

ABSTRACT

Melfiza Puspita Maharishi. 2025. "The Effectiveness of Blooket in Enhancing Students' Reading Comprehension of Eight Grade Student at SMP Negeri 13 OKU". **A Thesis.** English Education Study Program, Baturaja University. Advisor I: Trisilia Devana, M.Pd., Advisor II: Neti Lastri, M.Pd.

This study aims to determine the effectiveness of Blooket as a gamification tool in enhancing the reading comprehension of eighth-grade students at SMP Negeri 13 OKU and to know students' perception of using Blooket in reading comprehension activities compare to traditional method. Blooket is a game-based learning platform that allows students to answer questions in a more interactive and enjoyable way, particularly in reading comprehension tasks. The research conducted a quasi-experimental method using a pretest-posttest control and experimental group design. The sample consisted of two classes: class VIII.3 as the experimental group and class VIII.4 as the control group, with a total of 60 students. The instruments used were a 25-item multiple-choice reading comprehension test and a questionnaire to assess students' perceptions. The data were analyzed by using descriptive statistics and the Independent Sample T-test. The results showed that the experimental group's average score increased from 40.14 in the pre-test to 70.50 in the post-test, while the control group's average score improved from 37.75 to 63,13. Although the experimental group showed greater improvement, the Independent Sample T-test result indicated that the difference between the two groups was effective (Sig. = 0.022 & 0,023 < 0.05). The questionnaire results indicated that students had a positive perception of Blooket. Most of them found it enjoyable, easy to use, and engaging. The highest positive responses were related to students' attitudes toward using technology with 80% of response, which showing Blooket's potential to support motivation in reading comprehension.

Keywords : *Blooket, Gamification, Reading Comprehension*