

Analysis of the Use of Word wall Learning Media in Informatics Subjects for Grade VII at Citra Bangsa Middle School, Kupang

Vinsensius Afrinto Manu Gala¹, Maria Magdalena Beatrice Sogen², Mariana Wiwin Bado³,
Merty Sobeukum⁴, Darius Nauf⁵

¹²³⁴⁵Program Studi Pendidikan Informatika, FKIP, Universitas Citra Bangsa, Indonesia
Email : vinsengala2@gmail.com

Abstract

This study to examine the implementation pf the wordwall learning media in the informatics subject at SMP Citra Bangsa Kupang, grade 7. The background of this research is the low student motivation and interest due to monotonous learning methods. The research used a qualitative approach with data collection techniques such as interviews and questionnaires. The result show that the use of wordwall had a positive impact on student 'learning process. The media was considered fun, easy to access, and capable of increasing student motivation and engagement. Students expressed preference for wordwall-based quizzes over traditional ones. Teachers also observed Increased student participation during lessons. Therefore. Wordwall can be an effective, interactive, and engaging alternative media to be implemented in informatics and other subjects.

Keywords: *learning media, wordwall, usage, informatics*

INTRODUCTION

The era of industrial revolution 4.0 as it is today, technological developments are increasing rapidly. This then has an impact on various aspects of life. One aspect of life that is inseparable from technological developments is Education. Therefore, all parties involved in the world of Education, including teachers, must be able to utilize technological developments as an effort to improve the quality of Education (Sari et al., 2020) (Digital et al., 2022).

The Indonesian curriculum has implemented informatics subjects at various levels of education. With these subjects, Indonesian students are not technologically illiterate and understand how to operate computers. It is important to implement informatics subjects in schools from an early age because it will develop the thinking of Indonesian students. In supporting the curriculum that has been implemented, an educator must utilize learning media properly to support the curriculum that has been implemented (Nurvania & Malang, 2025).

However, in the world of education, especially in schools, there are various problems that teachers must face. One common problem is that students feel bored during the learning process (Pradani, 2022). The reason is because learning activities are monotonous without anything that can attract students to the teaching

material where usually learning is only carried out by presenting material and direct practice which is carried out at each meeting (Fauqannuri, 2021) (Isnawati, 2021). The impact is that the achievement of the objectives of the learning itself is not optimal (Kholfadina & Mayarni, 2022) (Annisa Novianti Taufik et al., 2023).

One of the innovations that attracts attention is the use of technology in the learning process. One of the platforms that is increasingly popular among educators is word wall. This platform offers a variety of interactive templates that can be customized to various subjects and topics, so that learning is more interesting and enjoyable.

This is in accordance with the research results (Andi Arbaina Fariza et al., 2023) which states that the ability of educators to apply learning *word wall* media can increase students' interest in learning. Further research by (Hidajat, Susilowati, 2018) stated that there was a change in attitude that occurred after learning using media. *Word wall*. Media *word wall* is able to increase students' interest in participating in learning because they are given interesting quizzes so that they foster interest and enthusiasm in working on questions. In addition, the results of the study (Sukma et al., 2024) also stated that there was a significant influence on

learning media *word wall* towards students' learning interests.

According to (Hidajat, Susilowati, 2018) *word wall* is a software that can be used for interactive game learning media. In the word wall application. There are various game templates that can be used, such as guessing pictures, quizzes, puzzles, and others. Meanwhile, according to (Yuniar et al., 2021) *word wall* is a website-based application that can be used by educators as a learning resource, media, and assessment tool with interactive games that can increase student interest. (Lestari, 2021) Also added that in *word wall* There are also features that can increase students' interest in learning because they will feel challenged to occupy the top three ranks in class.

Word wall is a web-based platform that allows users to create various types of educational activities, such as games, quizzes, and puzzles. With a user-friendly interface, word wall makes it easy for teachers to design engaging and interactive materials (Sari et al., 2020).

Word wall media is effectively used as a learning tool in elementary schools because it can present interesting and interactive learning. This can be seen from the many features available, ranging from templates that can be changed, themes that can be embedded on websites, can be edited again, to being able to be shared which can function as homework for students. By utilizing this word wall, it is believed that intuitive learning can be done. This is in line with the findings of the research conducted (Putra et al., 2021) which states that the use of word walls is quite simple, visually appealing, interactive, and straightforward.

Word wall media can increase students' interest in participating in learning because they are given interesting quizzes so that they foster interest and enthusiasm in working on questions. Based on the problems that have been described above, the author is interested in conducting research with the title "implementation of word wall learning media in informatics subjects at SMP Citra Bangsa Kupang class 7 (Sari et al., 2020).

METHOD

The method used in this study is a qualitative method with data collection techniques, namely interviews, questionnaires (Questionnaires). According to (Aprillia et al., 2023) Qualitative research is research that aims to understand a phenomenon about what is experienced by participants such as behavior, perceptions, motivations, actions and others. In addition, qualitative research is a process of research and understanding based on a methodology that investigates a social phenomenon and human problems (Perlaza, 1965). This research was conducted at SMP Citra Bangsa Kupang class 7. Where the research subjects were class 7 students, with data obtained from short interviews with students and questionnaires given after students completed the quiz on the word wall, the data obtained is a general description related to the implementation of word wall learning media in informatics subjects.

RESULTS AND DISCUSSION

Boredom with something monotonous can happen anytime and anywhere. Therefore, being creative and innovative in learning media needs to be done to foster interest and motivation in students, especially in informatics subjects that we know where informatics learns about technology but in learning it still looks monotonous because it only presents material and practice.

From the results of interviews conducted at Citra Bangsa Kupang Middle School, Class 7, the researcher interviewed several students regarding the implementation of word wall media, that word wall had been used before but was only used in one subject, while in informatics subjects it had not been used either in the use of materials, assignments or quizzes. Then we also implemented this learning media by creating an informatics quiz which we then distributed the link to students to work on. In addition to this word wall quiz, it can be used as a learning resource, and assessment for teachers and students.

After students use the word wall media, students are asked to fill out a questionnaire related to the use of the word wall media with

questions and answers that have been filled in by students as follows:

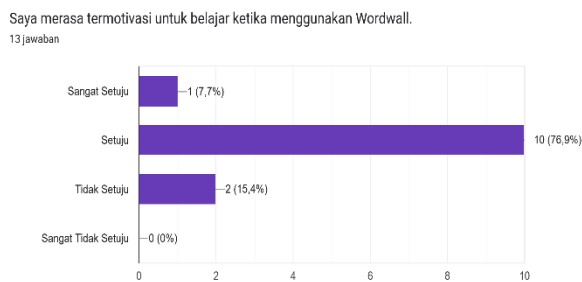


Figure 1. Results of the Usage questionnaire *Word wall*



Figure 2. Results of the Usage questionnaire *Word wall*

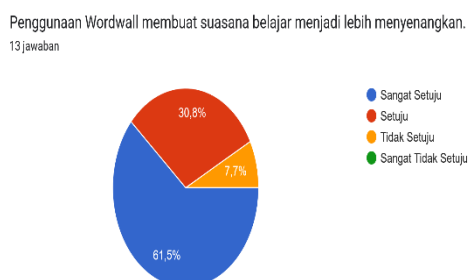


Figure 3. Results of the Usage questionnaire *Word wall*

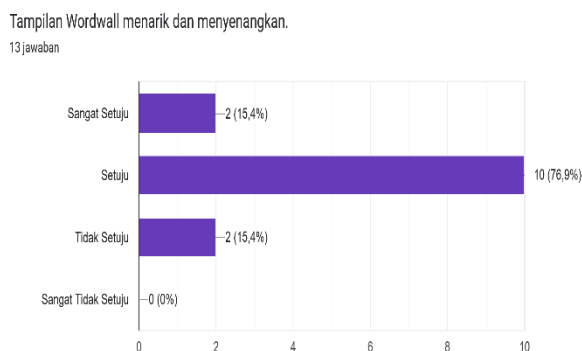


Figure 4. Results of the Usage questionnaire *Word wall*

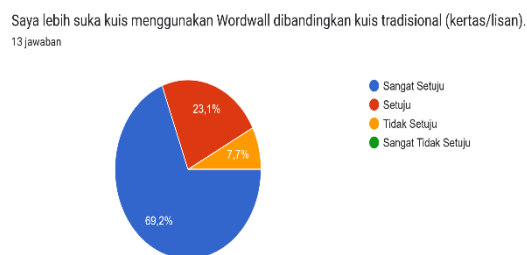


Figure 5. Results of the Usage questionnaire *Word wall*

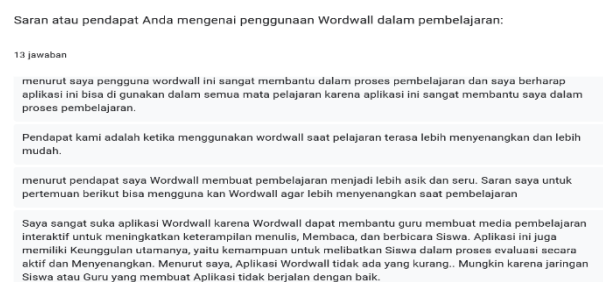


Figure 6. Results of the Usage questionnaire *Word wall*

The results of the use of media and questionnaires indicate that word wall as a learning medium has a positive impact on the learning process and results of grade 7 students in informatics subjects. Some important points that can be discussed:

1. Interactive and fun media

Word wall offers a game-based learning formats (gamification) such as quizzes, crosswords, wheels of fortune, and others that can attract students' attention. This media makes theoretical material in informatics lessons more interesting and easier to understand. As seen from the questionnaire above, most students agree that the word wall media is interactive and fun.

2. Increased engagement and motivation

Gamification encourages students to compete healthily, increasing participation and intrinsic motivation in following lessons. This is in line with the constructivist learning theory which emphasizes the active involvement of students in building knowledge. In the

questionnaire above, most students answered that they agreed that the use of this word wall was able to motivate students to learn.

3. Increasing Student Engagement

Teachers said that student engagement increased significantly. Word wall allows students to interact directly with the material, both individually and in groups, and fosters a positive competitive spirit. This shows that gamification-based learning media can be a very effective approach in digital learning and can be a very effective approach in today's digital learning era.

Based on this, it can be seen that after using word wall media, children's interest and motivation increased in working on quizzes in informatics subjects so that students are not lazy during the learning process and students want word walls to be used for every learning, regardless of the subject.

CONCLUSION

Word wall learning media is one of the interactive media that is easy to use, and can increase students' interest and motivation in learning 7th grade informatics. With its benefits in increasing student involvement, simplifying material adaptation, supporting independent learning, and improving critical thinking skills. Word wall media can be used as one of the media used in online learning today. In addition to being easy and cheap to use, this media also has many alternatives and other options as another variation in packing other study materials. So word wall is not only used in one subject but for all subjects.

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