

The Integration of Using Educaplay with Gamification to Enhance Students' Grammar Past Tense Achievement

(A Quasi-experimental Study at the Eighth-Grade of SMPN 2 Cileunyi Bandung)

A RESEARCH PAPER

Submitted to the English Education Department, the Faculty of Tarbiyah and Teacher
Training of State Islamic University of Sunan Gunung Djati Bandung in Partial
Fulfillment of the Requirement For Bachelor Degree



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2025