

**DUOLINGO AND LEARNER AUTONOMY: INVESTIGATING THE  
ROLE OF PERSONALIZATION AND GAMIFICATION IN PROMOTING  
SELF-DIRECTED LANGUAGE LEARNING**

**THESIS**

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**Appendix 11 : Statement of Originality****STATEMENT OF ORIGINALITY**

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## PREFACE

The author's deepest gratitude goes to the presence of Allah SWT for his mercy and guidance, which have made things easy for researcher so that they can complete this thesis.

This title of the thesis is “Duolingo and Learner Autonomy: Investigating the Role of Personalization and Gamification in Promoting Self-directed Language Learning”. This thesis consists of chapter I to chapter VI. Chapter I contains the introductions; chapter II contains the literature review; chapter III contains research methods; chapter IV contains research findings; chapter V contains discussion; chapter VI contains conclusion and suggestion.

For the shortcomings that occur in the writing of this thesis, the writer accepts criticism and suggestion in order to improve it. Hopefully, it can be a joint correction material for further improvements.

Jember, July 21<sup>st</sup> 2023

The writer

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