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## Exploring Bamboozle as Games-Based Learning Media to Support Students' Vocabulary: Its application in the classroom

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### Abstrak

Penelitian ini bertujuan untuk mengetahui bagaimana permainan bamboozle diterapkan dalam pengajaran kosakata bagi siswa kelas sembilan sekolah menengah pertama. Penelitian ini menggunakan deskriptif kualitatif. Data penelitian diperoleh dari observasi di SMPN 1 Penawangan dan kuesioner yang diberikan kepada siswa. Kuesioner digunakan untuk memberikan pertanyaan tertutup untuk penelitian. Hasil observasi dan kuesioner menunjukkan tiga puluh siswa menyatakan bahwa kegiatan pembelajaran dengan menggunakan bamboozle membuat mereka lebih antusias karena menyenangkan, bervariasi, dan interaktif. Dapat disimpulkan, media bamboozle dapat diterapkan oleh guru untuk mengajarkan kosa kata di kelas.

Kata Kunci: *Bamboozle, Game based-learning, Kosa kata*

### Abstract

This research aims to know how bamboozle games was applied to teaching vocabulary for ninth grade students of junior high school. This research used descriptive qualitative. Research data were obtained from observations at SMPN 1 Penawangan and questionnaires given to students. Questionnaires were utilized to administer closed-ended questions for the research. The results of the observations and questionnaires showed that thirty students stated that learning activities using bamboozle made them more enthusiastic because it was fun, variative, and interactive. It can be concluded, bamboozle media can applied by teachers to teach vocabulary in the classroom.

Keywords : *Bamboozle, Game-based learning, Vocabulary*

## INTRODUCTION

Teaching and learning are two activities that facilitate students in improving their academic skills. At present, the growth of the globalization process and the development of personal skills interact at one (Mawarni et al., 2021). Technology-driven globalization cannot be stopped. Technology allows access to the lesson plan and resources from anywhere at any time (Cahyadi et al., 2021). The fast development of technology has drastically improved the quality of life. At least one of them is employed in the educational sector. (Khalifasati & Susanto, 2023) technology gives new life into the process of teaching and learning. Additionally, according to (Sofyan et al., 2023) the teaching strategies used by traditional experts may contribute to the students disinterest in learning. Related to the problem, teachers are expected to combine education with supporting technology. In order to motivate and trigger students to participate in the learning process, teachers need to be skilled in classroom management (Machmut et al., 2023). (Andris et al., 2023) said that using the right learning techniques can assist teachers in efficiently managing their students' learning as well as enable students to study more independently and collaboratively. The use of games in the classroom can result in measurable improvement in learning and academic performance (Adipat et al., 2021). Teachers may create a more enjoyable learning environment by using game-based learning, which indirectly educate students about technology. Bamboozle is employed because the platform resembles an online quiz competition without requiring students to register for an account.

The application of bamboozle attracts students' interest and fosters a playful environment (Winaningsih et al., 2022). Bamboozle is a web-based educational platform that uses games to help students learning. It offers a wide range of games so that teachers can make their own assignments and the students can complete the assignment right away. Because of this, the material provided in bamboozle is always expanding as teachers contribute their own assignments to the website's resources. (Alimova, 2023) bamboozle is an excellent choice for homework assignments, online education, and classroom use. Students can play and learn practically anywhere because they may access it from their own devices. For this reason, bamboozle can also be used to learn new vocabulary.

Vocabulary is one of the indicate is to be able to communicate in foreign language in the form of oral and written. Improving vocabulary is important because it is necessary for effective speaking, writing, and listening (Pavita & Nirmala, 2021). It implies that in order to learn a vocabulary, we must be aware of its meaning as well as comprehend how to employ it in a sentence (Pramesti & Susanto, 2023). Although most teachers currently employ media in their lessons, they frequently forget to improve students' vocabulary learning (Ajisoko,

2020). Rahayu R.Irma., D.Rukmana (2022) discussed about the effect of game-based learning model assisted by bamboozle on the multiplication skills. They stated that bamboozle can impact students' enthusiasm in mathematics as well as their ability to learn new material and perform multiplication arithmetic operations. Kusyuni.,A.Ray (2023) explained about the effectiveness of bamboozle in learning to understand folklore text in junior high school. They mentioned that bamboozle is effective to be used in learning, to understand folklore text and make students more enthusiastic in the learning process. Deandra K.M., A.Samsiah., Haryono (2023) discussed about application of bamboozle learning media in increasing learning motivation in students. They stated that learning materials featuring bamboozle are one of the materials that may create students with an interest in learning. One technologically based learning resource that can boost students' motivation to learn is bamboozle. Talking about those previous studies, some only concern on the effectiveness and the effect of bamboozle and some are about using bamboozle in increasing students' motivation. Meanwhile, this research focuses on application of bamboozle in the classroom with its strengths and weaknesses. The researchers of this study used bamboozle as teaching media to help students increase their vocabulary.

## RESEARCH METHOD

In this study, the researchers used a descriptive qualitative design. Moleong (2010: 6) said that descriptive qualitative research aims to provide a comprehensive understanding of the research subject, including behavior, perception, motivation, action, and so on. It also describes the results in words and sentences. Based on Punch (1998:29), it is no use of numerical data in qualitative research. Furthermore, he noted that as the research progressed, the research questions and methodology became increasingly concentrated in a more general initial state.

In this research, the researchers used observation in the classroom. Observation as a way to get data by seeing events in the field. Unstructured observation is one of the methods used by researchers since it allows them to study freely, note exciting observations, interpret them, and make decisions. Observations begin when students used bamboozles to recognize vocabulary, when bamboozle are displayed on the screen and students were made into groups to answer questions until they answered and the final results of the game were considered in this research. When bamboozle was applied in the classroom, the situation will be monitored, as well as the students' enthusiasm in responding and the expansion of their vocabulary.

A questionnaire was employed in this research. A questionnaire is a research instrument used to collect research data and contains questions and statements that are answered by respondents. Questionnaires can be closed ended or open ended. This technique was carried out using a close ended list to make it easier for researchers to analyze the data. The data was obtained by researchers through online questionnaires via Google Form. Questionnaire was given to students to get the data about the strengths and weaknesses in using bamboozle. The questionnaire was addressed to the thirty students concerned in the class. The measurement scale used in this research is the Likert Scale. According to Anwar Sanusi (2017:59), the Likert scale is a scale that is based on the summation of respondents' attitudes in responding to statements related to indicators of a concept or variable being measured.

Table 1. Likert Scale Instrument

Scale	Score
Very Disagree	1
Disagree	2
Not Sure	3
Agree	4
Very Agree	5

*Source: Anwar Sanusi (2017)*

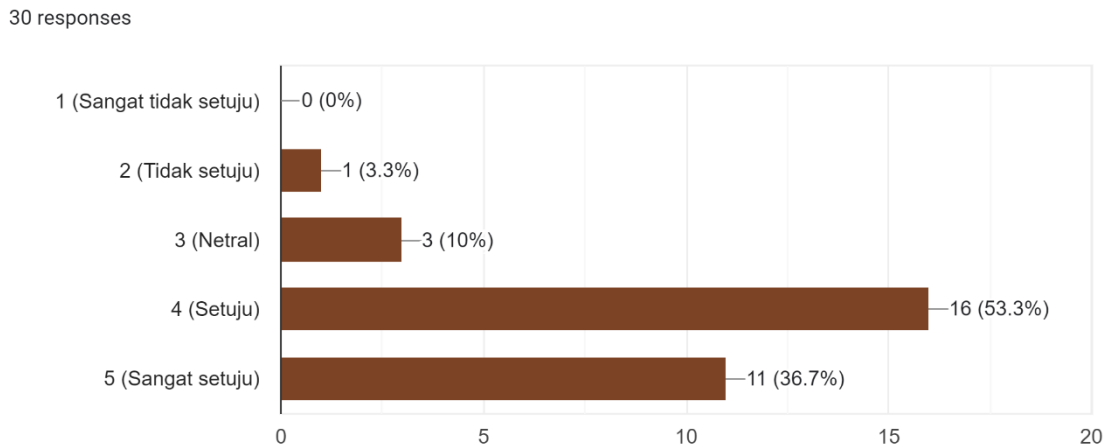
Following the distribution of the questionnaires and observation, the researchers examined the responses in order to understand the data. The data were presented in the form of a graphic and summarized in the form of descriptions, so the researcher was able to conclude the data.

## RESULT AND DISCUSSION

In this observation, the researchers evaluated how easily students got new vocabulary by watching class activities using bamboozle. Researchers also watched the activities that were conducted to observe the teaching and learning process. Bamboozle was thought to be an efficient media of teaching vocabulary because it allowed students to learn without becoming disinterested in the game. The majority of students responded well to the questions since they could discuss them with their group members, while some were passive because other students have already handled the answers. While students are studying in class. Researchers kept an eye on their behavior to ensure they were engaged and followed the material. Students' growing desire to learn is evidence of this.

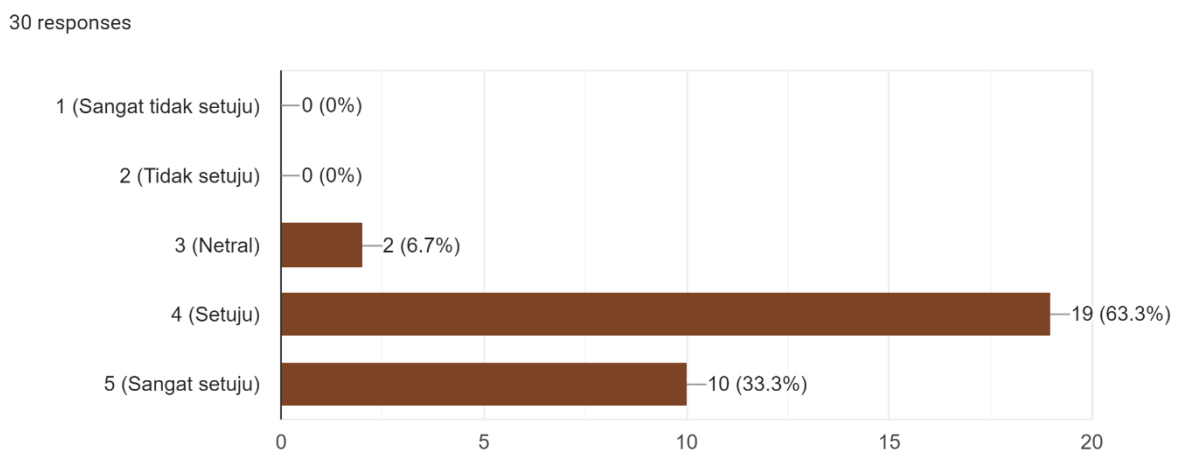
The findings of the questionnaire were divided into two categories by the researchers: positive and negative responses. The questionnaire has five statements with five options which each discussed the strengths and weakness of utilizing bamboozle in the classroom. Using their individual smartphones, the students were instructed to complete the questionnaire by the researchers. Below are the results of the questionnaire:

Graphic 1. Respondent experience



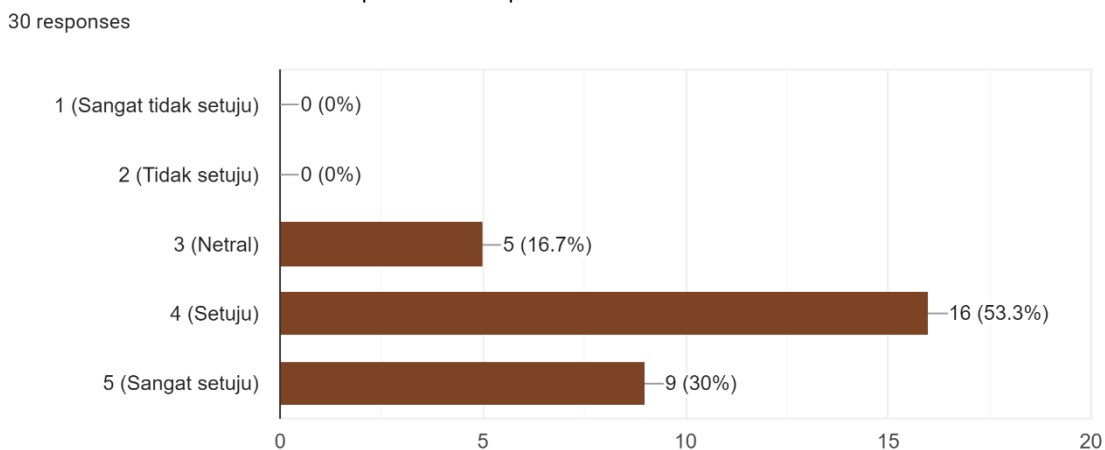
Respondents to the first statement "Students have a new experience of discussing in groups with excitement in the bamboozle" reported that, according to the first graphic, 11 of them were very agree (36.7%), 16 agree (53.3%), 3 were not sure (10%), 1 disagree (3.3%) and 0 very disagree (0%). As a result, the agree and disagree frequencies differed significantly, with the agree frequency predominating over the disagree frequency. These conditions fit within the category of good. This indicates that the bamboozle application created a fresh atmosphere in the classroom based on student responses.

Graphic 2. Respondent engagement



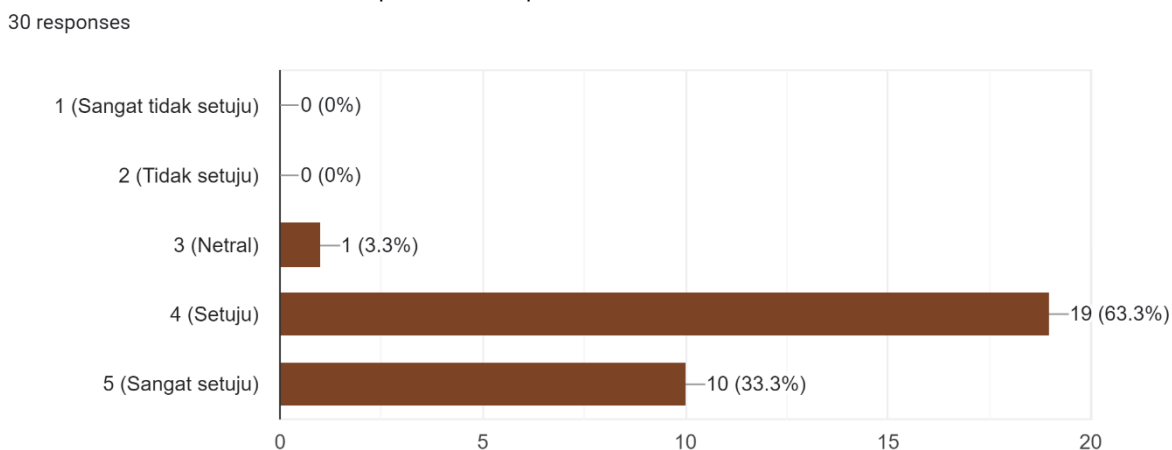
According to the second graphic, the percentage of students who were very agreed (33.3%), agreed (63.3%), not sure (6.7%), disagreed (0%) and severely disagreed (0%), with the second statement "Students can understand new vocabulary in learning using bamboozle games". As a result, the agree and disagree frequencies differed significantly, with the agree frequency that dominates over the disagree frequency. This situation would be classified inside the category of good. It means that the bamboozle application increased students' enthusiasm in learning language, as indicated by their assessments.

Graphic 3. Respondent assistance

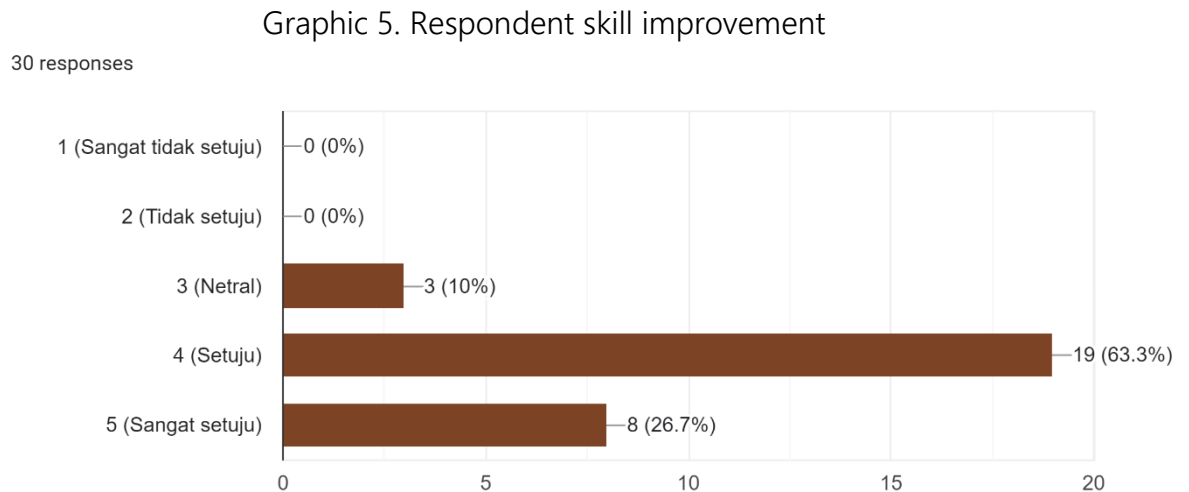


Respond to the third statement "Students find it easy to remember English vocabulary with the use of bamboozle" reported, on the third graphic, that 9 of them very agreed (30%), 16 agreed (53.3%), 5 were not sure (16.7%), 0 disagreed (0%), and 0 very disagreed (0%). Consequently, there existed a notable disparity in the frequencies of agreement and disagreement, with the former being more prevalent than the latter. In the good category, this condition was listed. This indicates that the bamboozle media was successful in assisting students in expanding their vocabulary, based on evaluations from students.

Graphic 4. Respondent interest



On the fourth graphic, respond to the fourth statement "Students are interested in the bamboozle games website which has an attractive and informative appearance" reported that 10 of them very agreed (33.3%), 19 agreed (63.3%), 1 were not sure (3.3%), 0 disagreed (0%), and 0 very disagreed (0%). The frequencies of agreement and disagreement were thus noticeably different, with the former being more common than the latter. This condition was noted under the excellent category. According to the research's findings, bamboozle is a game-based learning platform, has been shown to increase students' interest in learning.



In the fifth graphic, 8 respondents indicated that they very agreed (26.7%), 19 agreed (63.3%), 3 were not sure (10%), 0 disagreed (0%), and 0 very disagreed (0%), in response to the fourth statement: "Students can improve vocabulary skill used bamboozle games." As a result, there was a clear difference in the frequencies of agreement and disagreement, with the former being more prevalent than the latter. This condition was classified as exceptional. The graphic's results demonstrate how adopting Bamboozle could improve students' learning outcomes.

Each participant showed an improvement in their vocabulary and level of interest, which is to be expected given that everything started with a degree of progress that was either insufficient or necessary and concluded with a satisfactory and good level. Students can have an enjoyable group learning experience with Bamboozle. There are students that are passive when working in groups, despite this being a weakness. According to this research, teachers who teach vocabulary using bamboozle are able to assist students become more proficient in the language. It is evident from the most recent data analysis results that bamboozle can assist students in expanding their vocabulary. During the course of the research, the researcher noticed that game-based learning can be used to apply

language mastering skills. This demonstrates how skillfully and seamlessly the bamboozle media has been applied.

## CONCLUSIONS

Junior high school students still enjoy using games to support their learning process. Media that involves games and does not make students bored is very necessary when teaching them vocabulary. Since young students like to learn using game-based learning, bamboozle can help with vocabulary acquisition. Bamboozle games are interactive games designed to test one's knowledge and skills in various fields, such as words, vocabulary, general questions, puzzles or quizzes. These games are often centered on brain challenges and incorporate visual and auditory elements to enhance user interaction with learning material. In the context of improving vocabulary, bamboozle games can involve selecting the right words, matching words with their definitions, filling in gaps with appropriate words, or recognizing synonyms and antonyms. Therefore, bamboozle is great media to teach vocabulary.

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