

Examining the Efficacy of the Baamboozle Application in Improving Students' Vocabulary Proficiency

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ABSTRACT

Acquiring vocabulary is a crucial aspect of language acquisition as it facilitates conversation, reading, and writing. However, many traditional teaching methods make learning vocabulary feel boring and difficult for students. Students often face problems like forgetting new words easily, lack of practice, and uninteresting lessons. Baamboozle application, a game-based learning tool, might help solve these problems, but there is not much research on its effectiveness. This study aims to find out if Baamboozle application can improve students' vocabulary better than traditional methods. It also looks at whether using Baamboozle application makes learning more fun and engaging for students. The study was done with seventh-grade students at SMPN Karang Jaya. There were two groups: one group used Baamboozle application, and the other group used traditional methods. Both groups took a test before and after the study to see their vocabulary progress. The results were then compared using statistical analysis. The study found that the Baamboozle application significantly improved students' vocabulary knowledge, as seen by the experimental group's higher average score of 78 compared to the control group's score of 69.83. It showed that the group using Baamboozle application improved their vocabulary more than the group using traditional methods. Students also felt more motivated and interested in learning. This study shows that using game-based tools like Baamboozle application can make learning vocabulary easier and more enjoyable.

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1. INTRODUCTION

Vocabulary mastery is an essential element in language learning and forms the foundation for effective communication. Having a rich vocabulary contributes significantly person's capacity to communicate ideas effectively and clearly. In the context of reading, understanding vocabulary greatly influences a person's ability to understand text, where unknown words can be a major obstacle. Mastery of vocabulary also contributes to good writing skills, making writing more interesting and varied. According to Putra (2023), vocabulary plays a crucial role in developing language skills, as it enables learners to express and communicate their ideas more effectively.

The challenges that students face in improving vocabulary can vary, but some of them are quite common and significant. One of the main obstacles is the lack of exposure to the target language in everyday life, which prevents them from hearing and using new vocabulary. Additionally, many students find it difficult to remember and apply new words, especially when there is no clear or relevant context. Monotonous and less interactive teaching methods can also reduce students' motivation to learn. According to Putra (2023), vocabulary acquisition cannot solely occur through auditory and written exposure; it also necessitates visual stimuli from the surrounding environment.

Overcoming these challenges requires creative and diverse approaches, such as using engaging media, language games, and practical activities that can enrich students' learning experiences. According to Haryadi and Pujiastuti (2020), the utilization of diverse learning media enhances educational achievement. In this learning process, the teachers can use some interesting media to engage student to be creative, innovative and effective. The integration of efficient and well-designed learning media is crucial in maximizing the effectiveness of the teaching and learning process, as it supports better student engagement, understanding, and achievement.

Game-based learning has been proven effective in increasing student engagement and motivation. Several studies indicate that the use of technology and game-based applications can create a more engaging and interactive learning environment. Dewi and Listiowarni (2019) stated that as a form of educational media, games can be utilized to encourage student participation and engagement during classroom instruction. Baamboozle is one such digital tool that allows educators to develop and deliver online quiz-based games. According to Tuti and Syarif (2022), Baamboozle application not only facilitates fun learning experiences but also enhances student involvement in the learning process. However, while there was significant research on the use of technology or game-based applications in language learning, studies specifically examining the impact of the Baamboozle application on vocabulary acquisition are limited.

Baamboozle application is an interactive learning tool that is increasingly popular among educators to increase student engagement in the learning process. Tuti and Syarif (2022) stated that Baamboozle fosters a dynamic and enjoyable learning environment that stimulates student interest, and it enables educators to develop interactive quizzes and trivia games accessible via the internet. Students can participate directly, answer questions, and compete in teams, which creates a dynamic and collaborative learning atmosphere. Moreover, research by Amalia Amanda and Prihatini (2024) found that the use of bamboozle application as learning media has a positive effect on students' vocabulary mastery.

The research problem explored in this study is the extent to which the Baamboozle application, when used as a teaching aid, contributes to the improvement of students' vocabulary mastery. The purpose of this research is to determine the influence of Baamboozle on learners' vocabulary development, with particular attention to its role in facilitating the understanding and application of new vocabulary items.

Furthermore, this study aimed to evaluate the differences in vocabulary improvement between students who used Baamboozle application and those who followed traditional learning methods. By analyzing vocabulary test results and collecting feedback from students, it is hoped that this research can provide comprehensive insight into Baamboozle application's potential as an innovative learning tool. Educational games are designed to enhance learners' motivation while also stimulating their cognitive abilities, creativity, and logical thinking. (Janković & Lambić, 2022; Lisnani & Emmanuel, 2020). Moreover, games can serve as tools for tracking students' learning progress and for adapting instructional strategies to accommodate individual learning needs. (Szymanski & Benus, 2015; Morgan, 2022).

The research provides significant benefits for teachers and students. For teachers, the results of this study offer insight into the effectiveness of Baamboozle application as an interactive learning tool, which can improve their teaching strategies for introducing new vocabulary. By understanding the positive impact of using Baamboozle application, teachers can design activities that are more interesting and appropriate to student needs, thereby creating a more dynamic learning environment. On the other hand, for students, this research has the potential to improve their learning experience by making the vocabulary mastery process more fun and interactive. Students who engage in Baamboozle application-based games tend to be more motivated to learn and remember new vocabulary more easily, which in turn can increase their confidence in communicating. Thus, this research is not only useful in an academic context, but can also contribute to the development of students' overall language skills.

2. METHOD

The research adopted a quantitative approach, which was intended to measure and evaluate the effectiveness of using the Baamboozle application in enhancing students' vocabulary mastery. Rana et al (2021) stated quantitative method is to collect and analyze numerical data that answers scientific research questions. Quantitative research allows researchers to collect numerical data through testing methods, which is then analyzed statistically to identify patterns and relationships. In this context, researchers measured differences in vocabulary test results before and after using Baamboozle application in the classroom, and compare them with a control group who did not use the tool. Apart from that, this research adopted an experimental approach by involving two groups of students: one group that used Baamboozle application and

another group that followed traditional learning. This research design aimed to collect credible evidence about the efficacy of the Baamboozle application in improving students' vocabulary mastery.

The participants in this research were seventh-grade students from SMPN Karang Jaya, with a focus on a representative sample to obtain valid results. The targeted population includes all seventh grade students (163 students), while the samples taken were two different classes, with a total of around 60 students. One class used Baamboozle application as a learning tool, while the other class followed traditional teaching methods without the tool. Sample selection was carried out randomly to ensure that each student had the same opportunity to be involved in this research. By observing the groups, researchers could more accurately compare students' learning outcomes and vocabulary mastery, as well as assess the specific impact of using Baamboozle application in language learning contexts. The study involved two separate groups, namely the experimental group comprising students from Class 7.2 and the control group consisting of students from Class 7.5.

The participant selection criteria in this study were designed to ensure that the sample taken was relevant and representative. First, participants had to be students enrolled in seventh grade of SMPN Karang Jaya, so that they had a background appropriate to the focus of the research. Second, participants are expected to have varying levels of language ability, from beginner to intermediate, in order to create variations that support a more comprehensive analysis of learning outcomes. Third, students must be willing to participate in research and follow established procedures, including the use of Baamboozle application in learning. Additionally, selected participants had no previous experience with this gaming tool, to ensure that the research results reflect the real impact of using Baamboozle application.

The research instrument used in this study consisted of several key components to assess how the use of the Baamboozle application contributes to the enhancement of students' vocabulary mastery. First, a vocabulary test was designed to evaluate students' understanding before and after the intervention. The test consisted of multiple-choice items, fill-in-the-blank exercises, and sentence construction tasks that required students to apply newly learned vocabulary.

3. RESULT(S) AND DISCUSSION

1. Pre-test Result of Students' Vocabulary Mastery

The pre-test results of students' vocabulary mastery in both experimental and control groups were low. The total of vocabulary mastery was in the fair category. The following figure presents a comparison of Pre-test vocabulary mastery scores for students in the experimental and control groups.

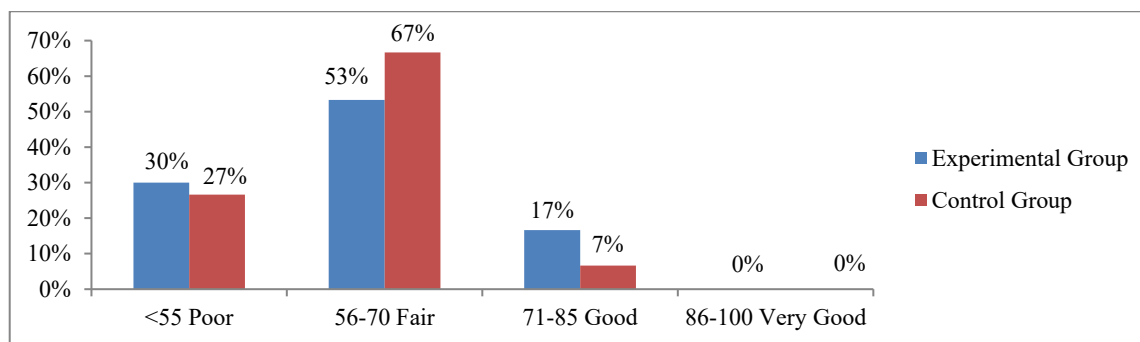


Figure 1. The Pre-test Result

The image depicts the pre-test results for students' vocabulary mastery in both experimental and control groups. Prior to the intervention, the majority of students in both groups had low levels of vocabulary proficiency, with most being classified as poor or fair. Strong vocabulary abilities are essential for academic performance and effective communication, yet increasing vocabulary remains a struggle in many classrooms.

To address this, the researchers conducted a study to try a new learning media. The experimental group received instruction through the Baamboozle application, whereas the control group engaged in conventional learning methods. The application was designed to make learning vocabulary more enjoyable and engaging, helping students stay motivated and achieve better results.

To assess the effectiveness of this strategy, the researchers administered a post-test to both groups. The results of the experimental group were compared to those of the control group to determine the effect of the Baamboozle application on students' vocabulary mastery. The following section provides a more in-depth discussion of these findings. In conclusion, the pre-test results highlight the need of effective techniques to

improving students' vocabulary skills. The Baamboozle application was designed to meet this requirement by facilitating vocabulary development. The researchers were able to assess the effectiveness of this teaching strategy in meeting its aims by analyzing post-test results.

2. Post-test Result of Students' Vocabulary Mastery

The post-test result showed that vocabulary proficiency improved in both groups after the treatment, with the majority of students falling into the good and very good categories. Nevertheless, a significantly higher proportion of students in the experimental group reached the good category compared to those in the control group. The following figure presents a comparison of the post-test vocabulary mastery scores of the experimental and control groups.

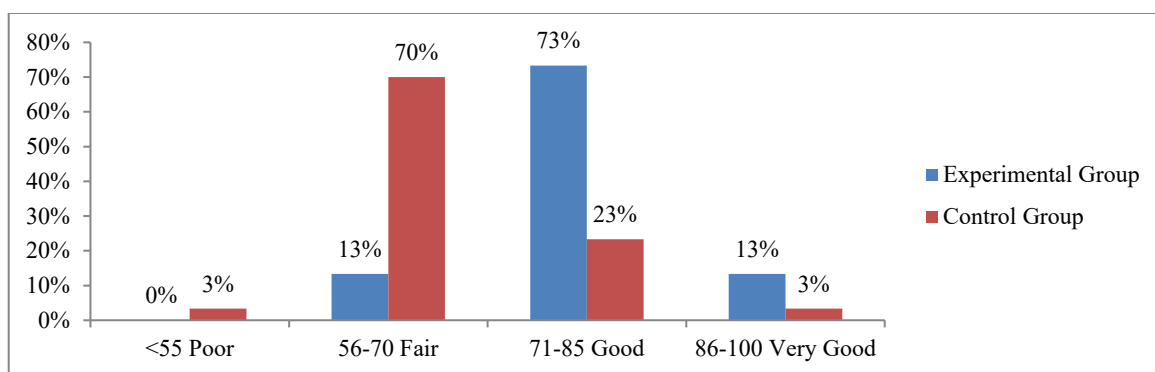


Figure 2. The Post-test Result

Figure 2 shows the post-test vocabulary mastery results of students in both experimental and control groups after using the Baamboozle application and traditional instructional approaches. These results suggest that the Baamboozle application was more effective in promoting vocabulary mastery. The post-test outcomes indicate that both the Baamboozle application and traditional learning methods contributed to the improvement of students' vocabulary skills. Nevertheless, students in the experimental group, who utilized the Baamboozle application, demonstrated a more significant enhancement. This can be attributed to the application's interactive and engaging features - such as games and enjoyable activities that effectively sustained students' interest and motivation throughout the learning process.

These findings underscore Baamboozle's potential as a useful tool for language training. By integrating this application into classroom activities, teachers may enhance students' engagement and drive, ultimately leading to improved learning outcomes. Future research is encouraged to explore the impact of other educational applications on language learning, particularly regarding student motivation and participation. Such investigations would assist educators in selecting the most suitable digital tools and adapting instructional strategies to better address learners' individual needs.

3. The Comparison of Pre-test and Post-test Mean Scores

In this part, the result of pre-test and post-test will be compared. The result will be seen by the mean-score of each part. The average vocabulary mastery scores of the experimental and control groups, as measured in both the pre-test and post-test, are displayed in Figure 3.

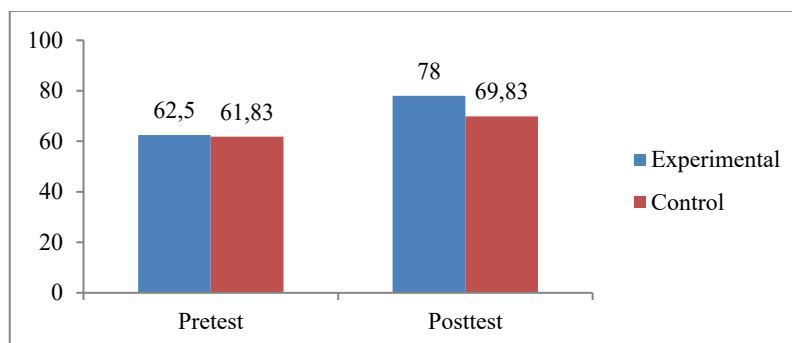


Figure 3. The Pre-test and Post-test Mean Scores

The average scores were calculated to determine the effectiveness of the treatment in improving students' vocabulary proficiency. The experimental group had a higher mean post-test score than the control group, indicating that the use of the Baamboozle application had a greater impact on vocabulary growth. The t-test analysis indicated a statistically significant difference in mean scores between the two groups, implying that the observed improvement in the experimental group was due to treatment rather than random variation.

The results of the mean scores show that both the Baamboozle application treatment and traditional learning helped improve students' vocabulary mastery. Specifically, Baamboozle application made learning vocabulary more fun and interactive, which motivated the students to improve their skills. Elements such as interactive games, immediate feedback, and a sense of competition likely played a role in the notable improvement in vocabulary mastery. This outcome is consistent with prior studies indicating that gamified learning enhances student motivation and engagement (Chans & Portuguese Castro, 2021; Bambang, 2022).

Furthermore, using digital technologies into language study can boost students' motivation and active participation, thereby enhancing learning outcomes. Utilizing game-based digital tools supports vocabulary retention, helps learners connect new information to their environment, and fosters the development of both language and communication skills (Shabaneh & Farrah, 2019; Li et al., 2021; Hendra, 2018). This study adds to the body of evidence that digital tools are useful in language teaching, particularly in vocabulary instruction. The results show that the Baamboozle application can considerably improve pupils' vocabulary mastery. These findings highlight the relevance of using interactive and engaging digital activities in vocabulary instruction. Future research should investigate the impact of various digital technologies on language acquisition, particularly in terms of student motivation and classroom involvement.

4. The Standard Deviation of Pre-test and Post-test

The standard deviation of pre-test and post-test showed that pre-test score were marginally higher in both groups than post-test score. It indicated a minor drop in learning achievement following the treatments. The following figure shows the standard deviation of pre-test and post-test vocabulary scores in the experimental and control groups.

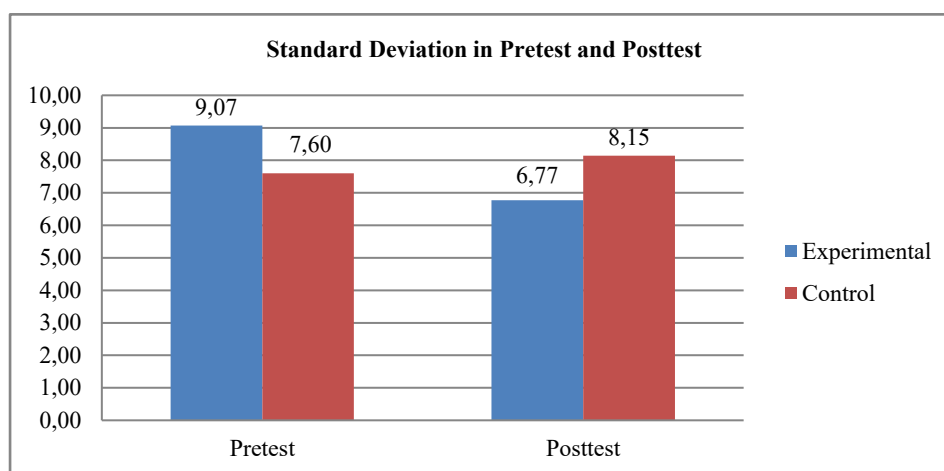


Figure 4. The Standard Deviation in Pretest and Post-test

The data describe that the drop was not statistically significant, and the diversity of student outcomes was reduced. This implies that, while the therapies may not have been completely effective, they did help students perform more consistently. The study further reveals that the Baamboozle application proved more effective than traditional instructional methods. While both groups exhibited progress in vocabulary mastery, the experimental group showed a more substantial improvement. This was particularly noticeable in students' ability to categorize vocabulary into grammatical types such as nouns, verbs, adjectives, and adverbs, as well as in their skill to differentiate various word types.

The integration of the Baamboozle application into language training promotes interactive contact between students and their English teacher, enhancing student engagement and motivation. This contact makes for a more meaningful and enjoyable learning experience. Overall, the findings suggest that English teachers could benefit from using Baamboozle as an instructional tool to facilitate vocabulary development and active learning. Nonetheless, more research is needed to determine the long-term effects of utilizing the Baamboozle program on students' vocabulary mastery.

This study looked into the efficiency of the Baamboozle application as a learning tool for improving students' grasp of English vocabulary. The pre-test results showed that both the experimental and control groups had low levels of vocabulary proficiency. Several variables influenced these results, including restricted opportunities for practice, insufficient time committed to vocabulary education, and a lack of interesting and interactive learning resources. To address these challenges, the researchers used the Baamboozle app as an additional learning tool.

The experimental group was taught using the Baamboozle application, whereas the control group continued with conventional instructional methods. Prior to the intervention, a pre-test was administered to evaluate students' baseline vocabulary proficiency. The mean pre-test score for the experimental group was 62.5, while the control group obtained an average score of 61.83. These results indicated that students' vocabulary mastery was relatively low and highlighted the need for instructional improvement.

In this study, Baamboozle was chosen as an innovative learning tool to improve students' vocabulary mastery. Additionally, other gamified learning platforms, such as Baamboozle, have demonstrated their ability to create an engaging and enjoyable learning environment for young English learners. Students' motivation and involvement significantly increase in the learning process when creating a gamified environment (Alimova, 2023). Baamboozle, together with other educational platforms such as Educandy, Tic Tac Toe, and Wordwall, has demonstrated its potential to boost students' motivation and confidence in acquiring English vocabulary (Elaish et al., 2019).

Post-test results after three learning sessions showed significant improvement in the experimental group, with an average score of 78 compared to 69.83 in the control group. These results confirm that the Baamboozle application significantly improves students' vocabulary mastery compared to traditional methods. Moreover, students expressed positive feedback about gamified tools like Baamboozle. The finding is consistent with prior research that Baamboozle application can assist educators in providing the best atmosphere for students to achieve their learning objectives (Iin Andriyani, Meilani Feradona, 2021). Baamboozle offers an interactive way to practice vocabulary in context, thereby improving retention and comprehension of new words. These tools also enable students to develop speaking and writing skills while boosting their interest and motivation. Thus, educators are encouraged to integrate gamified platforms like Baamboozle into vocabulary instruction to enrich students' learning experiences.

Findings from this study highlight that gamification applications like Baamboozle can improve students' vocabulary sub-skills, strengthen memory retention, and create a positive learning atmosphere. These tools have been shown to improve students' interest and motivation, activate their participation, and provide opportunities for both collaborative and individual learning. Research confirms the significant role of technology in improving students' learning experiences (Prensky, 2009). In conclusion, this research underscores both the practical and theoretical significance of utilizing the Baamboozle application in English vocabulary instruction and learning.

The using of Baamboozle application effectively enhances students' vocabulary mastery, fosters their motivation, and creates a dynamic and engaging learning environment. By providing interactive and gamified learning experiences, Baamboozle encourages students to participate actively in lessons, practice vocabulary in context, and retain new words more effectively. Moreover, its versatility allows it to cater to both collaborative and individual learning needs, helping students develop a more comprehensive understanding of vocabulary, both in practical usage and theoretical knowledge.

For educators, integrating technology-based platforms like Baamboozle offers opportunities to modernize teaching methods, making lessons more innovative, and student-centered. The use of such tools not only increases teaching efficiency but also addresses common challenges in vocabulary instruction, such as limited engagement and lack of practice. Additionally, these tools help teachers accommodate diverse learning styles and preferences, ensuring that students remain motivated and invested in their language learning journey.

Future research is encouraged to further explore the potential of Baamboozle and similar applications by involving a broader demographic of participants, including students from various educational levels, regions, and cultural contexts. Expanding the scope of studies to examine long-term impacts, such as vocabulary retention over time and transferability of skills to other language areas like reading and writing, would provide deeper insights into its effectiveness. Furthermore, future studies could investigate additional variables, such as the role of teacher training in implementing these tools, the impact of gamified learning on students' critical thinking skills, and the influence of different game designs on learning outcomes.

As technology continues to evolve, it is crucial for educators and researchers to explore and adopt innovative solutions like Baamboozle application to address ongoing challenges in language learning. They play a crucial role in fostering a learning environment that is more engaging, inclusive, and effective, thereby helping students acquire the essential skills needed for academic and future professional success. For technology-enhanced learning to be effectively integrated into educational practices, both educators and

teacher training institutions must recognize and embrace the importance of design as a key component of professional competence (Kirschner, 2015). Thus, the use of technology such as Bamboozle application is not merely an optional enhancement, but a vital component in modern language learning strategies. Well-designed technological integration can significantly improve the effectiveness and engagement of the learning process. Therefore, collaboration among educators, technology developers, and teacher training institutions is essential to create an educational ecosystem that is adaptive, innovative, and relevant in today's digital era.

4. CONCLUSION

This study introduces a significant innovation by specifically focusing on the impact of the Baamboozle application on vocabulary acquisition. While previous studies, such as those by Tuti and Syarif (2022), have acknowledged the role of Baamboozle in creating an engaging learning environment, they have not directly explored its influence on students' vocabulary mastery in comparison to traditional teaching methods. Through an experimental approach, this research not only confirmed the effectiveness of Baamboozle in enhancing vocabulary learning, but also showed that students using Baamboozle experienced a notably greater improvement in vocabulary retention compared to those taught using conventional methods. This finding adds valuable new evidence to the existing body of research, affirming that Baamboozle is not just a tool for engagement, but also an exceptionally effective medium for vocabulary learning.

Unlike earlier studies, which mainly focused on the interactive and motivational benefits of Baamboozle (Tuti & Syarif, 2022), this research goes further by providing empirical evidence of its direct impact on vocabulary acquisition. Prior research, including work by Amalia Amanda and Prihatini (2024), highlighted the positive effects of Baamboozle on students' vocabulary skills, but lacked a thorough comparison with traditional teaching approaches. This study bridges that gap by offering a clear comparison between the Baamboozle-based learning group and the control group using conventional methods. The positive student feedback, combined with improvements in vocabulary acquisition, underscores the additional value of using Baamboozle as a tool for both independent and collaborative learning. This contribution enhances our understanding of Baamboozle's specific advantages in language instruction, particularly in the context of improving vocabulary skills.

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