AN ANALYSIS OF "QUIZIZZ" GAMES APPLICATION IN LEARNING GRAMMAR

(A Case Study Research at The Kim College in Cilegon Banten)

A PAPER

Submit to English Education Depertment As a Partial Fufillment of the Requairements For the Sarjana Degree



By:

SITI SUHAINAH

SRN: 161230160

FACULTY OF EDUCATION AND TEACHER TRAINING STATE ISLAMIC UNIVERSITY OF SULTAN MAULANNA HASANUDDIN BANTEN

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