USING DUOLINGO AS MOBILE GAMIFICATION APP TO SUPPORT OUT-OF-CLASS LANGUAGE LEARNING: EXPLORING EFL LEARNERS' EXPERIENCE

THESIS

Submitted in Partial Fulfilment of the Requirement for Gaining the Degree of Bachelor of English Language Education

WALISONGO

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MOTTO:

"Finish What You Have Started"

﴿ فَإِذَا فَرَغْتَ فَانْصَبْ ٧ ﴾[1]

"So, when you have finished [your duties], then stand up
[for worship]."

---

[1] Unduhan - Quran Kemenag in Word - Lajnah Pentashihan Mushaf
Al-Qur'an

ABSTRACT

Name	:	Ahmad Shohihul Ibad
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Duolingo has been incorporated into English language learning in both formal and informal settings. This research aims to find out the experiences of EFL students in learning English using mobile gamification applications in contexts outside the classroom. This study used qualitative research and a descriptive approach. The Informants of this study were 20 students of Eighth-grade students of MTs NU I'anatuth Thullab, which consisted of 12 males and 8 females. Data collection techniques in this study was interview, while the data analysis techniques were data reduction, presentation, and conclusions. The study revealed that the use of the Duolingo application was very satisfying and exciting in enhancing the EFL students' motivation to learn English. This study showed that Duolingo is an app where every beginner can start learning a foreign language as it motivates them to keep on making progress in learning English.

Keywords: Duolingo Application, Gamification, and EFL Learners' Experience.

DEDICATION

In the name of Allah the Beneficent and the merciful, this thesis is dedicated to:

1. My beloved mother and father (Mr. Kasir and Mrs. Ma'rufah) who always never stop to support me emotionally and materially with prayer, guidance, love, and patience.

2. My beloved sisters and Brother (Abdullah Mahfudz, Hirzatul Umami, Nurul Hikmah, and Mas'adah) who always support me in finishing this study.

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First of all, thanks to Allah SWT, who has given health, kindness, blessings, mercies, and inspiration so the writer could accomplish this thesis. Secondly, shalawat and salam always be presented to our prophet, Muhammad SAW, the last messenger of Allah, who has saved a human life from destruction to safety; this is God's favor; namely, Islam is our true religion.

As a human being, the writer realizes that she would not be able to complete this thesis without the help of others. Many Informants had helped the writer write this thesis, and it would be impossible to mention them one by one. In this chance, the writer would like to express deep appreciation to:

1. Dr. K. H. Ahmad Ismail, M. Ag., as the Dean of Education and Teacher Training Faculty of UIN Walisongo Semarang.
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11. My roommate at "Darus Sa'adah" Pondok Pesantren Al Ma'rufiyyah Bringin Ngaliyan, who always make me laugh and give motivation.

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15. All members of "TIM HORE" who always accompany me to finish this thesis.

16. Last but not least, those who cannot be mentioned one by one who have supported and have given motivation to the writer to finish this thesis. The writer realizes that this thesis is far from perfection. The writer needs some suggestions from the readers to make it perfect.

Hopefully, this thesis will be helpful for readers and other researchers who conduct the same research. Aamiin.

Semarang, 11st Janaury 2022
The Writer

Ahmad Shohihul Ibad
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CHAPTER I

INTRODUCTION

This chapter explains about background of the research, research questions, objectives of the research.

1.1 Background of the Research

Education is an important aspect that plays a massive role in life. It becomes a fundamental element of a nation. Education is the most powerful weapon which people can use to change the world and for self-enlightenment. This is so because quality education equips one with capability to interpret things rightly and apply the gathered information in real-life scenarios. Quality education entails the following aspects; learning resources, technology, program enrolled, modules are done, lecturing methodology, attachments, qualifications, students' and teachers' perspectives in the institution's operational management. In era of digital technology, we as educators need to follow and take advantage of technology to support activities in the field of education.[2]

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[2] Tuti Hidayati, 'STUDENTS' MOTIVATION TO LEARN ENGLISH USING MOBILE APPLICATIONS: THE CASE OF DUOLINGO AND HELLO ENGLISH', *Technologies*, 4 (2019), 189–213.

Nowadays, people in a modern era, especially students, are accustomed to using cell phones. Various age groups have commonly used the use of mobile devices because of its affordable price. Based on research conducted by Hidayati, cell phones are not only used as a communication tool but also for learning and improving students' skills in learning English when appropriately used. Information and communication technology (ICT), such as smartphones and the internet, are used for learning, and the people who use it are called digital learners.

Ajisoko (2019) argues that computers, smartphones, and the internet are tools and media that facilitate people learning languages, although the effectiveness of learning depends entirely on the user. With the rapid development of technology like this, it is better if technology can be optimally utilized for advancement in various aspects of life. Technology is very benificial for supporting learning activities both inside and outside the classroom. Using technology wisely can help the learning activities process be more effective, efficient, and creative. It cannot be denied that the world of education is affected by technological advances.[3]

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[3] Denghanzadeh, et, all, Using gamification to support learning English as a second language: a systematic review, Computer

يٰمَعْشَرَ الْجِنِّ وَالْإِنْسِ اِنِ اسْتَطَعْتُمْ اَنْ تَنْفُذُوْا مِنْ اَقْطَارِ السَّمٰوٰتِ وَالْاَرْضِ فَانْفُذُوْاۗ لَا تَنْفُذُوْنَ اِلَّا بِسُلْطٰنٍۚ ٣٣

"O company of jinn and mankind, if you are able to pass beyond the regions of the heavens and the earth, then pass. You will not pass except by authority [from Allah]." [4]

Furthermore, the development of technology used in education can produce gamification learning to increase students' understanding, especially in learning English. Some researchers argued that the fundamental concept of gamification lies in human intuition to explore solutions. The game has an abstract system, challenge, judgment, reward, and involve feeling. Through gamification learning, the learning activities can take place flexibly.[5] Gamification of the mobile application can be used anywhere and anytime. Gamification supports learning outside the classroom. Gamification also makes it easier for students to learn effectively and efficiently.

Assisted Language Learning, (2019)
<https://doi.org/10.1080/09588221.2019.1648298>
[4] Unduhan - Quran Kemenag in Word - Lajnah Pentashihan Mushaf Al-Qur'an
[5] Munday Pilar , Duolingo. Gamified learning through translation, Journal of Spanish Language Teaching, (2017) : DOI: 10.1080/23247797.2017.1396071

Gamification is able to increase student understanding because it is interesting, so it raises learning motivation to increase.

One of the Gamification of mobile applications for learning English is Duolingo. Duolingo is a mobile application gamification that exists on android and apple.[6] Duolingo launched in 2012 for iPhone users and also released their android app on May 29, 2013, and quickly became the number one educational app on the Google Play Store for the first three weeks of release then. Duolingo offers a daily life-based English course model more efficiently. Even though it has been running for about four years, Duolingo has been used by more than 100 million users worldwide and has received a rating of 4.7 out of a scale of 5 which has been given by more than eight million Android mobile users.

These findings support the fact that applications in smartphones or smartphones can be used to assist students in learning English, to increase their desire for learning, and to increase their knowledge in a more relaxed and enjoyable way. There were some previous studies on the author's use of smartphone applications in learning English. A study

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[6] Mahbub M. A., Infusing a Gamification Mechanism Through Duolingo For English Speaking Proficiency For Student EFL Indonesian, (2020), 1-12

conducted by Munday[7] on the Duolingo application was used as a learning gamification model for Spanish translation. The results showed that the Duolingo application used by the Spanish instructor could make students happy through gamification of learning Spanish. However, this previous research has not implemented gamification through Duolingo outside the classroom and in the previous research, it has not accessed and used Duolingo as a learning tool for English, so further research is needed regarding research to be carried out with the effectiveness of using Duolingo gamification outside the classroom to learn English. Based on the research gaps above, this study will focus on using Duolingo as a mobile gamification application to support language learning outside the classroom to explore the experiences of EFL Learners.

1.2 Research Question

Based on the background description above, the researcher formulated the problem, namely: How are the experiences of EFL students in learning English using mobile gamification applications outside the classroom?

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[7] Munday Pilar , Duolingo. Gamified learning through translation, Journal of Spanish Language Teaching, (2017) : DOI: 10.1080/23247797.2017.1396071

1.3 Objective of Research

Based on the determination of the problem formulation, the researcher determines the research objective: to find out the experiences of EFL students learning English using mobile gamification applications in contexts outside the classroom.

1.4 Reasons of Choosing the Topic

Learning outside the classroom using English-speaking applications with "Duolingo" can provide several functions as follows:

a. Duolingo mobile applications can improve vocabulary learning skills and understanding in learning English.

b. Duolingo mobile application can be used practically anywhere and anytime.

c. Duolingo has an attractive appearance that increases student motivation.

d.

1.5 Significances of Research

5.1.1 Theoretically

This research can be used as reference material and literature study for future researchers who will conduct research related to the experience of using

the Duolingo mobile application gamification in learning English outside the classroom.

5.1.2 Practically

a. For the teachers

This research can be used as recommendation materials that provide advice the students to use the Duolingo application for learning outside the classroom.

b. For the student

This study provides new knowledge to students in the form of efficient and practical learning applications for learning activities outside the classroom.

c. For other researchers

This research can be used as a recommendation for students to use Duolingo in learning gamification of mobile applications because it can be used for learning English outside the classroom.

CHAPTER II
REVIEW OF RELATED LITERATURE

In this chapter, the researcher discusses some previous researchers that are relevant to this study and related literature that has contribute to this research.

2.1 Previous Study

2.1.1 Research conducted by Study conducted by Munday[8] on the Duolingo application used as a learning gamification model for Spanish translation. The results showed that the Duolingo application used by the Spanish instructor could make students happy through gamification of learning Spanish. In the learning process using Duolingo application, the students can complement the program with more communicative-based activities such as reading texts from an online newspaper, watching YouTube videos, listening to the radio or podcasts, or interacting with native speakers.

2.1.2 Research conducted by Mahbub[9] related to the development of learning through gamification of the Duolingo application to speak English for Indonesian EFL students. The result showed that the Duolingo greatly facilitated the students' learning of English. Duolingo can function as a task manager for better grades. It is also to smoothen the students' language in speaking English by increasing vocabulary in the language. However, this Duolingo also lacks in that the app does not yet have the latest look.

2.1.3 Research conducted by Matra[10] was the Duolingo Application as a Vocabulary Learning Tool. In this study, Duolingo was used as a vocabulary-learning tool. The results of this study indicate that the students' scores after being taught using the Duolingo application showed significant results. The results showed that the Duolingo application effectively taught students vocabulary. Therefore,

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[9] Mahbub M. A., Infusing a Gamification Mechanism Through Duolingo For English Speaking Proficiency for Student EFL Indonesian, (2020), 1-12

[10] Matra S. D, Duolingo Applications as Vocabulary Learning Tools. Journal of English Literature, Linguistic, and Education, (2020), 46-52'

the Duolingo application can be an alternative medium for learning English for students.

Based on previous research, the equation of this research with previous research is related to the use and utilization of Duolingo as a medium for learning English. The difference between the research and the previous research lies in the use of the Duolingo previously carried out in the classroom. Meanwhile, this study will determine the use of Duolingo outside the classroom as a learning experience outside the classroom.

2.2 Theoretical Framework

2.2.1 Technology of Education

The term technology comes from the Greek word *technologia*, which according to Webster's Dictionary means systematic handling or handling of something, in contrast, techne, as the basis of the word technology, means art, skill, science or skill, skill, science. Technology is a system created by humans for a specific purpose. Educational technology can be interpreted as a medium that was born from the development of communication tools used for

educational purposes. Sutomo and Sugito stated, "Educational technology is a complex integrated process to produce and solve human or educator learning problems". [11]

In the early 1920s, the development of educational technology. The first was formal terms and the definition related to educational technology at that time was "visual teaching". The application of educational technology in learning was intended to make learning more effective, efficient, extensive, faster, and meaningful for the learners. The emerging technology makes the distance of education programs used today, that cannot be anticipated. It can be concluded that educational technology is a system created by humans to assist in teaching activities.[12]

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[11] Elvis Wagner, Duolingo English Test, Language Assessment Quarterly, 17 (2019), 300–315' <ISSN: (Print) (Online) Journal homepage: https://www.tandfonline.com/loi/hlaq20>
[12] Finn, J.D. School engagement & students at risk. National Center for Education Statistics, Washington, DC. ERIC document ED, (1993), 362-322'. <ISSN: https://www.cassfoundation.org/2016/wp-content/uploads/2016/07/StudentDisengagement.pdf>

2.2.2 Media of Learning

The word media comes from Latin literally *medius* means "middle", "intermediary" or "introduction". In Arabic, the media is an intermediary or messenger for messages from the sender to the recipient of the message. AECT, an organization engaged in education and communication technology, defines media as any form used to distribute information. Gagne and media are various components in learners' environments that can stimulate them to learn. Meanwhile, Briggs said that the media are all physical tools that can present messages and stimulate students to learn. The definition of media above is only a tiny part of the existing media definitions. However, in broad terms, the definition of media has the same meaning in the purpose, that is "to streamline the message delivery process", so that the message (in this case the subject matter) can be easily understood and accepted by students.[13]

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[13] Thuan Quan Kieu, 'Motivation and Cognitive Learning in Workplaces of Vietnamese Students in Learning Chinese : A Qualitative Study Motivation and Cognitive Learning in Workplaces

Learning activities have the same meaning as a communication process. In other words, learning activities through media occur when there is communication between the recipient of the message (P) and the source (S) of the message via the media (M). However, the communication process only happened after a backlash (feedback). Based on the description above, the learning media is a vehicle for channeling messages or learning information. Learning media are all tools and materials that can be used for educational purposes, such as radio, television, books, newspapers, magazines, etc. Ali stated that the use of computer-assisted learning media significantly affects students' attractiveness to learn the competencies being taught. From the statements above, learning media is a tool used in learning to make it easier for educators to convey or transfer knowledge.

of Vietnamese', *Jurnal Pendidikan Teknologi Dan Kejuruan*, 24.October (2018), 171–77 <https://doi.org/10.1080/11263504.2012.697493>.

2.2.3 Characteristics Media of Learning

Gerlach & Ely classified three characteristics of media that hint the questions why the media is used and what the media can do that educators may not be able to (less efficient) do.[14]

a. Feature fixative describes the ability of the media to record, store, preserve and reconstruct an event or object. An event or object can be sorted and reconstructed with photography, videotapes, audio tapes, computer diskettes, and films.

b. Manipulative characteristics, the transformation of an event or object in maybe because it has manipulative characteristics. That incident take days can be served to students within two or three minutes with the retrieval technique time-lapse recording images.

c. Distributive characteristics enabling an object or event in transport through space, and simultaneously the event is presented to a

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[14] Niah, 'The Utilization of Duolingo to Improve the Speaking and Listening Skills of Junior High School Students in Pekanbaru', 2019 https://doi.org/10.2991/iccelst-ss-19.2019.12

large number of learners with stimulus experience relatively the same regarding the incident.

2.2.4 Functions of Learning Media

Levie and Lentz suggested four functions of instructional media, especially visual media, namely:[15]

1). Attention Function

The function of visual media attention is at the core, namely, attracting and directing students' attention to the content of lessons related to visual meaning displayed or accompanying the text of the subject matter text. Often on, at the beginning of the lesson, students are not interested in the material lessons or subjects that are one lesson that they do not like so they do not pay attention. Image media especially image ones projected through an overhead projector can

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[15] Levin, J. R. On the functions of pictures in prose. In F.J. Pirozzolo
& M.C. Wittrock (Eds.), Neuropsychological and cognitive processes in reading, (1981), (pp. 203-228). San Diego, CA: Academic Press

calm and direct their attention to the lessons to be they accept. Thus, it is likely to get and remember the content of the lesson is getting bigger.[16]

2). Affective Function

Visual media can be seen from the students' enjoyment level students when studying or (reading) pictorial text. Visual images or symbols can inspire emotions and attitudes learners, for example information concerning problems social or racial.

3). Cognitive Function

The cognitive function of visual media can be seen from the findings research that the symbol is visual or images facilitate the achievement of goals to understand and remember the information or messages contained in the image.

4). Compensatory Function

The compensatory function of learning

[16] Information Technologies and Rastislav Metruk, 'Developing English Skills by Means of Mobile Applications', 2018 <https://doi.org/10.33407/itlt.v66i4.2376>.

media can be seen from the result that visual media provides context for understanding texts to help the weak learners return. In other words, learning media accommodates students who are weak in understand the content of the lessons presented with the text or presented verbally.

2.2.5 Various Kinds of Learning Media

1. Media are classified according to their type, coverage, and material for their manufacture, namely:[17]

   1). Judging from the type

      a. Auditive media is a media that only relies on the senses hearing alone like radio, LPs.

      b. Visual media is a media that involves the sense of sight, such as film strips (film series), photo slides, pictures or paintings.

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[17] Kusmayani, 'The Influence of Mobile Applications on Students ' Speaking Skill and Critical Thinking in English Language Learning The Influence of Mobile Applications on Students ' Speaking Skill and Critical Thinking in English Language Learning', 2019 <https://doi.org/10.1088/1742-6596/1193/1/012008>.

c. Audiovisual media is a media that involves the sense of hearing and sight.

2). Judging from the coverage

    a. Media with broad and simultaneous coverage. The use of this media has unlimited broad coverage by place and space; other than, that can reach the number of children a lot at the same time. Like radio and television.

    b. Media with coverage limited by space. The use of this media has limited coverage and requires a unique space and place like films, sound slides, film sequences, which must use the place closed and dark to be visible in the broadcasting process.

    c. Media for individual teaching. The use of this media is for one person only. Like module programming and computer teaching.

3). Judging from material of manufacture

    a. Simple media is a media that is based on simple, easy to obtain, low price,

way easy manufacture, and use is not problematic.

b. Complex media is a media that is both materials and tools making it difficult to obtain and expensive, challenging in the manufacturing process, and the use must be with adequate skills.

From the types of learning media that have been mentioned above, it can be concluded that the importance of choosing the type of learning media precisely according to the needs of an educator so that the material will be channeled delivered to students.[18]

2.2.6 Model of Learning

The learning model is closely related to student learning styles and teacher teaching styles. Through the learning model, teachers can help students to get information, skills, ways of thinking and express their ideas. Trianto[19] argues, "The learning model is a

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[18] Nayyaf B Almarshadi and others, 'G Lobal J Ournal of E Ngineering S Cience and R Esearch M Anagement', 6.8 (2019), 1–15 <https://doi.org/10.5281/zenodo.3372503>.

[19] Denghanzadeh, et, all, Using gamification to support learning English as a second language: a systematic review, Computer Assisted Language Learning, (2019) <https://doi.org/10.1080/09588221.2019.1648298>

pattern that is used as a guide in planning classroom learning or tutorial learning". Meanwhile, Syaiful Sagala[20] argues that: The learning model is a conceptual framework that describes a systematic procedure for organizing student learning experiences to achieve certain learning objectives and serves as a guide for learning designers and teachers in planning and implementing teaching and learning activities.[21] Based on several opinions that experts have put forward have put forward, the researchers concluded that the learning model is a learning pattern that is depicted from the beginning to the end of learning activities that are described from the beginning to the end of learning activities that are systematically arranged and used as a guide for planning learning activities to achieve learning objectives which have been set.

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[20] Botero et.all, Self-directed language learning in a mobileassisted, out-of-class context: do students walk the talk?, (2018) < ISSN: 0958-8221 (Print) 1744-3210 (Online) Journal homepage: https://www.tandfonline.com/loi/ncal20>
[21] Gunantar, 'THE IMPACT OF ENGLISH AS AN INTERNATIONAL LANGUAGE ON ENGLISH LANGUAGE TEACHING IN INDONESIA', 1.April (2016), 141–51.

2.2.7 Characteristics of Learning Model

Gunantar argues that the learning model has unique characteristics. This characteristic is that this learning model is based on logical theoretical thinking. Learning models have goals to be achieved, and through learning, models are behavioral behaviors needed to achieve student achievement. Widdiharto argues that there is a good learning model. Good learning models apply the application of scientific procedures. Learning must have a systematic system to change student behavior or have a syntax, a sequence of learning steps carried out by teachers and students.[22]

Learning models must also be specified concerning learning outcomes so that they can display student abilities. A good learning model is also done by storing student responses to see their level of understanding. The learning model also plans the expected behavior after specific student steps. A good learning model must be implemented by showing student reactions and interactions with the environment. Based on some of the

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[22] Ibid. Hal 78

characteristics and specific characteristics of the
learning model mentioned above, it can be concluded
that the teacher must determine the learning model to
be used before teaching.[23]

In this kind of learning model, the teacher
can carry out the learning process according to the
planned patterns, behavior, environment, and
learning outcomes. Thus, the learning process will
run well and follow the subjects.

2.2.8 Gamification

Kapp[24] argues that gamification can be defined
as a concept that combines playing and thinking
skills to attract attention, motivate, and promote
learning and problems solving. Furthermore,
gamification is divided into two types, namely
structural gamification and content gamification.
Structural gamification is the application of game
elements to encourage students without any changes
to the content. The content is turned into something
other than a game, only the structure. This type of
gamification mainly aims to motivate users through

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[23] Ibid. Hal 81
[24] K. M. Kapp and J. Coné, What Every Chief Learning Officer
Needs to Know about Games and Gamification for Learning, (2012)

content and engage them in the learning process using a reward system. At the same time, content gamification is the application of game elements and algorithms that also change the content to be like a game. The addition of these elements makes the content look like a game but does not actually turn the content into a real game.

Burke[25] argues that gamification is the use of mechanical elements and user experience design of a game to attract and motivate someone digitally to achieve their goals. The meaning of mechanical elements is critical elements such as points, leaderboards, and badges that support the running of the game. Meanwhile, user experience design is described as the level of satisfaction felt by the player or user during interactions with the elements in the game. Then it is stated that gamification attracts and motivates someone digitally. This is because the media used to operate the game are digital devices such as computers, smartphones, tablets, and others. The application of gamification as a motivational

[25] Burke, B, Gamify: how gamification motivates people to do extraordinary things. Brookline: Bibliomotion, Inc. (2014)

tool aims to change habits, build skills, or increase one's creativity. Gamification also borrows elements and techniques from several fields, such as games, behavior, and motivation**.**

2.2.9 Gamification Elements

The gamification approach contains several elements. Kapp[26] argues that several elements are contained in gamification, including:

1. Challenge

   In gamification content, challenges have a significant role in stimulating the students' activeness. Research shows that challenge is one of the strong motivators in learning.

2. Interactivity

   One characteristic of gamification content is interactivity. Encouraging students to engage directly with learning content can lead them to a deeper level of learning. Many advantages can be obtained if students can interact with the subject matter they are learning. Based on the study's results and common sense, it shows that interactivity can help students store information

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[26] Ibid. Hal 24

and increase their willingness to spend time with the material.

3. Curiosity

Gamification causes high student curiosity. This curiosity will encourage students to continue learning and use the gamification of mobile applications for their learning.

4. Freedom to fail

The wrong learning activities can be repeated through gamification to find the correct solution. In contrast to conventional learning, it takes the teacher to find out where the error is.

2.2.10 Duolingo Mobile Application

The Duolingo application is included in the mobile learning category, where learning uses a mobile device (Smartphone). Jorge et al. argue[27] that mobile learning refers to the learning process that is supported by the use of wireless mobile device technology with the characteristics of the user being students who do not physically have to

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[27] Jorge, 'IMPROVING ENGLISH SPEAKING SKILLS THROUGH SCIENTIFIC METHOD', 18 (2015), 51–100.

meet each other in the same place as in a classroom, instruction room or training venue. These students have mobile devices as part of their daily routine. The Duolingo application is a free language learning application created by Luis Von Ahn and Severin Hacker. This application is mobile. Besides being available in the web version of Duolingo, it is also available in several operating systems such as Android, iOS, and Windows Phone.[28]

This App provides 66 different language courses and is available in 23 languages. Lessons are provided in writing as well as by voice, and there is also speaking practice for more experienced users. There are questions in one chapter that users of this application must solve. Each chapter consists of sentences that must be translated, and these sentences can contain new or learned words. After the user has answered the question, the user can immediately know whether their answer is right or wrong. Each correct answer will add points and vice versa. The Duolingo application installed on a

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[28] Matra S. D, Duolingo Applications as Vocabulary Learning Tools. Journal of English Literature, Linguistic, and Education, (2020), 46-52'

smartphone or accessed via the website requires an internet data connection.[29] Here are some steps that students do to operate Duolingo application on their smartphone:

1). Download the Apps
2). The first step to using the Duolingo application is to download the Apps in Playstore or AppStore. Make sure that the smartphone has internet network access. After downloading, open the Duolingo application.
3). Registration

    In the second step, the users can register with a google or Facebook account to maintain their progress.
4). Get Started

    The third step, at the start screen, select the get started menu and the language that the user wants to learn, which is English, then select the language used, which is Indonesian. After choosing the language, there will be a choice of daily learning goals that are relaxed (5 minutes a day), standard (10 minutes a day),

[29] Ibid. 49

severe (15 minutes a day), and crazy (20 minutes a day).

5). Choose the Level

In this step, users can learn English starting from the basic level. At the basic level, there are: English speaking competencies including pronunciation, grammar and vocabulary from questions provided both in oral and written form. Students who routinely use Duolingo will be adjusted to the level of difficulty according to their abilities.

Nushi and Eqbali (2017) in Ananda (2019) describe the exercises in Duolingo that there are many types, such as: Translation exercises, Matching exercises, Pair practices, Listening Exercises, and Speaking exercises.

CHAPTER III
METHOD OF THE RESEARCH

This chapter presents the research the research approach employed in the research design, Informant, data sources, technique of data collection, instrument and data analysis.

3.1 Research Design

Borg and Gall[30] argue that qualitative research is research whose results are in the form of written text presented inductively. The results of qualitative research will be managed and reduced. Then, the data will be presented in the text and discourse. This study used a qualitative research type, namely analyzing and knowing the experiences of EFL learners in using gamification of mobile applications for learning outside the classroom. Then, the approach used is a descriptive approach. Moleong [31] argues that the descriptive approach is the results of research that are presented in a structured manner through predetermined methods and techniques; then, these results will be tolerated with existing realities. The results of the presentation of this study regarding the experience of EFL learners using gamification of mobile applications as learning outside the classroom.

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[30] Borg, W.R. & Gall, M.D. Gall. (1983). Educational Research: An Introduction, Fifth Edition. New York: Longman
[31] Ibid. Hal 142

3.2 Informant

Informants in this study will be determined using a purposive sampling technique. This technique is used to determine Informants randomly based on specified criteria. These criteria are EFL students who use the Duolingo application for learning outside the classroom. Based on the criteria determined through the purposive sampling technique, 20 students of Eighth grade of MTs NU I'anatuth Thullab were obtained with a total of 12 male students and 8 female students with an age range of 13-14 years.

3.3 Data Sources

Data collection is carried out to collect data in accordance with the required data. The data obtained in this study include:

3.3.1 Primary data is obtained through the first source, either from individuals. This data was collected through interviews or questionnaires.[32] In this study, the primary data sources will be obtained through interviews with EFL learners regarding their experiences using Duolingo for learning outside the classroom.

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[32] Creswell, John W, Research Design: Qualitative, Quantitative and Mixed Approaches. (Yogyakarta:Pustaka Pelajar, 2014).

3.3.2   Secondary data, namely primary data that has been processed and presented by primary data collectors or other. From secondary data is supporting data from primary data. Secondary data of this study are in the form of reference materials and literature studies related to the experiences of EFL learners who use Duolingo as learning outside the classroom. This data is obtained through journals, articles and books.

3.4 Data Collection Technique

3.4.1 Interview

Interviews consist of face-to-face activities between the researcher and the Informant. Interviews are used to obtain accurate data about in-depth information. This interview is to obtain valid finding data. Interview a new interview must be in accordance with the problem formulation that has been narrowed by the problem indicators to achieve the objectives researched. This study conducted interviews directly with EFL students who used Duolingo to study outside the classroom. Interviews were conducted in Indonesian, which were then obtained and originated from Informants. The interview aims to obtain data

on students' experiences using the Duolingo application outside the classroom.

3.4.2 Documentation

Documentation is an activity that captures essential moments in the form of photos and videos. The documentation in this study is during research activities. Photos and videos in the form of research activities during interviews and recording field activities were part of the documentation. Documentation is also used as research evidence that the research was actually carried out.

3.5 Instrument

This research instrument is an interview guide. The interview guide is a guide used in interviewing with several questions appropriate to the research indicators. The questions in the interview guide must be able to answer research problems. One of the questions that will be asked is: How are students' experiences using Duolingo as a learning application outside the classroom.

3.6 Data Analysis Procedure

The technique used in this thesis is the data analysis model of Miles and Huberman. In this model, qualitative analysis activities are carried out interactively and continuously until it is sufficient. Miles and Huberman [33] argue that this qualitative research has two stages in the data analysis technique. First, the analysis at the time of data collection is intended better to capture the essence of the focus of the research to be carried out through the sources collected and contained in the verbal formulation of language; this process is carried out aspect by an aspect according to the research map. Second, after the data collection process has been carried out, it is then reanalyzed after the data has been collected in the form of raw data, which must be determined the relationship with each other. The data collection only sometimes answers the problems raised in the research. Therefore, it is necessary to reanalyze the clarified data.

The data analysis activities of this model include data reduction, data display, and conclusion drawing/verification.

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[33] Miles,M.B, Huberman,A.M, dan Saldana,J. 2014. Qualitative Data Analysis, A Methods Sourcebook, Edition 3. USA: Sage Publications. Terjemahan Tjetjep Rohindi Rohidi, UI-Press

a. Data reduction, at this initial stage, selects, focuses, simplifies, abstracts, and transforms raw data into written records. The aim is to carry out findings that become the research focus.

b. Presentation, the data that has been reduced is then presented to provide an understanding of the data to determine the next steps a researcher will take in the research process.

c. Conclusions, after data reduction is carried out, conclusions or conclusions are made from the data that has been studied, and from these conclusions, new findings from the research conducted are presented. However, these results can still be examined again and again performed the reduction, display data and again will produce conclusions, and so on in order to get maximum results.

CHAPTER IV

RESEARCH FINDINGS

This chapter presents the research finding and discussion which include the explanation about the experience of EFL students in learning English using Mobile Gamification Application in Contexts Outside the Classroom.

4.1 Research Finding

4.1.1 The Experience of EFL Students Learning English Using Mobile Gamification Application in Context Outside the Classroom.

The purpose of this study is to determine students' experience in learning English using the Duolingo application outside the classroom. The data obtained show that students are delighted and interested in this Duolingo application, primarily if it is used at home and during sleep. Satisfied experience with using the Duolingo application to learn English because of its easy and free access. The material presented is also complete. Interestingly, the Duolingo application can also be used to learn while playing. The satisfaction felt by several Informants, namely Informant 1, did not feel bored when using the Duolingo application to learn because the learning concept was a game so that the

menu could be used for the long term. Informant 1 wants to use the Duolingo app in the long term.

Learning a foreign language does not become tedious and difficult anymore through the internet. The software becomes the most straightforward platform, and there are lots of things that can be used and reached, such for example Duolingo. Duolingo will help us become more proficient in foreign languages. Duolingo deliberately carries the concept of "playing while learning" to make it more fun, and easy to use by all ages. This Duolingo application is exciting because it offers a different concept from other applications, namely playing while learning. This is in accordance with the experience expressed by Informant 1, namely:

"The attractiveness of this application is very different from other foreign language learning applications. I am delighted and interested in using this application because it can be used to learn while playing. It is fascinating and fun. This application is also free and free of charge. The main thing is that I can get acquainted with the Duolingo app users too. This Duolingo application is perfect and not boring,

increasing my desire to learn foreign languages. If there are applications that are not interesting, then learning will be boring. While this Duolingo application, in my opinion, is very effective, and I am always interested in using it and increasing my desire to learn Languages. The concept of playing while studying, I really like it".

(Interview, I[1])

Students love playing in learning. Based on his learning experience, he is very interested if there are applications that can be used to play and learn because they are not boring. Informant 2 also revealed his learning experience using Duolingo as follows:

"The appearance of this Duolingo application is very interesting because there are various kinds of images and videos with excellent graphic support so that it provides a high level of interest. The attractiveness of this application is very different from other foreign language learning applications. In this application I am very satisfied and very interested in using this application. because it can be used to learn while playing. The Duolingo application can also be used for group learning patterns by discussing. This

application is classified as gamification because every learning has a level that must be completed and will get a prize if you are able to complete it".

(Interview, I^2)

Based on students' learning experiences in the Duolingo application, there is a game concept with a level and level model. This was also expressed by Informant 3 when being interviewed to reveal their experiences in learning using the Duolingo application as follows:

"The Duolingo application is fascinating because of its many features and its wide selection of level models for beginners. Another advantage of this application is that it is very different from other foreign language learning applications. I am delighted and interested in using this application because it can be used to learn while playing. It is fascinating and fun. This application is also free and free of charge. The main thing is that I can get acquainted with the Duolingo app users too. This application is free of charge and provides premium access as well for paid". (Interview, I^3)

Based on students' learning experiences in the Duolingo application, there is a game concept with a level and level model. This was also expressed by Informant 4 when being interviewed to reveal their experiences in learning using the Duolingo application as follows:

"Learning with this application is very fun and does not cause boredom. learning English which used to be scary, is now no longer scary and is something students look forward to while studying". (Interview, I[4])

Based on students' learning experiences in the Duolingo application, there is a game concept with level and level models. This was also expressed by Informant 5 when interviewed expressed his experience in learning to use the Duolingo application as follows:

"Since using this application my English grades have become very satisfactory, and I have no doubts to continue learning and continue to gain knowledge. This makes me more confident to continue to add insight, especially in English.". (Interview, I[5])

Based on students' learning experiences in the Duolingo application, there is a game concept with level and level models. This was also expressed by Informant 6 when interviewed expressed his experience in learning to use the Duolingo application as follows:

"This dictionary application is amazingly good. People who usually don't like or are lazy in operating the internet to look up word translations, now it's no longer boring. People who don't like English will immediately like the appearance of this dictionary.". (Interview, I[6])

Based on students' learning experiences in the Duolingo application, there is a game concept with level and level models. This was also expressed by Informant 7 when being interviewed expressed his experience in learning to use the Duolingo application as follows:

"I found a different sensation by using this English dictionary application. I experienced no difficulties

while using it and the vocabulary used was easy for me to digest and I understood.". (Interview, I[7])

4.4.2 Benefits of Using the Duolingo App in Contexts Outside the Classroom.

Findings of the data obtained the research Informants felt that they had many benefits from their experience using the Duolingo application to learn English outside the classroom. The benefit obtained is that the use of the Duolingo application is efficient, so it can improve learning abilities quickly. The practicality of using the Duolingo application is reviewed through the presentation of simple but quality material so that it can be understood easily. The material presented is quite a lot, but the form of the presentation is simple. Informants felt that learning it was effortless. There are questions that are presented in a practical way so that Informants can understand and improve their English language skills. The Duolingo application is also considered very effective for Informants because it can be used anywhere and anytime. Easy to put in a pocket and carry everywhere.

An application that can be used as a medium for learning English will be beneficial for the general

public or among students who want to learn English instantly. One of the effective and practical languages learning media is the Duolingo application. Duolingo provides effective learning with the concept of gamification. The following are the experiences of Informants 2 using the Duolingo application:

"*In my opinion, the Duolingo application is very effective because this application can be downloaded for mobile phones. Every day I use my cellphone, so for example, if I really need a language dictionary, I just open it via my cellphone. No need to open a dictionary book. This application can also be accessed offline so that if we are in an area that lacks a signal, we can still access the Duolingo application. If it does not provide offline, it can't be accessed if the signal does not exist. This application is efficient because it is integrated with mobile phones. Practically this application can also be used in all places, and the presentation of the material is simple and simple so that it can be understood easily. The application on the phone also attracts me because of its ease of use and is very modern and can be called a modern dictionary*". (Interview, I[4])

Based on the learning experience, Informant 1 stated that the effectiveness of learning with the Duolingo application provides ease of learning. If learning is effective and efficient, the learning objectives will be easily achieved, and can understand the material presented more quickly. So before using the application for learning, one must first know whether the media or application used is effective and efficient. This is supported by the experiences of Informant 2 as follows:

"This application is efficient, in my opinion, because it is a kind of technology book. Now the era had changed to be more sophisticated and modern so that you can use technology access if you need anything in contrast to the old days, when activities were all manual, such as manual books. Currently, dictionaries and learning media are available on mobile phones, making it easier for all human activities and activities. Human activities have become more effective and practical with the sophistication of Technology. Only using cell phones, all learning activities related to the material search are also accessible. Every day I use a cellphone, so, for example, I really need a live

language dictionary. Open it via cellphone. No longer need to open a book dictionary. This application can also be accessed offline so that if we are in an area that lacks a signal, we can still access the Duolingo application. If it does not provide offline, then if the signal is not there, it cannot be dioceses. This application is efficient because it integrates with mobile phones.". (Interview, I²)

The existence of the current technology dictionary has been essential and practical in the world of education. Currently, learning a second language is in international demand, such as English, because it is an international language, so it is essential to learn and understand foreign languages. Beginners who cannot learn foreign languages need help with books such as a foreign language dictionary. The foreign language dictionary, according to Informant 3, is less effective because it is challenging to carry anywhere. Currently, there is a modern dictionary called Duolingo that can make it easier for beginners to learn foreign languages. The technology dictionary makes it more practical and efficient. The following is the experience of Informant 3:

"This era has become modern. All human activities are helped by sophisticated technology and sophisticated applications. So, I prefer a technological dictionary like this Duolingo." (Interview I[3])

The existence of a technology dictionary is currently very important and practical in the world of education. Currently, learning a second language is in great demand internationally, such as English, because it is an international language, so it is important to learn and understand a foreign language. Beginners who cannot learn a foreign language need help with books such as foreign language dictionaries. Foreign language dictionaries according to Informant 4 are less effective because they are difficult to carry everywhere. Currently, there is a modern dictionary called Duolingo which can make it easier for beginners to learn foreign languages. The technology dictionary makes it more practical and efficient. The following is the experience of Informant 4:

"If only this application had been around for a long time, then I would have always loved learning English without having to hate it first." (Interview, I[4])

The existence of a technology dictionary is currently very important and practical in the world of education. Currently, learning a second language is in great demand internationally, such as English, because it is an international language, so it is important to learn and understand a foreign language. Beginners who cannot learn a foreign language need help with books such as foreign language dictionaries. Foreign language dictionaries according to Informant 5 are less effective because they are difficult to carry everywhere. Currently, there is a modern dictionary called Duolingo which can make it easier for beginners to learn foreign languages. The technology dictionary makes it more practical and efficient. The following is the experience of Informant 5:

"Besides being easy to access, this application is also easy to download. so it's not burdensome in operation. after using it to search for vocabulary it is also very fun and fosters enthusiasm for learning." (Interview, I[5])

The existence of a technology dictionary is currently very important and practical in the world of education.

Currently learning a second language is in great demand internationally, such as English, because it is an international language, so it is important to learn and understand a foreign language. Beginners who cannot learn a foreign language need help with books such as foreign language dictionaries. Foreign language dictionaries according to Informant 6 are less effective because they are difficult to carry everywhere. Currently, there is a modern dictionary called Duolingo which can make it easier for beginners to learn foreign languages. The technology dictionary makes it more practical and efficient. The following is the experience of Informant 6:

"I prefer this application compared to Google translate which must use internet quota in its operation." (Interview, I[6])

The existence of a technology dictionary is currently very important and practical in the world of education. Currently learning a second language is in great demand internationally, such as English, because it is an international language, so it is important to learn and understand a foreign language.

Beginners who cannot learn a foreign language need help with books such as foreign language dictionaries. Foreign language dictionaries according to Informant 6 are less effective because they are difficult to carry everywhere. Currently, there is a modern dictionary called Duolingo which can make it easier for beginners to learn foreign languages. The technology dictionary makes it more practical and efficient. The following is the experience of Informant 6:

"After getting to know this English dictionary application, I don't want to stop learning English and I will continue to study English lessons so that my skills continue to be honed and improved." (Interview, I[6])

4.4.3 Experience Using Duolingo Can Improve English Vocabulary

Results Based on the research obtained through the experience of using the Duolingo application, Informants were able to improve their ability to speak in English. Informants also get to know new word forms that have never been known before. Duolingo application provides a lot of vocabulary material. The Informants felt delighted and lucky

because, through the use of the Duolingo application, their speaking abilities increased.

Based on the research results, students can increase their ability to master English vocabulary when they often use the Duolingo application. The following is the statement from Informant 1:

"Yes, that is right, this Duolingo application is beneficial for me because, besides this application, it is an effective application that can be used for learning outside the classroom, so when I am at home, I use this application to read and learn English. Through this application, I increasingly have good English vocabulary skills because of its easy use, and in the application, it presents material for learning vocabulary that is complete so that I have an improvement in understanding vocabulary." (Interview, I[1])

Based on the statement, Informant one stated that the ability to master this vocabulary increased because through this Duolingo application, the material presented related to this vocabulary was very much so that all English vocabulary learning was

complete and the Informant could learn it well. This is also supported by the statement of the second Informant, which states that the Duolingo application also provides complete vocabulary material so that the second Informant, who was initially still confused about understanding the vocabulary, now understands related vocabulary and the following statement:

"That's right, I still didn't understand English vocabulary at first. I often make mistakes when I have to say sentences or write sentences in English because the vocabulary is still wrong and messy. Through this Duolingo application, I have the ability to master English vocabulary so that it is easier for me to write sentences in English because my vocabulary skills have increased. This Duolingo app makes me have a good vocabulary." (Interview, I[1])

Based on the statement of Informant 2, he stated that his vocabulary skills were initially still very lacking, but by using this Duolingo application, Informant 2 had an increase in vocabulary mastery because this Duolingo application presented complete vocabulary material and the vocabulary material was

easy to understand and learn. For beginners, such as Informant 2 who uses the Duolingo application, they have a good experience because through the Duolingo application, their ability to master English vocabulary increases. Furthermore, Informant 3 also stated that the Duolingo application really supports learning activities, especially in learning vocabulary and this Duolingo application can help Informant 3 to complete the task given by the teacher related to English vocabulary. Here is the statement:

"Through this Duolingo application, it can help me to understand vocabulary properly and correctly. This is because the Duolingo application in presenting vocabulary material is very easy to understand so it is not difficult to learn vocabulary using this Duolingo application. This Duolingo application provides a good and satisfying experience for me because I can have good vocabulary skills in English so that when I get an assignment from the teacher related to vocabulary, I can complete the word city task properly and correctly. The experience of using Duolingo is very satisfying and very helpful". (Interview, I[3])

Based on the statement of Informant 3 stated that the experience of using the Duolingo application was very satisfying and very helpful because through the use of this Duolingo application it could improve English vocabulary skills for Informant 3 so that it could also be used to complete several tasks given by the teacher related to English vocabulary. His grades got better with the help of the Duolingo learning media.

Based on the results of the study, students' English vocabulary mastery ability can improve if they frequently use the Duolingo application. The following is a statement from Informant 4:

"It's easy for me to learn English, the Duolingo application is easy to apply and good in operation. I easily understand learning English and the vocabulary taught is now easy for me to understand. I don't have any trouble working on practice questions or English tests." (Interview, I[4])

Based on the results of the study, students' English vocabulary mastery ability can improve if they

frequently use the Duolingo application. The following is a statement from Informant 5:

"Before getting to know this application, I was a person who didn't like English lessons at all. I am a person who is against learning English. I prefer to sleep in class during English lessons and don't want to listen at all. I feel very happy after getting to know this English dictionary application. I understand more about the material taught by the teacher and I no longer want to sleep in class during English class. Currently learning English is a very enjoyable learning for me." (Interview, I[5])

Based on the results of the study, students' English vocabulary mastery ability can improve if they frequently use the Duolingo application. The following is a statement from Informant 6:

"This application is very cool to help ease learning. besides the complete vocabulary. the application does not require the internet. so it can be applied when you don't have internet quota. this is very helpful to relieve school children who do not always have a quota to

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access the internet. I completely agree with the statement which states that this application is easy and practical to use, because I am one of those people who has proven its convenience". (Interview, I[6])

Based on the results of the study, students' English vocabulary mastery ability can improve if they frequently use the Duolingo application. The following is a statement from Informant 7:

"I am very motivated by this English dictionary application. I really like English now than the English I knew before I encountered this fun learning. besides being easy and practical, the vocabulary used is also easy to understand and easy for students to understand. I, who have directly proven its superiority, highly recommend this application because it is very effective for students and students to use. we are not complicated anymore related to learning English. fun learning will lead to useful results". (Interview, I[7])

4.2 Discussion

Based on the study's results, it was stated that students were satisfied and happy to use the Duolingo application as a learning application while playing outside

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the classroom. The benefit that students get is that their ability to understand words increases, and is more fluent in English. In this era, people need to be able to speak foreign languages because competition will occur automatically in the era of globalization. In this era of digital Technology, we as educators must be able to follow and use Technology to support activities in the field of education. It means that we, as humans, cannot be separated from Technology. With the rapid development of Technology, people should be used optimally for progress in various aspects of life.

In education, Technology is instrumental in supporting learning activities inside and outside the classroom. Using Technology wisely can help learning activities be more effective, efficient, and creative. Learning a foreign language is more exciting and challenging through the internet. Software is the most accessible platform. Many things can be used and achieved, such as Duolingo. Duolingo will help us become more proficient in a foreign language. Duolingo deliberately carries the concept of "play while learning" to make it more fun, and easy for all ages. Students who use the Duolingo application to learn can increase their motivation to learn.

This is in line with and in accordance with Burke's research[34] argues that gamification is the use of mechanical elements and user experience design of a game to attract and motivate someone digitally to achieve their goals. What is meant by mechanical elements are crucial elements such as points, leaderboards, and badges that support the running of a game. Meanwhile, user experience design is described as the level of satisfaction felt by the player or user during interactions with the elements in the game. Then it is stated that gamification is used to attract and motivate someone digitally. This is because the media used to operate the game are digital devices such as computers, smartphones, tablets, and others. The application of gamification as a motivational tool aims to change habits, build skills, or increase one's creativity. Gamification also borrows elements and techniques from several fields, such as games, behavior, and motivation.

The existence of technology dictionaries today has become essential and practical in the world of education. Currently, learning a second language is an international need like English because it is an international

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[34] Burke, B, Gamify: how gamification motivates people to do extraordinary things. Brookline: Bibliomotion, Inc. (2014)

language that is indispensable for learning and understanding foreign languages. Beginners who still need to learn foreign languages need the help of books such as foreign language dictionaries. Manual foreign language dictionaries are less effective because they are challenging to carry everywhere. Currently, there is a modern dictionary called Duolingo that can make it easier for beginners to learn foreign languages.

The results of this study are also in line with Thuan's research Students need to use learning media such as online dictionaries. It should also be noted that learning activities are a communication process. In other words, learning activities through the media occurs when communication occurs between the recipient of the message (P) and the source (S) through the media (M). However, the communication process only occurs after a back reaction (feedback). Learning media is a vehicle for distributing messages or learning information. Learning media are all tools and materials that can be used for educational purposes, such as radio, television, books, newspapers, magazines, etc. Thuan stated that the use of computer-assisted learning media has a significant effect on the attractiveness of students to learn the competencies being taught

CHAPTER V
CONCLUSIONS AND SUGGESTIONS

The primary purpose of this research is to find out the experiences of EFL students in learning English using mobile gamification applications in contexts outside the classroom. Based on the result and discussions in chapter IV, the conclusion can be drawn as the following:

5.1 Conclusions

1). Applying Duolingo to improve students' vocabulary mastering improves the student's ability to master vocabulary and become more fluent in English.

2). Duolingo is a language learning media that can be used to increase levels of active learners in the teaching-learning process. It is one of the effective media in teaching learning vocabulary to students and giving an opportunity to all students to get a fair turn in practicing material.

3). Duolingo can be accessed anywhere and everywhere, so teachers are not challenged to implement it in indoor learning or outdoor learning. It is also a media learning language, which allows the learners to learn wherever

they have an internet connection and whenever they
feel like it.

5.2 Suggestions

The conclusions of this study showed the number of
errors was excessively found, and the researcher would like
to give some suggestions as follows:

5.2.1 For Students

The students can use the Duolingo application to
help them easily in learning the English process,
such as to help them to memorize the vocabularies
meaning, pronunciation of the words, and the
translation to Indonesian.

5.2.2 For the Teachers

The teachers can use Duolingo applications as a
language application tool that is very useful in
learning English because Duolingo can motivate and
improve their students.

5.2.3 For the Future Researchers

Future researchers can investigate these issues with
a more significant sample. This research only
focused on the students who are currently using or
have used Duolingo in their learning English

process. Another researcher could provide the Duolingo application implementation to many students.

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APPENDICES

List of Questions (Interview)

No.	Pertanyaan (Question)
1.	What features in Duolingo are used for learning English? *(Fitur-fitur apa saja dalam Duolingo yang digunakan untuk pembelajaran bahasa inggris?)*
2.	How attractive is the appearance of Duolingo to be used as a learning medium? *(Bagaimana kemenarikan tampilan Duolingo untuk dijadikan media belajar?)*
3.	How are language vocabulary materials presented on Duolingo? *(Bagaimana materi-materi kosa kata bahasa yang disajikan pada Duolingo?)*
4.	How can Duolingo be used for language learning? *(Bagaimana kegunaan Duolingo untuk pembelajaran bahasa?)*
5.	How to use this Duolingo app usage pattern? Can it be used individually or in groups? *(Bagaimana penggunaan pola penggunaan aplikasi Duolingo ini? Apakah bisa digunakan secara individu ataukah berkelompok?)*
6.	How does the Duolingo application motivate you to be passionate about learning languages? *(Bagaimana aplikasi Duolingo menjadikan motivasi anda untuk semangat belajar berbahasa?)*

7.	Has the Duolingi app increased your desire to learn languages? *(Apakah aplikasi Duolingi meningkatkan keinginan anda belajar bahasa?)*
8.	How often do you use Duolingo to learn languages outside of the classroom? *(Seberapa sering anda menggunakan Duolingo untuk belajar bahasa diluar kelas?)*
9.	Have you always needed Duolingo to learn a language? *(Apakah anda selalu membutuhkan Duolingo untuk belajar bahasa?)*
10.	What are the benefits of using Duolingo? Can you improve your language skills? *(Bagaimana manfaat yang didapatkan dengan menggunakan Duolingo? Apakah mampu meningkatkan kemampuan berbahasa?)*
11.	Can Duolingo help solve language problems? *(Apakah Duolingo dapat membantu memecahkan kesulitan pada materi berbahasa?)*
12.	How can Duolingo help with difficult-to-understand assignments and materials? *(Bagaimana Duolingo dapat membantu menyelesaikan tugas-tugas dan materi yang sulit dipahami?)*
13.	When do you access the Duolingo application? Is it only when there are assignments or material that you don't understand? *(Kapan anda mengakses aplikasi Duolingo? Apakah hanya saat terdapat tugas atau materi yang belum paham saja?)*

14.	What materials are most accessible in the Duolingo app?
	(Materi apa yang paling diakses dalam aplikasi Duolingo?)
15.	Can Duolingo be accessed offline? Does it have to be online?
	(Apakah Duolingo dapat diakes secara offline? Apakah harus online?)
16.	Does it require an outlay to access it?
	(Apakah membutuhkan biaya pengeluaran untuk mengaksesnya?)
17.	How practical is it when using Duolingo? Can it be used at any time?
	(Bagaimana kepraktisan yang didapat saat menggunakan Duolingo? Apakah dapat digunakan kapanpun?)

The Result of Interview

1. Informant 1

Name : Nadia Illiyyin

Class : 8 A

QN	ANSWER
1.	*Duolingo has a profile feature that can be used to see the progress of our learning. Then, this learning feature serves to find out basic material 1 to basic 2 which then contains object pronouns and verbs and many others. On Duolingo there is also a club feature. This feature can be used to join a language club so that you can share your experience of foreign language skills while using Duolingo too. The most exciting is the friend feature too. This feature can be used to find friends but with the same user, namely the Duolingo application.*
2.	*The attractiveness of this application is very different from other foreign language learning applications. In this application I am very satisfied and very interested in using it because it can be used to learn while playing. It is very interesting and fun. This application is also free and not paid. The main attraction is that I can also get to know Duolingo application users too.*

3.	*The vocabulary material presented is quite a lot starting from verbs, substitute objects, animal names, phrases, food and many others.*
4.	*Duolingo is very helpful in learning languages, especially knowing good and correct vocabulary by practicing translating sentences, composing sentences and writing sentences according to the features in Duolingo. The Duolingo application is very useful for me because besides this application it is an effective application that can be used for learning outside the classroom so when I am at home. I use this application to read and learn English. Through this application I have more and more good English vocabulary skills because of its easy use and the application presents material for learning vocabulary that is very complete so that I myself have an increase in understanding vocabulary*
5.	*The use of the Duolingo application can only be operated with one person, but we can invite friends to use Duolingo as well so that we can be friends if our friends use Duolingo too. This is supported by the friendship feature so that Duolingo application users can interact and share experiences.*
6.	*Duolingo is a learning application in which there are game models and many friendships so that through this application learning becomes more fun and not boring. It feels like passion*

	when using this app to study and this is my motivation to study because it's easier and more interesting.
7.	*This Duolingo application is very good and not boring so it increases my desire to learn foreign languages. If there is an application that is not interesting then learning will be boring while in my opinion the Duolingo application is very effective and I am always interested in using it and increasing my desire to learn languages. My desire to learn language has increased because there are interesting applications. If it's not interesting then I also won't want to learn English.*
8.	*I use Duolingo in one week about 3-4 times when learning English. I really like English so I always spend more time learning English than other subjects because learning English is very important because it is an international language.*
9.	*If you always need it, you still don't because there are many other applications besides Duolingo that I use. So I don't always just use Duolingo. You can also use YouTube in language learning activities. It's just that the one that is used most often is the Duolingo application because it is more interesting and exciting because it has a friendship feature so you can group together and exchange ideas.*
10.	*This Duolingo application can quickly improve my language skills. My language skills are getting better through learning through Duolingo because in this application there are cool*

	pictures so that when learning I don't have difficulty understanding. When you don't understand, you can look at the picture. This is what causes them to be able and proficient in language.
11.	*Duolingo helps me solve language learning problems. In my opinion, Duolingo has a very complete vocabulary, so when you need vocabulary, you can search for it using Duolingo, which makes it easier and solves my learning difficulties. I'm still having difficulties in compiling verbs so in Duolingo there are learning features such as composing sentences, syllables and words which make it very easy for me to compose good and correct vocabulary.*
12.	*In the Duolingo application, if the existing vocabulary is not available, you can do it by asking my Duolingo friends so that this method can solve my problems related to assignments and material that is very difficult to understand by asking Duolingo friends.*
13.	*One of them is because I access it due to assignments and if I really want to learn languages, then I access Duolingo within 4 days a week. The need for access to Duolingo is actually to help with schoolwork and make it more fluent to write in English and speak the language.*
14.	*Related to the material that is very difficult for me is the material for constructing sentences with appropriate verbs*

	because it is very difficult for me to understand verbs and their arrangement so I access Duolingo more often to compose sentences in English and I also access any names in Duolingo to add knowledge in English.
15.	*The Duolingo application can be accessed online and offline. If you access it through the website, it is included online. But if we have a cellphone or Smartphone we can use it offline by downloading it beforehand after that it can be used offline but there are still some parts of Duolingo that require online access.*
16.	*The costs incurred are not too much because it only uses internet quota. The quota used to access this application is also not much, only a few and the quota requirement is small so it can be used as often as possible. The verb section in Duolingo can also be downloaded in advance so we don't need to access it online and waste quota. It's better to download it first so you don't issue online access.*
17.	*In my opinion, the Duolingo application is very effective, because this application can be downloaded on a cellphone. Every day I use my cellphone, so for example I really need a language dictionary, I just need to open it via my cellphone, I don't need to open a book dictionary anymore. This application can also be accessed offline so that if we are in an area with a lack of signal, we can still access the Duolingo application. If*

| | *it doesn't provide offline then if the signal doesn't exist then it can't be accessed. This application is very practical because it integrates with mobile phones. No need to bring anything else. The application on the cellphone also intrigued me. It is easy to use and very modern, and can be called a modern dictionary.* |

2. Informant 2

Name : **Nisrina Aufa Nabila**

Class : **8 A**

QN	STUDENT ANSWER
1.	*The Duolingo application has various features such as the arrangement of sentences, words and syllables. Then Duolingo also has a profile feature that can be used to see the results of our learning progress. The Duolingo feature has levels of language ability so there is an option to choose according to my language skills. If the language ability is low, then choose a low level, while it has started to increase, then choose a high level. On Duolingo there is also a club feature. This feature can be used to join a language club so that you can share your experience of foreign language skills while using Duolingo too. The most exciting is the friend feature too. This feature can be used to find friends but with the same user, namely the Duolingo application. The next feature is the provision of stories, biographies and fiction.*
2.	*The appearance of the Duolingo application is very interesting because there are various kinds of images and videos with excellent graphic support so that it provides a high level of attractiveness. The attractiveness of this application is very*

	different from other foreign language learning applications. In this application I am very satisfied and very interested in using it because it can be used to learn while playing. The Duolingo application can also be used for group learning patterns by discussing.
3.	*The material presented by Duolingo is very complete, not only in English but in various foreign languages so that in one application it can be used for a variety of languages, starting with materials for wording and names of living things as well as all aspects of life.*
4.	*Duolingo has several features that can be classified as gamification. Duolingo can be used as a language learning app by playing. This game must be won. Winning streaks, while also important for goal setting, can be considered an element of the game. Duolingo now offers language-specific "leagues" that use leaderboards to determine who has earned the most XP in a single week. It's great to feel responsible to a real human being for learning a language even if you can beat then you can reach the top of the Diamond League. This study is very interesting. Furthermore, at first I still did not understand the English vocabulary. I often make mistakes when I have to say sentences or write sentences in English because the vocabulary is still wrong and messy. Through the Duolingo application, I have the ability to master English vocabulary so*

	that it is easier for me to write sentences in English because my vocabulary skills have improved. This Duolingo application makes me have a good vocabulary
5.	*Learning through the Duolingo application can only be used by one person, but our friends can be invited to use this application. We can add friends who also download them as friends and become friends in the application. I can ask friends through the Duolingo app. This concept is very similar to Facebook which provides a friendship feature in its application.*
6.	*What motivates me to use Duolingo is that there are various levels in the application, so when I still don't master it, I can start learning the easiest one first. But along with increasing ability I finally chose a high level. My motivation for learning this language is because the Duolingo application makes it easy for people who don't understand directly so they can choose the easiest level.*
7.	*The Duolingo application is able to increase my desire to learn the language through story and fiction facilities, making me prefer to read stories in English so that I begin to understand the pattern of constructing English vocabulary because I often read stories on the Duolingo application. The many kinds of learning models in Duolingo make me very enthusiastic and have a passion for languages. I think it's very effective and I'm*

	always interested to use it and increase my desire in learning languages.
8.	*I use Duolingo in one week about 5 times when studying English. Actually, not only when studying. I prefer the stories in the Duolingo application, so this is what causes me to access the Duolingo application more often. Indirectly I also learned to read English. When I go to sleep, I also often read stories on Duolingo so that I now understand better how to construct good and correct vocabulary.*
9.	*Actually, I don't always need it, but because of the many facilities at Duolingo, I have become accustomed to using Duolingo. because there are many applications besides Duolingo that I use. However, very few of these applications can provide quite as many learning models as Duolingo. The model for other applications is very small so it's easy to get bored and delete the application.*
10.	*This application can improve my reading ability to be faster and understand the meaning of the reading. My language skills are getting better through learning through Duolingo because in this application there are cool pictures so that when learning I don't have difficulty understanding. When you don't understand, you can look at the picture. This is what causes them to be able and proficient in language.*

11.	*Duolingo can solve my problems related to assignments given by teachers at school. At present, learning activities already need effective and practical assistance applications, so there is no need to look in a large number of dictionaries. Through technological sophistication such as Duolingo, it can help me solve problems in learning, especially reading English. My reading ability is very low so I need to learn more about reading English. help me in solving language learning problems.*
12.	*This is because Duolingo has many facilities and various learning models such as matching, answering, reading, listening so that we can choose the many learning models that suit our personality. I prefer to choose the one that reads because I think it's more fun because there are many experiences that are described through the story. The Duolingo application can help me complete the vocabulary given through an English story because I often learn to read stories on Duolingo.*
13.	*Every night before going to bed I always access the Duolingo application because this application provides various kinds of videos and other learning. Actually, my focus is not always on studying because in Duolingo there is a game that I am interested in using as well as I use it to learn.*

14.	*The material that I often access is the purpose and meaning of a story. Because in the story it usually has many meanings and I find it difficult to find the right answer. Sometimes I myself am also wrong to read the story and end up getting the wrong meaning. I often access stories and fiction to improve my reading skills in English and I also prefer reading rather than practicing to do questions on Duolingo. In my opinion, the preparation of verb sentences is also difficult, so I have to learn to compose sentences by paying attention to verbs and their patterns so that there are no mistakes in writing English, especially when given questions by the teacher.*
15.	*Yes, this application can be used online or offline. Usually if it is accessed through a website, it is included online. But if we have a cellphone or Smart phone we can use it offline by downloading it beforehand after that it can be used offline but there are still some parts of Duolingo that require online access. So, if you want to use it offline, you have to download it first so it doesn't use up your quota too.*
16.	*The Duolingo application provides free packages for new users, one of which is the premium package. The premium plan is available without advertising, but all users have access to the same features and course materials. While the growing market for language learning programs shows clear demand, it is also evident that most people cannot afford to spend*

	several hours a day learning, so it is hard to justify paying for a platform. Also, people like free stuff. The community, especially among students, do not have large costs if they have to spend a lot of money for learning needs. Humans also want freebies, but this habit is wrong for personal progress and development.
17.	*This application is very practical in my opinion because it is a kind of technology book. Now the era has changed to be more sophisticated and modern, so if you need anything, you can use access to technology. It's different from the old days where the activities were all manual like books manually. Currently, dictionaries and learning media are available on mobile phones, making it easier for all human activities and activities. Human activities become more effective and practical with technological sophistication. Only using mobile phones can all learning activities related to searching for material be accessed. Every day I use my cellphone, so for example I really need a language dictionary, I just need to open it via my cellphone, I don't need to open a book dictionary anymore. This application can also be accessed offline so that if we are in an area with a lack of signal, we can still access the Duolingo application. If it doesn't provide offline then if the signal doesn't exist then it can't be accessed. This application is very practical because it integrates with mobile phones.*

3. Informant 3

Name : **Lailla Naibila Novianti**

Class : **8 A**

QN	STUDENT ANSWER
1.	*The Duolingo application has various features, starting from the arrangement of sentences and words, then verbs and others. On Duolingo there is also a club feature. This feature can be used to join a language club so that you can share your experience of foreign language skills while using Duolingo too. The most exciting is the friend feature too. This feature can be used to find friends but with the same user, namely the Duolingo application. Dulingo also features reading stories, videos and fiction. Other features of Duolingo can also be used to play by increasing the understanding of choosing and answering with the concept of playing while learning.*
2.	*The Duolingo application is very interesting because in terms of facilities it has a lot of options and has a wide range of model levels for beginners. Another feature of this application is that it is very different from other foreign language learning applications. In this application I am very satisfied and very interested in using it because it can be used to learn while playing. It is very interesting and fun. This application is also free and not paid. The main attraction is that I can also get to*

	know Duolingo application users too. This application is not paid and provides premium access for paid as well.
3.	*The Duolingo application provides a variety of material that can be used for language learning activities, starting from the construction of sentences, guessing words, and then quite a lot of vocabulary material, starting from verbs, substitute objects, animal names, phrases, food and many others.*
4.	*The Duolingo application is very helpful for understanding language, not only English but also other foreign languages because other foreign languages are also available. Duolingo is also very helpful in learning languages, especially knowing good and correct vocabulary by practicing translating sentences, composing sentences and writing sentences according to the features in Duolingo. Through the Duolingo application, it can help me to understand vocabulary properly and correctly. This is because the Duolingo application in presenting vocabulary material is very easy to understand so it is not difficult if you have to learn vocabulary using this Duolingo application. The Duolingo application provides a good and satisfying experience for me because I can have good vocabulary skills in English so that when I get assignments from the teacher related to vocabulary, I can complete the word city tasks properly and correctly. The experience of using Duolingo is very satisfying and very helpful*

5.	*This application cannot be used by two or more people so it is only for one person. But we can invite friends to use Duolingo too so we can be friends if our friends use Dulingo too. This is supported by the friendship feature so that Dulingo application users can interact and share experiences. Besides that, I also usually ask a friend even though he's not a schoolmate but he's very smart. I asked my Duolingo friends to teach me and from there I really like this application because I can make lots of friends too.*
6.	*The game model motivates me to study enthusiastically and Duolingo also provides a language level for beginners so I can get started easily. It's different from other applications where the difficulty level immediately makes me lazy to learn languages. Duolingo is a learning application in which there are game models and many friendships so that through this application learning becomes more fun and not boring. It feels like enthusiasm when using this application to study and this is my motivation to study because it is easier and more interesting and very fun to use.*
7.	*My desire to learn languages has increased because of the many features in the application which keeps me from getting bored and always wants to try it again even every day because it is very interesting. If there is an application that is not interesting then learning will be boring while in my opinion the Duolingo application is very effective and I am always interested in using it and increasing my desire to learn*

	languages. My desire to learn language has increased because there are interesting applications. If it's not interesting then I also won't want to learn English. Uninteresting applications cause me to get bored easily. I prefer something like a game so learning is more fun than being serious.
8.	*I use Duolingo for a week or so every day while studying English. But if I'm busy, for example, there are lots of outdoor play activities, I only use it 5 times a week. If there are no activities, I play Duolingo more often, even every day I access it. The game in Duolingo that caused me access. I am not proficient in languages so I always spend more time learning English than other subjects because learning English is very important because it is an international language. Can be used for traveling, for example meeting with foreigners, I can speak fluently.*
9.	*I always need the Duolingo application for studying because the only application that suits me perfectly compared to other applications, in my opinion, is less convenient because access is also difficult. But I also usually learn from other media, namely through YouTube in language learning activities. It's just that the one that is used most often is the Duolingo application because it is more interesting and exciting because it has a friendship feature so you can group together and exchange ideas. This application is very fast if I need a*

	verb and a verb form it can appear quickly without having to look up one by one like a dictionary book.
10.	*Duolingo was able to improve my language skills but gradually, not instantly, but when compared to other applications I catch on faster with Duolingo. My language skills are getting better through learning through Duolingo because in this application there are cool pictures so that when learning I don't have difficulty understanding. Duolingo has levels available so I chose the beginner level and gradually went up.*
11.	*This application can help me solve English material, especially in learning material at school. In my opinion, Duolingo has a very complete vocabulary, so when you need vocabulary, you can search for it using Duolingo, which makes it easier and solves my learning difficulties. I'm still having difficulties in compiling verbs so in Duolingo there are learning features such as composing sentences, syllables and words which make it very easy for me to compose good and correct vocabulary. Besides that, school material also has language patterns according to the time it happened. Duolingo provides those materials as well.*
11.	*This application provides ways that are taken in answering. The Duolingo application has a question and answer menu and chooses answers so that when I choose the wrong answer, the correct answer will be given and reasons given. Most of*

	the lessons provided in Duolingo are almost the same as learning materials at school, so they are very helpful.
12.	*I access it almost every day because playing also eliminates boredom. Playing chili learning English. Apart from that, I access it due to assignments and if I really want to learn a language then I access Duolingo within 4 days a week. The need for access to Duolingo is actually to help with school assignments and make understanding related to learning materials at school.*
13.	*Material Arrange words into a sentence and make a short story. This material is very difficult at school but with the Duolingo application it is very helpful. I can better understand how to Compose sentences easily. I always access patterns for constructing sentences so that I can understand the language material taught at school. Furthermore, the material for making short stories is very difficult because it is difficult for me to compose a story. Through studying at Duolingo, I got used to having a reference to read a summary of stories and fiction. Through this Duolingo material, I can solve problems at school.*
14.	*Yes, the Duolingo application can be accessed online and offline. If you access it through the website, it is included online. But if we have a cellphone or smartphone we can use it offline by downloading it beforehand after that it can be used offline but there are still some parts of Duolingo that require online access. This application can be fully used*

	offline, but the materials needed can be downloaded first so that it can be accessed online.
15.	*Accessing the Duolingo application does not cost much, the application provides it for free and also provides payment for certain materials. But without paying the material presented is quite complete. The costs incurred are not too much because it only uses internet quota. The quota used to access this application is also not much, only a few and the quota requirement is small so it can be used as often as possible. The verb section in Duolingo can also be downloaded in advance so we don't need to access it online and waste quota. It's better to download it first so you don't issue online access.*
16.	*In my opinion, the Duolingo application is very effective and practical because this application is available on mobile phones so you can also take it anywhere. This application can also be accessed offline so that if we are in an area with a lack of signal, we can still access the Duolingo application. This application is very practical because it integrates with mobile phones. When you forget to bring a dictionary, this application is very helpful without having to return home to pick up a dictionary. Today's era is now modern. All human activities are helped by the sophistication of technology and sophisticated applications.*
17.	*It's very effective, because this application can be downloaded on a cellphone. If it doesn't provide offline then if the signal isn't there it can't be accessed.*

4. Informant 4

Name : **Umi Nadhidatud Duror**

Class : **8 A**

QN	STUDENT ANSWER
1.	*The Duolingo application has various features, starting from the arrangement of sentences and words, then verbs and others. On Duolingo there is also a club feature. This feature can be used to join a language club so that you can share your experience of foreign language skills while using Duolingo too. The most exciting is the friend feature too. This feature can be used to find friends but with the same user, namely the Duolingo application. Duolingo also features reading stories, videos and fiction. Other features of Duolingo can also be used to play by increasing the understanding of choosing and answering with the concept of playing while learning.*
2.	*The Duolingo application is very interesting because in terms of facilities it has a lot of options and has a wide range of model levels for beginners. Another feature of this application is that it is very different from other foreign language learning applications. In this application I am very satisfied and very interested in using it because it can be used to learn while playing. It is very interesting and fun. This application is also free and not paid. The main attraction is that I can also get to*

	know Duolingo application users too. This application is not paid and provides premium access for paid as well.
3.	*The Duolingo application provides a variety of material that can be used for language learning activities, starting from the construction of sentences, guessing words, and then quite a lot of vocabulary material, starting from verbs, substitute objects, animal names, phrases, food and many others.*
4.	*The Duolingo application is very helpful for understanding language, not only English but also other foreign languages because other foreign languages are also available. Duolingo is also very helpful in learning languages, especially knowing good and correct vocabulary by practicing translating sentences, composing sentences and writing sentences according to the features in Duolingo. Through the Duolingo application, it can help me to understand vocabulary properly and correctly. This is because the Duolingo application in presenting vocabulary material is very easy to understand so it is not difficult if you have to learn vocabulary using this Duolingo application. The Duolingo application provides a good and satisfying experience for me because I can have good vocabulary skills in English so that when I get assignments from the teacher related to vocabulary, I can complete the word city tasks properly and correctly. The experience of using Duolingo is very satisfying and very helpful*

5.	*This application cannot be used by two or more people so it is only for one person. But we can invite friends to use Duolingo too so we can be friends if our friends use Duolingo too. This is supported by the friendship feature so that Duolingo application users can interact and share experiences. Besides that, I also usually ask a friend even though he's not a schoolmate but he's very smart. I asked my Duolingo friends to teach me and from there I really like this application because I can make lots of friends too.*
6.	*The game model motivates me to study enthusiastically and Duolingo also provides a language level for beginners so I can get started easily. It's different from other applications where the difficulty level immediately makes me lazy to learn languages. Duolingo is a learning application in which there are game models and many friendships so that through this application learning becomes more fun and not boring. It feels like enthusiasm when using this application to study and this is my motivation to study because it is easier and more interesting and very fun to use.*
7.	*My desire to learn languages has increased because of the many features in the application which keeps me from getting bored and always wants to try it again even every day because it is very interesting. If there is an application that is not interesting then learning will be boring while in my opinion the Duolingo application is very effective and I am always interested in using it and increasing my desire to learn*

	languages. My desire to learn language has increased because there are interesting applications. If it's not interesting then I also won't want to learn English. Uninteresting applications cause me to get bored easily. I prefer something like a game so learning is more fun than being serious.
8.	*I use Duolingo for a week or so every day while studying English. But if I'm busy, for example, there are lots of outdoor play activities, I only use it 5 times a week. If there are no activities, I play Duolingo more often, even every day I access it. The game in Duolingo that caused me access. I am not proficient in languages so I always spend more time learning English than other subjects because learning English is very important because it is an international language. Can be used for traveling, for example meeting with foreigners, I can speak fluently.*
9.	*I always need the Duolingo application for studying because the only application that suits me perfectly compared to other applications, in my opinion, is less convenient because access is also difficult. But I also usually learn from other media, namely through YouTube in language learning activities. It's just that the one that is used most often is the Duolingo application because it is more interesting and exciting because it has a friendship feature so you can group together and exchange ideas. This application is very fast if I need a*

	verb and a verb form it can appear quickly without having to look up one by one like a dictionary book.
10.	*Duolingo was able to improve my language skills but gradually, not instantly, but when compared to other applications I catch on faster with Duolingo. My language skills are getting better through learning through Duolingo because in this application there are cool pictures so that when learning I don't have difficulty understanding. Duolingo has levels available so I chose the beginner level and gradually went up.*
11.	*This application can help me solve English material, especially in learning material at school. In my opinion, Duolingo has a very complete vocabulary, so when you need vocabulary, you can search for it using Duolingo, which makes it easier and solves my learning difficulties. I'm still having difficulties in compiling verbs so in Duolingo there are learning features such as composing sentences, syllables and words which make it very easy for me to compose good and correct vocabulary. Besides that, school material also has language patterns according to the time it happened. Duolingo provides those materials as well.*
12.	*This application provides ways that are taken in answering. The Duolingo application has a question and answer menu and chooses answers so that when I choose the wrong answer, the correct answer will be given and reasons given. Most of*

	the lessons provided in Duolingo are almost the same as learning materials at school, so they are very helpful.
13.	*I access it almost every day because playing also eliminates boredom. Playing chili learning English. Apart from that, I access it due to assignments and if I really want to learn a language then I access Duolingo within 4 days a week. The need for access to Duolingo is actually to help with school assignments and make understanding related to learning materials at school.*
14.	*Material Arrange words into a sentence and make a short story. This material is very difficult at school but with the Duolingo application it is very helpful. I can better understand how to Compose sentences easily. I always access patterns for constructing sentences so that I can understand the language material taught at school. Furthermore, the material for making short stories is very difficult because it is difficult for me to compose a story. Through studying at Duolingo, I got used to having a reference to read a summary of stories and fiction. Through this Duolingo material, I can solve problems at school.*
15.	*Yes, the Duolingo application can be accessed online and offline. If you access it through the website, it is included online. But if we have a cellphone or smartphone we can use it offline by downloading it beforehand after that it can be used offline but there are still some parts of Duolingo that require online access. This application can be fully used*

	offline, but the materials needed can be downloaded first so that it can be accessed online.
16.	*Accessing the Duolingo application does not cost much, the application provides it for free and also provides payment for certain materials. But without paying the material presented is quite complete. The costs incurred are not too much because it only uses internet quota. The quota used to access this application is also not much, only a few and the quota requirement is small so it can be used as often as possible. The verb section in Duolingo can also be downloaded in advance so we don't need to access it online and waste quota. It's better to download it first so you don't issue online access.*
17.	*In my opinion, the Duolingo application is very effective and practical because this application is available on mobile phones so you can also take it anywhere. This application can also be accessed offline so that if we are in an area with a lack of signal, we can still access the Duolingo application. This application is very practical because it integrates with mobile phones. When you forget to bring a dictionary, this application is very helpful without having to return home to pick up a dictionary. Today's era is now modern. All human activities are helped by the sophistication of technology and sophisticated applications.*

5. Informant 5

Name : **Lailla Naibila Novianti**

Class : **8 A**

QN	STUDENT ANSWER
1.	The learning features are unique, fun and different from the others.
2.	This application is attractive and liked by students and is able to increase enthusiasm for learning.
3.	The learning materials are diverse and not boring.
4.	There are many uses, especially to enrich the vocabulary of students who are less interested or do not like learning English.
5.	This application is very easy to use when the internet is offline and can be used collectively.
6.	I am very motivated to learn and make me more confident in speaking English.
7.	I think the Duolingo application is very effective and I am always interested in using it and increasing my desire to learn languages. My desire to learn language has increased because there are interesting applications.
8.	English compared to other subjects because learning English is very important because it is an international language.

9.	*You can also use YouTube in language learning activities. It's just that the most frequently used is the Duolingo application because it is more interesting and exciting.*
10.	*My language skills are getting better through learning through Duolingo because in this application there are cool pictures.*
11.	*In my opinion, the Duolingo application has a very complete vocabulary, so when you need vocabulary, you can search for it using Duolingo, which makes it easier and solves my learning difficulties.*
12.	*This method can solve my problems related to assignments and materials that are very difficult to understand by asking Duolingo friends. Most importantly this app is fun.*
13.	*The need for access to Duolingo is actually to help with school work.*
14.	*There is discussion regarding sentences with appropriate verbs because I find it very difficult to understand verbs and their arrangement.*
15.	*The Duolingo application can be accessed online and offline. If you access it through the website, it is included online. But there are some parts of Duolingo that require online access.*
16.	*The quota used to access this application is also not much, only a few and the quota requirement is small.*

17.	*It's very effective, because this application can be downloaded on a cellphone. If it doesn't provide offline then if the signal isn't there it can't be accessed.*

6. Informant 6

Name   **: Faris Ahmad Nor Huda**

Class   **: 8 A**

QN	STUDENT ANSWER
1.	*The features of this application are complete and complete. Among them can share their experience of foreign language skills using Duolingo as well. The most exciting is the friend feature too. This feature can be used to find friends but with the same user, namely the Duolingo application.*
2.	*In this application I am very satisfied and very interested in using it because it can be used to learn while playing. It is very interesting and fun. This application is also free and not paid.*
3.	*The vocabulary material presented is quite a lot of substitutes, animal names, phrases, food and many others.*
4.	*This Duolingo application is very useful for me because apart from this application it is an effective application that can be used for learning outside the classroom so when at home.*
5.	*The friendship feature is supported so that Dulingo application users can interact and share experiences.*
6.	*I am very motivated by this application. It feels like passion when using this app to study and this is my motivation to study because it's easier and more interesting.*

7.	*It's not boring at all, so it increases my desire to learn foreign languages.*
8.	*I really like English so I always spend more time learning English compared to other subjects because it is supported by fun learning media.*
9.	*I don't always just use Duolingo. You can also use YouTube in language learning activities.*
10.	*My language skills are getting better through learning through Duolingo because in this application there are cool pictures so that when learning I don't have difficulty understanding.*
11.	*Having the Duolingo learning app helps me solve language learning problems. I'm still having difficulties in constructing verbs so in Duolingo there are learning features such as constructing sentences, this application helps me a lot.*
12.	*In the Duolingo application, if the existing vocabulary is not available, you can ask my Dulingo friends. This method can solve the problem.*
13.	*This application exists to help with schoolwork and make it more fluent to write in English and speak the language.*
14.	*To arrange sentences in English and I also access any names in Duolingo to add insight in English.*
15.	*Can be used online as well as offline.*
16.	*The verb section in Duolingo can also be downloaded in advance so we don't need to access it online and waste quota.*

17.	*I use my cellphone every day, so for example, I really need the language dictionary for the Duolingo application. If it doesn't provide offline then if the signal doesn't exist then it can't be accessed.*

7. Informant 7

Name : **Ahmad Dahlan**

Class : **8 A**

QN	STUDENT ANSWER
1.	*Various features are presented in this application. The most exciting is the friend feature too. This feature can be used to find friends but with the same user, namely the Duolingo application.*
2.	*This app is very interesting and fun. The main attraction is that I can also get to know Duolingo application users too.*
3.	*The vocabulary material presented is quite a lot starting from verbs, substitute objects, animal names, phrases, food and many others.*
4.	*Duolingo teaches students to construct sentences and write sentences according to the features in Duolingo. The Duolingo application is very useful for me because besides this application it is an effective application that can be used for learning outside the classroom so when I am at home I use this application to read and learn English.*
5.	*The use of the Duolingo application can only be operated with one person, but we can invite friends to use Duolingo and create things that can establish interactions and share experiences.*

6.	*It feels like passion when using this app to study and this is my motivation to study because it's easier and more interesting.*
7.	*This Duolingo application is very good and not boring so it increases my desire to learn foreign languages.*
8.	*I really like English so I always spend more time learning English.*
9.	*You can also use YouTube in language learning activities. It's just that the one that is used most often is the Duolingo application because it is more interesting and exciting because it has a friendship feature so you can group together and exchange ideas.*
10.	*This application contains cool pictures so that when learning you don't have difficulty understanding.*
11.	*In my opinion, Duolingo has a very complete vocabulary, so when you need vocabulary, you can search for it using Duolingo, which makes it easier and solves my learning difficulties.*
12.	*This application was able to solve my problems regarding assignments and materials which were very difficult to understand by asking Duolingo friends.*
13.	*This application makes it smoother to write in English and speak in Bahasa.*
14.	*Sentences in English and I also access any names in Duolingo to add insight in English.*

15.	*This application is very easy to get and easy for access needs. But if we have a cellphone or Smart phone we can use it offline by downloading it beforehand after that it can be used offline but there are still some parts of Duolingo that require online access.*
16.	*The verb section in Duolingo can also be downloaded in advance so we don't need to access it online and waste quota. It's better to download it first so you don't issue online access.*
17.	*This application is very effective because this application can be downloaded on a mobile phone. If it doesn't provide offline then if the signal doesn't exist then it can't be accessed. This application is very practical because it integrates with mobile phones. No need to bring anything else. The application on the cellphone also intrigued me. It is easy to use and very modern, and can be called a modern dictionary.*

APPENDIX 2
DOCUMENTATION

Informant 1

Informant 2

Informant 3

Informant 4

Informant 5

Informant 6

Informant 7

APPENDIX 3
DUOLINGO PREVIEW

CURRICULUM VITAE

Nama Lengkap	:	Ahmad Shohihul Ibad
Alamat/ Kode Pos	:	Desa Kendalasem RT 02 RW 01 Kecamatan Wedung Kabupaten Demak, 59554
Telephon	:	085641518957
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Jenis Kelamin	:	Laki - Laki
Tempat/Tanggal Lahir	:	Demak, 19 Juli 1997
Status	:	Belum Menikah
Kewarganegaraan	:	Indonesia
Agama	:	Islam

Educational and Professional Qualification

Formal education:

1. SD NEGERI Kendalasem Wedung Demak
2. MTs. NU I'anatuth Thullab Mutih Kulon Demak
3. MA NU I'anatuth Thullab Mutih Kulon Demak
4. UIN Walisongo Semarang

Informal Education:

1. Madrasah Diniyah Awaliyah Miftahul Athfal Kendalasem
2. BPUN Mata Air Kota Semarang 2015
3. Pondok Pesantren Al – Ma'rufiyyah Bringin Ngaliyan

Demikan Curriculum Vitae ini saya buat dengan sebenar-benarnya.

Semarang

Ahmad Shohihul Ibad