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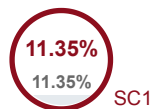
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Abstract

Vocabulary is a crucial aspect of language learning, yet teaching it effectively, particularly to young learners, remains challenging. Despite being able to write vocabulary correctly, many students struggle with pronunciation, necessitating engaging tools to enhance learning experiences. Existing studies emphasize the benefits of interactive media, such as Macromedia Flash, for effective teaching. However, traditional vocabulary teaching methods often fail to engage "digital natives" who thrive on technology-driven learning environments. This gap highlights the need for innovative, technology-based tools tailored to these learners. This article aims to address this issue by developing and evaluating "Class Word Hunt," an interactive learning application using Macromedia Flash to facilitate vocabulary acquisition among young learners. The development followed a structured methodology encompassing needs analysis, content selection, game design, development, and iterative testing. Results demonstrate the application's effectiveness in enhancing vocabulary learning, combining gamified features such as interactive challenges, visual and audio cues, and instant feedback systems. The tool not only improves vocabulary retention but also fosters positive attitudes toward language learning. Additionally, the usability tests revealed high engagement levels among participants, supporting its potential for broader application in classroom, self-study, and workshop settings. The article underscores the importance of leveraging digital tools to transform language learning. Future iterations could include an expanded word database and adaptive learning features to cater to diverse proficiency levels, providing an engaging, personalized vocabulary learning experience.

Keywords: Interactive Media; Vocabulary Learning; Gamified Education; Macromedia Flash

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.

With students across all educational levels being part of the first generation to grow up surrounded by computers, video games, mobile devices, and other digital gadgets, traditional vocabulary teaching methods often fail to captivate their interest (Naderiheshi, 2022). These students are commonly referred to as "Digital Natives." The digital world, including games, is familiar to digital natives because of its fast-paced interactions, multitasking opportunities, random access, graphic-centric approach, active engagement, connectivity, enjoyment, imaginative elements, and instant rewards (Al Fatta et al., 2018). Over the past decade, interactive multimedia software has been at the forefront of discussions on innovative approaches to teaching foreign languages, offering exciting potential to enhance language learning for both teachers and students (Pramono, 2012). To address these challenges, 'Class Word Hunt' combines the strengths of interactive media with the capabilities of Macromedia Flash. This article examines how 'Class Word Hunt' transforms vocabulary learning into an engaging and efficient experience for young learners.

METHODOLOGY

The development of 'Class Word Hunt' followed a structured process:

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

The game can be implemented in various educational settings, including:

1. Classroom Use: Teachers can integrate 'Class Word Hunt' into lesson plans as a supplementary tool.
2. Self-Study: Learners can access the application on their devices for independent practice.
3. Workshops: Educators can use the tool in language workshops to engage participants in group activities.

RESULTS

THE INTERFACE OF CLASS WORD HUNT

In this section, the interface and functionality of the Class Word Hunt application are described, focusing on its design and practical use in enhancing vocabulary acquisition.

1. 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 (see figure 1).
2. 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.
3. 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.

4. 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, below:

- a
- b
- c
- d

5. The concluding screen provides participants with a quick yet comprehensive evaluation, featuring their numerical score highlighting their achievements and progress in vocabulary acquisition.

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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