

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

A THESIS



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Faculty of Teacher Education
Widya Mandala Surabaya Catholic University
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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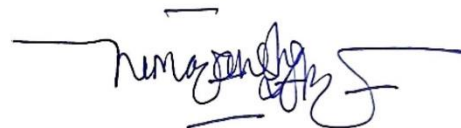
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STATEMENT OF AUTHENTICITY

I hereby state that this thesis is entirely my own work. I affirm that I have not taken any ideas or scientific works from others in a dishonest fashion. All sources and references in this thesis have been properly acknowledged in accordance with the standards of academic writing ethics. Any consequences caused by the discovery of plagiarism in this thesis will be fully accepted without complaint.

Surabaya, 07 January 2026



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ABSTRACT

Before teachers used what is known as Digital Game-Based Learning (DGBL), they already used traditional methods in the 18th and 19th 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