

**TEACHER CANDIDATES' PERCEPTIONS OF THE USE OF DIGITAL  
GAME-BASED LEARNING (DGBL) DURING TEACHING PRACTICE**

**A THESIS**



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2025**

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As a partial fulfillment of the requirement for the degree of

*Sarjana Pendidikan* in English Language Teaching



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### Approval Sheet (I)

This thesis, entitled "Teacher Candidates' Perceptions Of the Use of Digital Game-Based Learning (DGBL) During Teaching Practice", prepared and submitted by Steven Oshigaru Gunawan (1213021016), has been approved as one of the partial fulfillment requirements for the degree of *Sarjana Pendidikan* in Teaching English as a Foreign Language, with the approval of the following advisor.

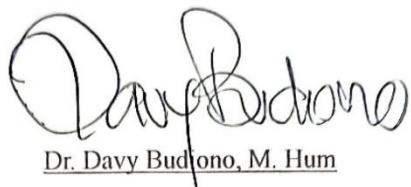


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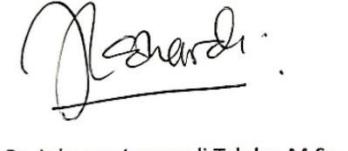
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This thesis, entitled "Teacher Candidates' perceptions of the Use of Digital Game-Based Learning (DGBL) During Teaching Practice", prepared and submitted by Steven Oshigaru Gunawan (1213021016), has been approved to be examined by the following thesis Board of Examiners.



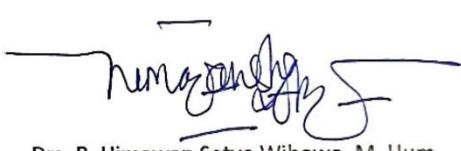
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## ABSTRACT

Before teachers used what is known as Digital Game-Based Learning (DGBL), they already used traditional methods in the 18<sup>th</sup> and 19<sup>th</sup> centuries. Now, in the modern era, they use digital game-based learning via technology and the internet, which is known as Digital Game-Based Learning (DGBL). The purpose of this research is to know the perception of teacher candidates of the use of Digital Game-Based Learning (DGBL) during their teaching practice. This research uses a mixed method with a questionnaire and an interview. The finding of this research is that the majority of teacher candidates have a positive perception of Digital Game-Based Learning (DGBL) because Digital Game-Based Learning (DGBL) can motivate and make students become more active. However, they also have some problems, such as limited facilities and time to apply it. Therefore, I suggest adding more internet access in some schools that still have a problem with internet connection.

Key terms: teacher candidate, perception, Digital-Game Based Learning (DGBL), teaching practice