

Students' Perception on Wordwall Implementattion in English Vocabulary

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Pendahuluan

- Vocabulary mastery is essential for communication
- Influences reading and writing skills
- Students struggle with memorization due to lack of context
- Wordwall; An interactive tool to enhance vocabulary learning

Pendahuluan

- To explore students' perception on using Wordwaal in learning English Vocabulary
- Focus: primary students in Thai School (Ban Loei Wangsai School)
- Previous studies fokus on outcomes, not perception

Pertanyaan Penelitian (Rumusan Masalah)

Research Question:

“What are students’ perceptions toward the implementation of Wordwall in learning English Vocabulary?”

Metode

- **Research Approach**

Qualitative research design with interview instrument

- **Participants**

15 students grade 4 and 5,

Located in Ban Loei Wangsai School Thailand.

- **Implementation**

3-month Wordwall implementation

24 sessions (2x/week)- Interactive vocabulary games and quizzes

Topics: Greetings, daily activities, family, classroom objects, fruits, animals, verbs, prepositions, jobs, etc.

Data collection

Interview (Sessions recorded, transcribed, and analyzed for comprehensive insights.)

Metode

- **Data Analysis**

Thematic Analysis:

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The analysis followed the six-phase framework by Braun and Clarke. First, the researcher read and reread the translated transcript to gain a deep understanding of students' responses. Second, generating initial codes. Third, similar codes were grouped into potential themes. Fourth, Themes were reviewed to ensure they accurately represented the data. Fifth, each theme was clearly defined, and sub-themes were identified to show nuances within broader categories. And the last, extracts from the data were selected to support each theme, and interpretations were made based on the research question

Result

Thematic findings :

Fun Learning Experience

Effective Wordwall Features for Vocabulary

Preference Over Traditional Methods

Collaborative Learning Atmosphere

Increased Motivation & Interest

Result

Interview Question	Codes/ Keywords	Theme	Students response	Students
Can you describe your experience using Wordwall in your classes?	Fun, exciting, enjoyable, not boring	Fun learning experience	Playing games gives me knowledge and it is fun.	S13
	Interactive, like games		I like it, I learn a lot, and it was fun.	S15
	Happy, fun, and not boring		It was fun.	S12
	Quiz enjoyable		Playing a quiz game is fun.	S5
What specific features of Wordwall do you find most helpful for learning vocabulary?	Quiz, game show, correct/ incorrect	Effective Wordwall features for vocabulary	Quizzes because it help me to remember the vocabulary.	S12
	Quiz make remember word		The quiz game show makes me remember a lot of vocabulary.	S11
	Correction features help recall		Correct & Incorrect vocabulary features help me remember.	S5
	Likes quiz format		I like quizzes.	S7
How does using Wordwall compare to traditional methods of learning vocabulary for you?	Prefer game to book	Better than traditional methods	Wordwall is more fun than writing in a book.	S11
	Dislike traditional writing		I feel bored when we do not play a game.	S15
	Easier understanding with games		It is easier to understand than the traditional method.	S2
	Less motivated by traditional methods		I like it more than writing in a book.	S14

Result

Can you share a memorable moment or activity you enjoyed while using <u>Wordwall</u> ?	Playing with friends, classroom games	Fun collaborative learning	Having fun with my friends when playing a quiz game.	S4
	Playing with the teacher and friends		Play a game in the class with my friend and teacher Rishma.	S14
	Shared fun experience		I like playing games with my friend, it is very fun, and I want to play forever.	S5
	Classroom fun atmosphere		I am having fun with my friends playing a quiz game.	S8
Do you feel more motivated to learn vocabulary when using <u>Wordwall</u> ? Why or why not?	Motivation, want to learn more, excited	Increased motivation and interest in learning	Yes, I want to learn more and more.	S14
	Happy, want more English learning		Yes, I feel happy when I play.	S5
	Encouraged to learn English		Learning English vocabulary using <u>Wordwall</u> makes me want to learn English more.	S3
	Excited to learn vocabulary		I am so excited to learn English vocabulary; it was so much fun	S1

Discussion

- Aligned with Constructivist Theory: active learning through engagement
- Multimedia Learning Theory: The use of text, images, and interactivity enhances retention
- Gamification: increases motivation & participation
- - Emotional engagement improves cognitive learning
- Wordwall as a bridge between fun and effective learning
- Challenges: Digital literacy & teacher guidance

Conclussion

Wordwall improved vocabulary retention & student motivation

Positive emotional and academic impacts- Encourages interactive, student-centered instruction in primary schools

Recommendation: Broader implementation across schools and regions

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Dokumentasi



