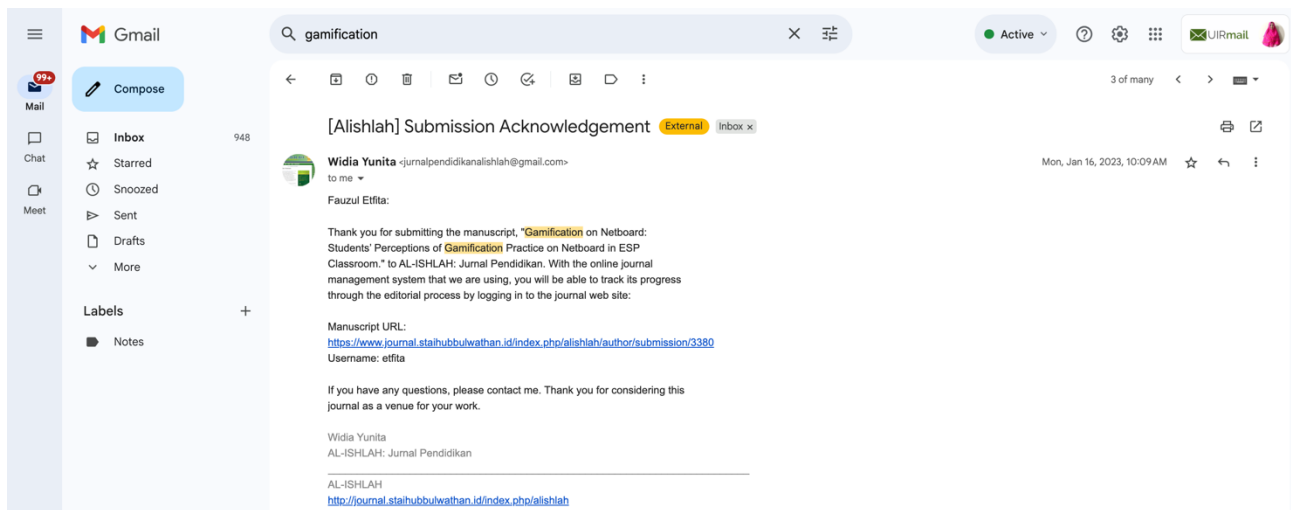
#3380 Summary

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Submission

Authors	Fauzul Etfita, Sri Wahyuni, Estika Satriani, Asnawi Asnawi, Fermita Yuliasma
Title	Gamification on Netboard: The Students' Perceptions of its Practice in ESP Classroom
Original file	3380-16442-1-SM.DOCX 2023-01-16
Supp. files	None
Submitter	Fauzul Etfita 
Date submitted	January 16, 2023 - 03:09 AM
Section	Articles
Editor	Widia Yunita 
Abstract Views	124

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Submission

Authors	Fauzul Etfitia, Sri Wahyuni, Estika Satriani, Asnawi Asnawi, Fermita Yuliasma
Title	Gamification on Netboard: The Students' Perceptions of its Practice in ESP Classroom
Section	Articles
Editor	Widia Yunita

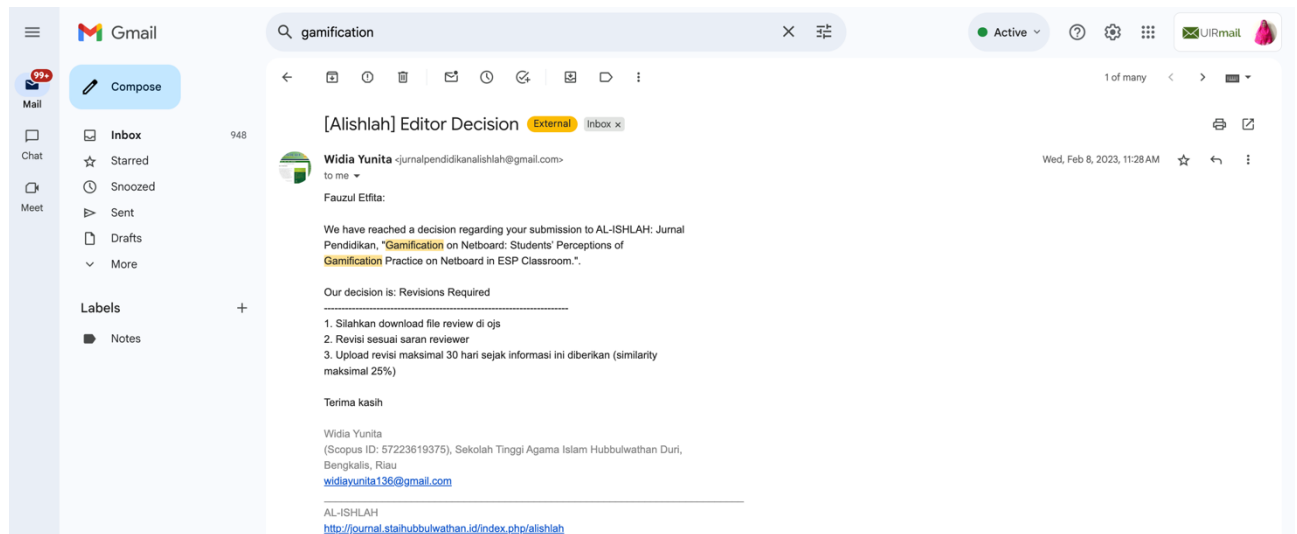
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C. PERMINTAAN REVISI OLEH EDITOR




D. UPLOAD REVISI ARTIKEL



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Last modified	2023-02-08
Uploaded file	Reviewer A 3380-16818-1-RV.DOCX 2023-01-28

Editor Decision

Decision	Accept Submission 2023-11-14
Notify Editor	 Editor/Author Email Record  2023-11-14
Editor Version	3380-16683-1-ED.DOCX 2023-01-23 3380-16683-2-ED.PDF 2023-12-26
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E. PENERIMAAN ARTIKEL (ACCEPTED)






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Widia Yunita

Fauzul Eftita:


We have reached a decision regarding your submission to AL-ISHLAH: Jurnal Pendidikan, "Gamification on Netboard: The Students' Perception of its Practice in ESP Classroom".

Our decision is to: Accept Submission

Widia Yunita
(Scopus ID: 57223619375), Sekolah Tinggi Agama Islam Hubbulwathan Duri,
Bengkalis, Riau
widayunita136@gmail.com

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F. PROSES COPYEDITING DAN LAYOUT






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Submission


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Title	Gamification on Netboard: The Students' Perceptions of its Practice in ESP Classroom
Section	Articles
Editor	Widia Yunita

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COPYEDIT INSTRUCTIONS

Copyeditor Ms Euis Meinawati

REVIEW METADATA	REQUEST	UNDERWAY	COMPLETE
1. Initial Copyedit File: None	2023-12-26	—	—
2. Author Copyedit File: None <div>Choose File No file chosen Upload</div>	—	—	
3. Final Copyedit File: None	—	—	—

Copyedit Comments  No Comments

Layout

Layout Editor	Sisca Monica					
Layout Version	3380-23051-1-LE.DOCX 2023-12-26	REQUEST	2023-12-26	UNDERWAY	COMPLETE	VIEWS

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Al-Ishlah: Jurnal Pendidikan
Vol.15, 4 (December, 2023), pp. 4919-4930
ISSN: 2087-9490 EISSN: 2597-940X, DOI: 10.35445/alishlah.v15i4.3380

Gamification on Netboard: The Students' Perceptions of its Practice in ESP Classroom

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ARTICLE INFO	ABSTRACT
<p>Keywords:</p> <p>Netboard; Gamification; ESP</p>	<p>Gamification is a learning approach that uses element from games to motivate students in the learning process and enhance feelings of enjoyment and engagement with the learning process This research aimed to investigate the students' perception toward gamification applied in English Language Education. This research was conducted at a private University in Riau, and the sample was 47 students of the sixth semester.</p>

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Sri Wahyuni (Universitas Islam Riau)
Estika Satriani (Universitas Islam Riau)
Asnawi Asnawi (Universitas Islam Riau)
Fermita Yuliasma (Universitas Islam Riau)

Article Info

Publish Date
26 Dec 2023

Abstract

Gamification is a learning approach that uses element from games to motivate students in the learning process and enhance feelings of enjoyment and engagement with the learning process. This research aimed to investigate the students' perception toward gamification as applied in English Language Education. This research was conducted at a private university in Riau, and the sample was 47 students of the sixth semester. This research used descriptive-quantitative approach, and the instrument is questionnaire. The questionnaire consists of 35 questions, divided into 7 indicators. The results of this study were processed quantitatively using the Likert scale formula. The result of this research indicates that students were dominant agreed with the 35 statements of 7 indicators about gamification. The research found that the 1st indicator agreed with index 68.65%, the 2nd indicator agreed with index 71.47%, the 3rd indicator agreed with index 68.65%, the 4th indicator agreed with index 67.16%, the 5th indicator agreed with index 71.1%, the 6th indicator agreed with index 71.7%, and 7th indicator agreed with index 70.8%. Therefore, gamification is a platform that suitable for teachers and students in the learning process, especially in learning English for specific purposes.

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