

# Teacher's and Students' Perceptions of Wayground as a Learning Assessment in English Language Teaching

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# Introduction

- **The Importance of English:** English is a crucial global communication tool in various sectors such as tourism, education, and economics. In Indonesia, the government has made it a compulsory subject to increase the competitiveness of the younger generation.
- **Research Gap:** Previous studies mostly focused on quantitative effectiveness (scores) or general game-based learning platforms. There is a need to explore qualitative perceptions regarding specific features in a natural classroom setting.
- **Novelty:** This study focuses on an in-depth qualitative exploration of the specific use of the Wayground platform at the high school level. This study not only looks at the final results, but also examines how Wayground's unique features such as avatar customization (outfit battle), the use of culturally relevant memes, and a real-time ranking system can psychologically lower affective filters and transform students' perceived "fear" of evaluation into motivating challenges in a natural classroom setting.

# Introduction

- **Innovative Solution:** To overcome this boredom, the integration of gamification technology is necessary. Wayground has emerged as a game-based platform that offers interactive features like avatars, leaderboards, and memes to create a stress-free learning environment.
- **Research Objective:** This study aims to explore in-depth teacher and student perceptions regarding the use of Wayground. This is important because positive perceptions directly correlate with student learning motivation and academic success.
- **Research Question:**  
What are the teachers' and students' perceptions of using Wayground as a learning evaluation tool in English language teaching?

# Methods

- Research Design: Using a descriptive qualitative method. This approach was chosen to capture the nuances of participants' experiences, feelings, and opinions naturally in a classroom environment that cannot be explained by numbers alone.
- Location & Time: The research was conducted at SMA Muhammadiyah 2 Sidoarjo. This school were selected purposively because it has actively implemented Wayground in daily evaluations.
- Partisipan:
  - One English teacher served as key informant.
  - Five 12th-grade students (3 boys, 2 girls) were selected using purposive sampling based on their experience using the app.

# Methods

## Data collection technique:

- Semi-Structured Interviews: Conducted individually for 15–20 minutes. Questions were adapted from the Technology Acceptance Model (TAM) framework, which includes: Perceived Usefulness, Perceived Ease of Use, and Attitude [24, 25].
- Observation: Direct observation of student behavior during the evaluation session.

**Research Instrument:** Using an expert-validated interview guide to ensure questions were effective in eliciting emotional and technical data from participants.

# Methods

**Data Analysis Techniques:** Using Thematic Analysis [23]. The process includes:

- Transcription: Converting interview audio recordings into text.
- Coding: Highlighting key points in the text.
- Theme Identification: Grouping codes into broad themes (e.g., ease of access, competitive motivation).
- Conclusion Drawing: Connecting these themes to answer the research questions.

# Methods

## Usefulness: Teacher's Perspective

- **Report Automation:** Scores and item analysis are instantly available without manual correction.
- **Instant Mapping:** Makes it easier for teachers to identify which material the class has least grasped.

## Usefulness: Student Perspective

- **Instant Feedback:** Instantly know correct and incorrect answers.
- **Contextual Understanding:** Integrated quizzes and materials facilitate the absorption of new English materials.

# Methods

## Perceived Ease of Use : Teacher's Perspective

- **Preparation Efficiency:** The Library feature works like a search engine, making it easy to find ready-to-use quiz materials.
- **Class Management:** An intuitive interface for real-time class monitoring.

## Perceived Ease of Use : Student Perspective

- **Installation-Free Accessibility:** Simply scan the QR code or enter your PIN through your mobile browser.
- **One-Click Navigation:** Answer questions with just one click, more convenient and less tiring than writing on paper.

# Methods

## Attitude : Teacher's Perspective

- **Dynamic Atmosphere:** Enjoying the transformation of a class from quiet/tense to lively and communicative.
- **Role Transition:** The teacher's attitude shifts from being merely a "test proctor" to a "game facilitator."

## Attitude : Student Perspective

- **Pressure-Free (Reduced Stress):** The presence of funny memes and avatar customization (outfit battle) makes assessments feel like a game.
- **Adrenaline & Motivation:** The leaderboard feature creates positive competition that encourages students to think more focused.

# Methods

## Analysis: Why is Wayground Effective?

### Lowering the Affective Filter:

- The stigma of exams as "scary" has been successfully removed through the Avatar & Meme feature.
- When students are relaxed (stress-free), their brains are more optimal at absorbing and processing English vocabulary.

### Effects of Instant Feedback on Memory:

- Unlike paper exams that are corrected the next day, Wayground tells you right/wrong right then and there.
- The context of the question is still fresh in the student's mind. It is crucial to strengthen Long-Term Memory.

# Methods

## Analysis: Changes in the Classroom Ecosystem

### Digital Inclusivity :

- Breaking down the "monopoly" of vocal/intelligent students that typically dominates conventional classrooms. Through smartphones, every student has their own platform to be active.

### Shifting Roles of Teachers:

- Thanks to grading automation, the administrative burden is eliminated.
- The teacher's role has been elevated: from simply "paper corrector" to "discussion facilitator" (directly discussing questions with the most incorrect graphs).

# Methods

## Critical Analysis (Challenges)

### Surface Learning:

- The timer and Leaderboard features encourage students to guess quickly for points, rather than reading the English text in depth.

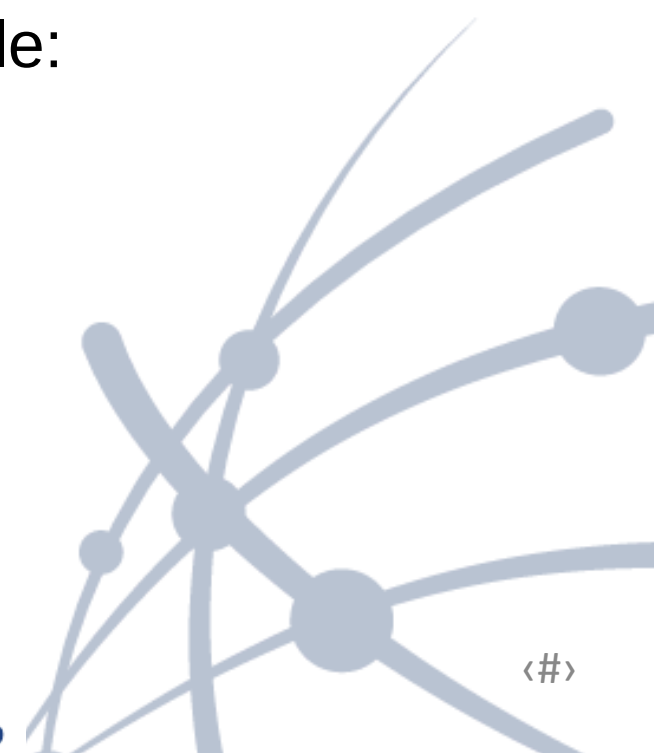
### Psychological Risks of Minorities:

- The transparency of the rankings (leaderboard) on the front screen can hit the self-confidence of students who are constantly at the bottom.

### Pedagogical Solutions:

- Technology cannot replace teachers. Debriefing (post-quiz discussion) is essential to ensure the essence of the material is conveyed and students' mental well-being is maintained.

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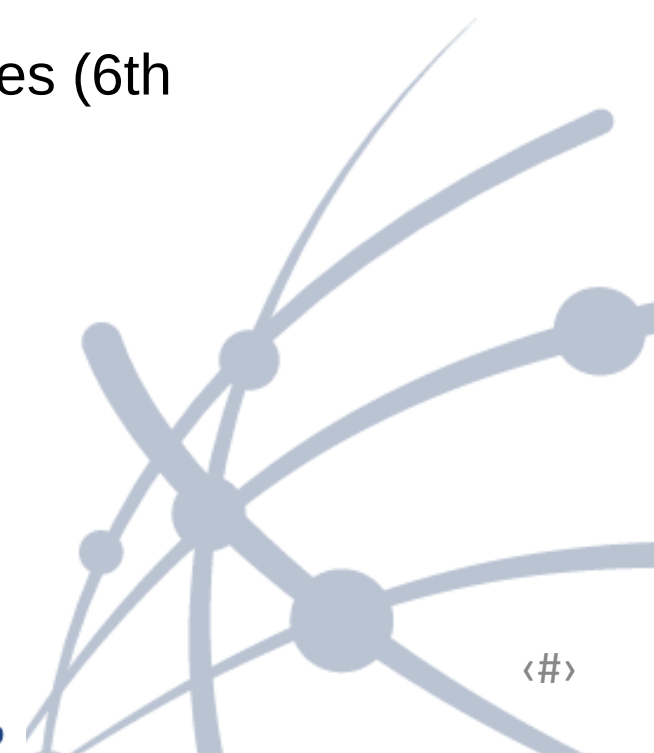
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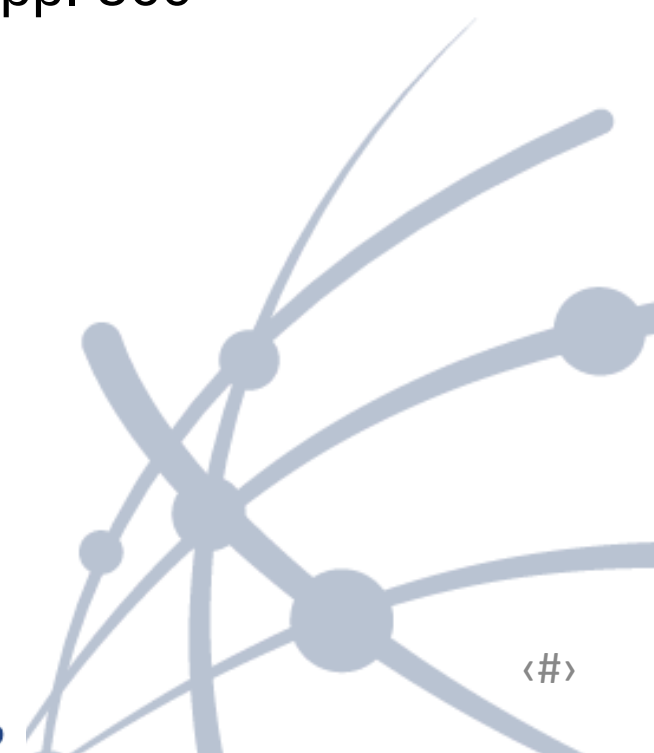
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