

CONTENT

APPROVAL PAGE	ii
SELF DECLARATION AGAINST PLAGIARISM	iii
ABSTRACT	iv
ABSTRAKSI	v
DEDICATION	vi
ACKNOWLEDGMENTS	vii
CONTENT	viii
LIST OF FIGURES	x
LIST OF TABLES	xi
Chapter 1. Introduction	1
1.1. Background	1
1.2. Research Questions	3
1.3. Objectives	3
1.4. Hypothesis	3
1.5. Research methodology	4
1.6. Thesis Overview	4
Literature review	6
1.7. Student's motivation	6
1.8. Novice Programmers	6
1.9. Adaptation Theory	8
1.10. Gamification	12
Research Methodology	21
1.11. Model Design	21
1.12. Data collection and processing	25
1.13. Implementation and experiment	28
Experiment and analysis	40
1.14. Data Presentation	40
1.15. Analysis of data	41
Conclusion	63

1.16. Conclusion	63
1.17. Future Work	64
BIBLIOGRAPHY	65