

The Use of Word Wall-Based Educational Games to Improve Learning Motivation of Informatics Education Students

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Abstract

Advances in technology have encouraged the integration of digital media in the learning process. In this study, researchers utilized educational games based on Wordwall available through the wordwall.net platform. The purpose of this study was to evaluate the effect of using the Wordwall educational game on increasing students' learning motivation. The research method used was descriptive qualitative with 30 sixth semester students from the Informatics Education Study Program at Citra Bangsa University as subjects. A questionnaire was used as a data collection instrument to obtain information on the level of students' learning motivation after using the Wordwall learning media. The results showed that the implementation of Wordwall-based educational games made a positive contribution to student involvement in the learning process and encouraged increased learning motivation. Thus, Wordwall can be considered as an alternative to effective and interesting learning media.

Keywords: Wordwall, educational learning media, educational games, student learning motivation

INTRODUCTION

Education is a process in helping students develop their potential, both in terms of knowledge, skills, and attitudes. With the existence of innovation, there is an effort to improve the quality of education in line with the development of the times. Innovation is applied to the learning process which also includes new approaches that are more relevant.

Learning motivation itself is a psychological factor that can encourage individuals to be more actively involved in learning activities, both consciously and indirectly. In the context of education, motivation is not only a driver, but also an important requirement for achieving optimal learning goals (Andriani & Rasto, 2019). Therefore, a learning approach is needed that is not only informative, but can also increase student enthusiasm and enthusiasm.

One of the innovations in interactive learning media is the use of educational games. This media is considered capable of increasing student involvement because it emphasizes aspects of collaboration, communication, and enjoyment in learning. Educational games used can utilize electronic media such as computers and mobile phones. (Lestari, Rizki Dwi). A popular platform used is Word Wall, a web-based learning media that allows teachers to

create quizzes, word matching games, and other types of interactive games easily and interestingly. (Lestari, Rizki Dwi). Popular platforms used are Wordwall, which is a web-based learning media that allows teachers to create quizzes, word matching games, and other types of interactive games easily and interestingly.

Educational games are games that play a role in the learning process and contain components that attract students' attention to be more active in learning activities as well as a means of entertainment. (Walidah, Gina Nurul, Achmad Mudrikah, and Samnur Saputra). In Use Smartphone In information technology-based learning also develops through an approach to mobile learning, where previous research shows the effectiveness of educational games in improving students' understanding of learning motivation.

Researchers see that the time effectiveness and automation function of this learning media can influence motivation and learning outcomes.

METHOD

This study uses a quantitative approach with a descriptive method. The main objective is to describe and analyze the level of learning motivation of students of the Informatics Education Study Program after using learning

media in the form of educational games based on Word Wall. Data were obtained through the distribution of questionnaires and analyzed using a descriptive statistical approach.

The respondents of this study were 30 sixth semester (VI) students from the Informatics Education Study Program, Citra Bangsa University. The focus of this study was to determine the effect of using word walls on increasing learning motivation. Before filling out the questionnaire, students were asked to first use the Word Wall media and complete several games provided by the researcher.

The data analysis technique in this study uses a descriptive statistical approach, by processing the questionnaire data using a Likert scale to determine the tendency of students' learning motivation levels after using Word Wall-based game learning media. The data obtained from respondents are then summarized in the form of a total score, which is classified based on the category of learning motivation. Each statement in the questionnaire is given a score according to the respondent's answer choices, starting from a score of 1 (strongly disagree) to a score of 4 (strongly agree). The total score of each respondent is calculated and averaged to obtain a general picture of the level of learning motivation.

RESULTS AND DISCUSSION

This study is to evaluate the extent to which the use of interactive learning media based on word walls can improve students' learning motivation in the informatics education study program. Word wall was chosen because of its ability to present a fun, competitive, and easily accessible learning atmosphere for students.

The results of the study show that the use of Word Wall media has a positive impact on students' learning motivation, especially in terms of material presentation, interactivity, and student involvement.

The technical steps for using Word Wall in learning include:

1. Register and login to the Word Wall site,
2. Selection of activity types and game templates provided,
3. Preparation of materials and questions,
4. Game publications, and

Implementation of quizzes by students via digital devices

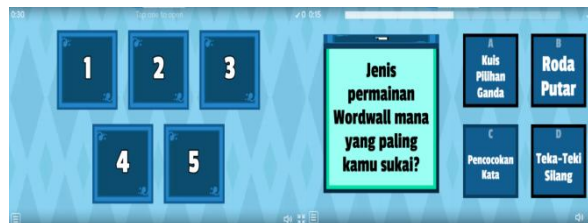


Figure 1. Displaying *Word wall Educational Game*

Questionnaire Results Based on the results of data analysis from the learning motivation questionnaire given to 30 informatics education students after participating in learning with word wall educational game media, it can be seen that there is an increase in student learning motivation in general. Word wall-based learning media is not only an interactive learning media, but in designing and reviewing assessments in learning can also be done as follows:

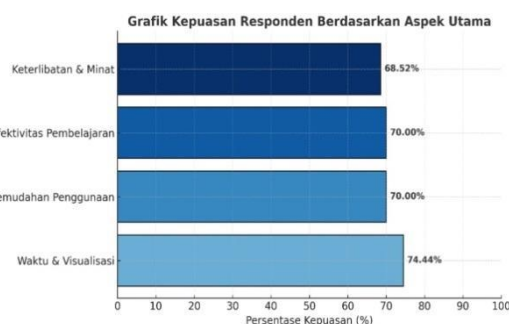
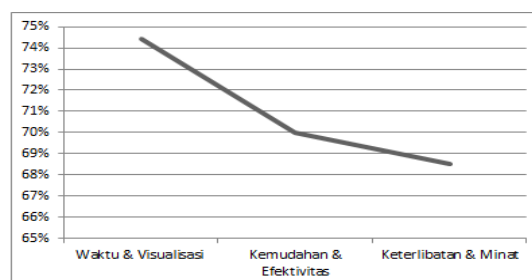


Figure 2. *Graph. Respondent Satisfaction*



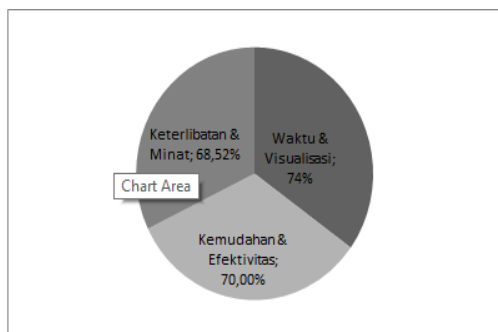


Figure 3. *Respondent Percentage Diagram*

Based on the results of the analysis of the respondent satisfaction graph on several main aspects in learning activities, in general the level of satisfaction obtained is in the fairly good category. Aspects *Time & Visualization Shows* the highest percentage of satisfaction of **74,44%** Contributing the largest portion (35%), which indicates that the time allocation and visual presentation of the material are appropriate and support the learning process effectively.

Aspect *Ease of Use and Learning Effectiveness Each* gets a score **70,00%** with a contribution of around 32.9%., reflecting that the media or methods used are quite easy to access and are able to contribute to achieving learning objectives.

Meanwhile, the aspect *Engagement & Interest Get* the lowest score, namely **68,52%** Having the smallest portion (32.2%), which indicates that there is still a need for improvement in terms of interactivity and attractiveness of learning activities to encourage active participation of participants.

This graph confirms that although technical aspects such as visualization and ease of access are quite good, strategies are still needed to increase students' emotional and participatory involvement in order to optimize learning outcomes.

CONCLUSION

The use of interactive learning media based on the Word Wall website that provides various educational game templates, such as quizzes, is able to change the perception that games are only used for entertainment. On the contrary, this media has been proven to be used as a learning aid that can encourage student

learning motivation. One of the advantages of Word Wall is its ease of access by educators to compile interesting teaching materials, making it an effective solution in supporting technology-based learning.

The results of the study conducted on sixth semester (VI) students in the Informatics Education study program at Citra Bangsa University showed that Word wall received positive responses from participants. The presentation of innovative content and varied game themes made students feel more interested and not easily bored during the learning process. This response confirms that the use of word walls can provide a significant contribution to learning motivation.

It can be concluded that Wordwall is an effective and relevant digital learning media to support increasing student learning motivation..The researchers suggest that further research be conducted to expand the implementation of Word Wall in other learning contexts, as well as address technical constraints that may be encountered during the use of this media in the field.

SUGGESTION

Students are expected to be able to utilize digital learning media optimally, not only during the learning process in class, but also in independent learning activities outside of class hours. Wordwall as an educational media provides various forms of interactive exercises that can help students understand the material in a more enjoyable and applicable way. In the context of collaboration, students are also advised to use media such as Wordwall in group discussions or joint learning activities, so that the learning process is not only individual but also develops social skills and teamwork. Awareness of the importance of digital literacy must also be increased so that students are not only users of technology, but are also able to select, filter, and manage information critically and responsibly.

ACKNOWLEDGEMENT

The author would like to express his deepest gratitude to the supervisor for the valuable guidance, input and direction during the preparation of this Journal. Acknowledgements

Love Also addressed to the sixth semester students of the Informatics Education Study Program, Citra Bangsa University who have participated as respondents and made important contributions to this research.

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