

The findings of this study have important implications for language learning, particularly in the context of a Business English training class. First and foremost, incorporating gamification elements, such as *Quizizz*, into the curriculum can significantly enhance the students' grammar skills. In engaging in interactive quizzes and game-based exercises, the students have the opportunity to practice and reinforce their grammar knowledge in a fun and competitive manner. The gamified components, such as points, leaderboards, and avatars, create a dynamic and stimulating learning environment for the students that fosters active participation and motivation. This suggests that the educators and trainers can leverage gamification to design activities that improve students' grammar proficiency.

Moreover, the research highlights the positive perceptions of gamification on students' engagements and motivations. Compared to traditional grammar instruction techniques, the students perceive *Quizizz* as an enjoyable and beneficial tool that encourages their active participation. The rewards, competitions, and immediate feedback provided by *Quizizz* enhance students' intrinsic motivation and drive to learn. These findings suggest that incorporating gamification elements in language learning can overcome the lack of students' involvements and motivations often associated with traditional teaching methods. In leveraging gamification platforms like *Quizizz*, educators can create a more engaging and interactive learning environment for the students, leading to improved student outcomes.

However, the study also identifies challenges associated with integrating gamification elements in the Business English training class. The students perceive certain difficulties related to the implementation of gamified activities, such as technical issues with the *Quizizz* platform or the need for clear instructions and guidelines. These challenges highlight the importance of providing adequate

support and training to both the students and educators when implementing gamification in language learning. In addressing these challenges, educators can maximize the benefits of gamification and create a seamless learning experience. Furthermore, the research compares *Quizizz* with traditional methods of grammar instruction and finds that the students perceive *Quizizz* as more effective and enjoyable. The interactive and game-based nature of *Quizizz* provides a more engaging and stimulating learning experience. These findings suggest that educators should consider integrating gamified platforms like *Quizizz* as a complement to traditional instruction methods. In combining both approaches, educators can create a comprehensive and effective language learning environment.

Lastly, the study identifies specific features of *Quizizz* that the students find most beneficial for enhancing their grammar skills. These features include the interactive nature of the platform, various question formats, and immediate feedback. Educators can leverage these features when designing gamified activities to maximize students' engagements and learning outcomes. In understanding the aspects that the students find most beneficial, educators can tailor their instructional strategies to meet the students' needs and preferences effectively. Thus, the findings of this study provide valuable insights into the implementation of gamification in language learning, particularly in a Business English training class. The study highlights the positive perceptions of *Quizizz* on the students' grammar skills.

5.3 Suggestions

Based on the findings of the study, it is suggested that the educators and trainers in the Business English training class at PT. XL Axiata Tbk. in Jakarta consider integrating *Quizizz* as a valuable tool for enhancing the students' grammar skills. To address the challenges perceived by the students, proper training and

support should be provided to the teachers to ensure effective implementation and alignment of *Quizizz* with the curriculum. Clear instructions and guidance should be given to the students to maximize their utilization of the platform. In addition, the educators should leverage the specific features of *Quizizz*, such as immediate feedback, variety of question formats, and competitive elements, to create an engaging and stimulating learning environment. Lastly, regular assessment and evaluation of the effectiveness of *Quizizz* in improving grammar skills should be conducted to continuously enhance the learning experience of the students.

