

Class Word Hunt: Interactive Media for Vocabulary Learning Using Macromedia Flash

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Pendahuluan

- **INTRODUCTION**

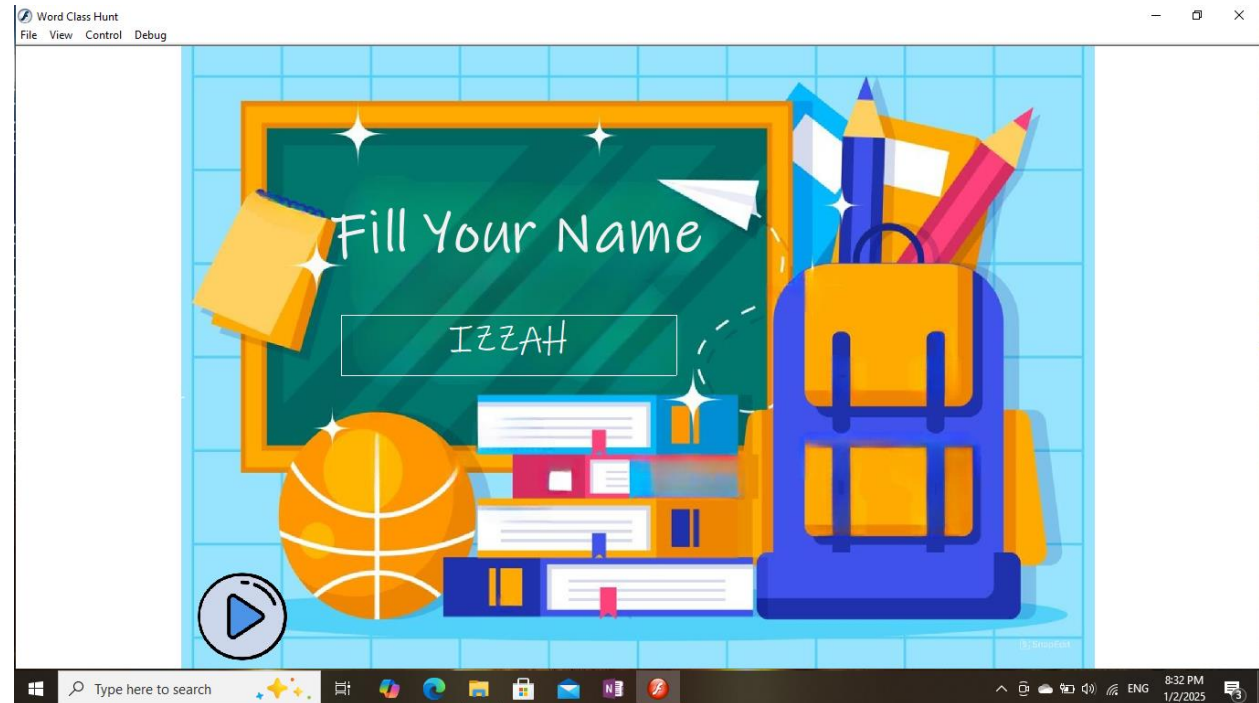
Vocabulary is an essential component of language learning (Susanto, 2021), serving as the foundation for effective communication. Teaching vocabularies can be tough for many teachers particularly with young learner (Firdausah & Sari, 2022). However, some students struggle with pronouncing vocabulary despite being able to write it correctly (Salam & Nurnisa, 2021). Therefore, an engaging tool is needed to make English lessons more interesting, one of which is through the use of a multi-purpose application employing an object-oriented method (Anisma et al., 2023). According to Tuhuteru et al., (2021) and Yuliana et al., (2018), Interactive media such as Macromedia Flash facilitate the teaching and learning process effectively.

The development of 'Class Word Hunt'

- **Needs Analysis:** Understanding the learning needs of students and identifying target vocabulary categories.
 - **Content Selection:** Curating a list of words and organizing them into thematic groups (e.g., classroom objects)
 - **Game Design:** Interactive activities that engage learners in finding and understanding words.
 - **Development:** Using Macromedia Flash to bring the design to life with animations, sound effects, and interactivity.
 - **Testing and Refinement:** Conducting usability tests with learners and educators to ensure the effectiveness of the game.
- **Design and Features** 'Class Word Hunt' is designed to captivate learners with its dynamic features:
 - **Gamified Learning:** Learn vocabulary by clicking on items in the classroom, and listen while learning new vocabulary
 - **Visual and Audio Cues:** Animated visuals and pronunciation guides to reinforce word recognition and retention.
 - **Interactive Challenges:** Mini-games such as matching the picture with the questions given.
 - **Feedback System:** Instant feedback on scoreboard

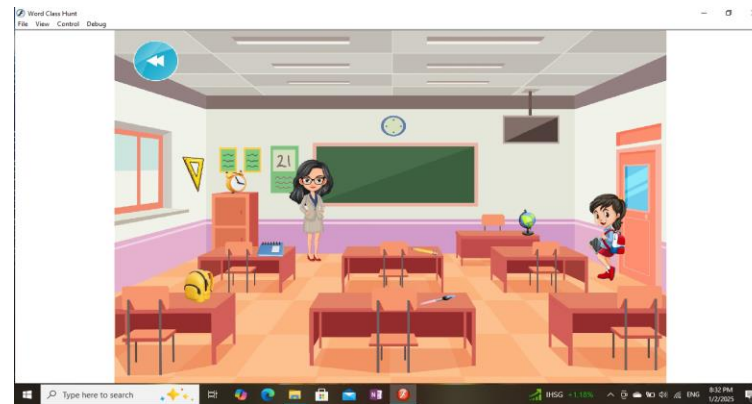
THE INTERFACE OF CLASS WORD HUNT

Prior to initiating the interactive learning and gameplay, participants are required to enter their names and click the “Play” button at the bottom left corner to commence



THE INTERFACE OF CLASS WORD HUNT

- On the second page (figure 2), participants will find two menu options: Learn and Quiz. They should initially choose 'Learn' to acquire vocabulary then select 'Quiz' to evaluate their knowledge.
- After clicking 'Learn' option, participants will be immersed in a classroom where they can discover vocabulary relate to everyday school object. Hovering items like, globe, bag, pencil and more. Participants will be presented with audio pronunciations of each item's English name by navigating the cursor over these objects. Then go back to the previous screen by click the "Back' button at the top-left corner.
- On the next 'Quiz page', participants will engage in an interactive quiz designed to evaluate them and understanding of the vocabulary previously studied. They just simply choose the images that fit the instructions and recall capabilities. The following examples quizzes from the Class Word Hunt interactive module.



Conclusion

"Class Word Hunt" exemplifies the transformative potential of interactive media in education. By leveraging Macromedia Flash, the application turns vocabulary learning into an engaging and impactful experience, improving both retention and learners' attitudes toward language acquisition. Its gamified features and interactive design cater to the preferences of digital natives, fostering an enjoyable learning environment. Future developments could include expanding the word database, integrating adaptive learning technologies, and personalizing content to address diverse learner needs, further enhancing its educational impact.

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