

GAMIFIED LEARNING ENVIRONMENT BY UTILIZING BAMBOOZLE FOR EFL : SECONDARY TEACHER & STUDENTS' VOICE

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ABSTRACT

This study comprehends the Student and Teacher perspective by utilizing Bamboozle platforms in EFL Secondary Classroom. This study is designed by applying qualitative approach. The data sources taken in one of the school in Banten Province. Geographically supported and facilitated by technology and also boosted by the needs of the curriculum to advance the technological context. The English teacher and Five Students were Semi Structured Interviewed and observed, supported by the documentation. The data analyzed by using thematic analysis shows that, the study highlights students' increased readiness to speak in English. Because of Bamboozle's gamification, users are more motivated and engaged, which promotes a more positive attitude toward language learning. The study also reveals how to create a fun learning environment. With its dynamic and comfortable environment, Bamboozle's interactive features and adaptive design accommodate a wide range of learning preferences, allowing students to progress through language lessons at their own speed. Furthermore, studies show that incorporating Bamboozle into the classroom makes it easier for teachers to manage. The platform's flexible tools and easy-to-use interface help teachers organize and run their classes effectively. Teachers are able to concentrate on providing high-quality instruction, encouraging effective communication, and customizing lessons to fit the specific requirements of EFL learners because of this streamlining effect.

Keyword : Bamboozle, Gamification, Technology

INTRODUCTION

Our everyday and work lives now revolve around computers, smartphones, and the Internet. Academic professionals are under more pressure than ever to enhance their technological proficiency due to the rapid advancements in technology. Teachers are under especially strong pressure to switch from traditional teaching methods to a more contemporary, technology-focused approach. Modern students have more learning opportunities because of the advancement of information and communication technologies, but these same technologies may also cause students to become less interested in and motivated to learn using conventional methods. In this sense, the educational system ought to adjust to contemporary needs, create and develop fresh curricula utilizing active learning strategies, and take information technology advancements into consideration.

The increasing prevalence of smartphones and applications in students' daily lives has led to a need for the integration of game elements in courses. Language apps that are based on games have a high potential for user engagement, which encourages and sustains motivation for learning since the demands of today's students have changed and are no longer met by the conventional teacher-centered method. These days, students use gamified apps like Duo Lingo, Busuu, Memrise, Hello Talk, and many more to learn languages, including English. But these apps are probably one way perspective which student pace who control the apps. In the classroom setting, in which majority of the students have their smartphone on hand the teacher need to control and utilizing the condition.

Otherwise, The concept of "gamification" refers to the application of gaming
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technologies to a variety of domains, including education, with the aim of inspiring and involving learners in the learning process. Because of the advancements in information and communication technologies, game moments are now actively used in the classroom. The literature-based gamified problem-based learning design model has projected real-world learning needs. According to the findings of the research done by Isabel Coryunitha Panis, the gamified problem-based learning design's attractiveness and efficacy as pedagogical materials in the form of theory and practice have demonstrated results in the excellent category, indicating that this learning design is workable for use in instruction. (Panis et al., 2020). Another relevance studied talking about gamification for EFL was done using focused snowball sampling strategies, a cohort of 202 students from both public and private universities in Bosnia and Herzegovina was carefully chosen. The 57 items in the questionnaire that were given to the participants covered a wide range of topics, such as academic success, the frequency and skill of using language learning apps, motivation and attitudes toward app based language learning, and perceived gains in speaking, listening, reading, and writing abilities. The study's findings show that gamification techniques have a major impact on students' motivation to acquire English as a foreign language and their general success in doing so. (Huseinović, 2023)

Inspired by the studies above, Gamification of education English has become a very effective tool for improving motivation, engagement, and overall learning results. Students are more likely to stick with the language learning process if instructional activities incorporate game elements like points, badges, and rewards. Gamification's capacity to elevate boring tasks into engaging challenges and make learning enjoyable is one of its primary significances. In addition to encouraging a positive attitude toward learning, this also helps students feel accomplished as they advance through levels or receive rewards.

Thus, this study tried to navigate gamification in the classroom setting by taking the students' feedback and thought toward the application bambooZLE in learning English. It hopes it will contribute as a tactic to accommodate students' varied learning preferences. It offers chances for experiential and hands-on learning, enabling users to use their language abilities in authentic contexts within the virtual gaming environment. Further significances, this useful application aids in learners' transfer of knowledge to authentic contexts and strengthens language retention. Furthermore, learners can be inspired to push themselves and aim for constant improvement in their English proficiency by the friendly rivalry that is fostered by the competitive nature of gamification.

Theories

Game Education Learning Environment

In order to improve motivation, engagement, and learning outcomes, gamification in education is the deliberate addition of aspects and mechanics from games to the educational setting. This creative method makes the learning process more engaging and fun by utilizing the elements of games—competition, rewards, and interactive challenges—that make them naturally captivating.

Game Education is being used in education at all levels, from elementary schools to universities. It entails introducing elements such as point systems, in which pupils receive points for finishing assignments or proving their ability, and badges, which stand for accomplishments or significant junctures. These components support students' feeling of achievement and encourage them to take an active role in their education. Progress tracking tools are another common component of gamification, giving students a visual representation of their achievements and giving teachers important information about both individual and group development. (Alam et al., 2023)

Additionally, interactive tasks and simulations that mimic real-world situations can be

incorporated into educational gamification to help make abstract ideas more approachable and real. The presentation of instructional content in a more captivating and context-rich format also demonstrates the integration of narrative and storytelling elements. In addition to making learning enjoyable, the objective is to help students develop their critical thinking, problem-solving, and teamwork skills. All things considered, gamification in education is a dynamic, student-centered method of instruction that turns conventional classrooms into engaging, dynamic spaces.

When game mechanics and elements are introduced into traditional educational approaches, they create an engaging learning environment known as gamification. This includes adding elements that act as strong motivators for students by recognizing their achievements and advancement, such as points, badges, and rewards. These components create a dynamic environment where students actively interact with instructional content, along with progress tracking via visual indicators and interactive challenges matched to learning objectives.

The gamified strategy encourages cooperative learning and constructive competition. Students are motivated to strive for excellence by the friendly rivalry that is introduced through leaderboards and team-based activities. Real-time performance feedback is essential because it gives students a clear understanding of their development and points them in the direction of constant improvement. Furthermore, the incorporation of narratives and storytelling enhances the learning process by providing a deeper level of immersion, thereby increasing the reliability and retention of educational content.

Personalization and curriculum integration are ultimately given top priority in a well designed gamification learning environment. Individual preferences are taken into account with customizable avatars and challenges, which guarantees a more customized learning experience. The curriculum's gamified elements are carefully matched to ensure that learning objectives are not only met but exceeded. This results in an effective and engaging learning environment that encourages participation and perseverance.

METHODS

This study employed a qualitative research methodology to comprehensively explore the complex topic under investigation. The qualitative paradigm was preferred because it had the inherent ability to provide in-depth understanding of the complex aspects of human experiences and behaviors, emphasizing contextual awareness and permitting complex interpretations. (Kiger & Varpio, 2020)

The use of in-depth interviews, where semi-structured or unstructured conversations with participants offered a platform to explore their perspectives, attitudes, and lived experiences in a comprehensive manner, is a primary methodological choice in this chapter. The goal of this approach is to bring the complexity of individual stories to life and advance a more

sophisticated comprehension of the subject of the study. The chapter also includes participant observation, a technique that had researchers fully immerse themselves in the study's natural environment, in addition to in-depth interviews. Through the investigation of learning interactions, cultural practices, and contextual influences on behavior, this immersive approach offered a comprehensive understanding of the phenomenon under study. Focus groups were also used to guide group conversations, creating an atmosphere in which common viewpoints and group meaning constructions can be revealed. This methodology facilitated the investigation of group dynamics and the impact of social contexts on the perspectives and experiences of participants.

The data sources was taken in Secondary level school Located in Carenang, Banten
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Provinsi. This location was taken by the the assumption geographically classified as the Advanced supportive technology context. Further talking, this school was also applying merdeka kurikulum as the main core in use. One of the mandates of the Kurikulum Merdeka is to prioritize a technological approach. The sample in this research was an English Teacher on this school and also 5 students of Seventh Grade to be explored in semi structured Interview.

Further., This research data analysis used a thematic coding, a methodical procedure that found recurrent themes, patterns, and ideas in the data that had been gathered. The objective of this interpretive approach was to reveal the connections and underlying meanings that might not be immediately obvious. In addition, this article is also supported by th class observation dan documentation to support the Jindings credibility.

RESULTS

This study used the popular qualitative research technique of thematic analysis as a lens through which to thoroughly examine and interpret the diverse range of data that was gathered. Thematic analysis is widely acknowledged for its adaptability and appropriateness to a wide range of Jields. (Berezki & KárpáF, 2021)It is especially useful in identifying patterns, themes, and implicit meanings in textual or visual data. Thematic analysis provides a systematic and adaptable approach to Jinding, evaluating, and reporting patterns in the data, which in turn leads to a detailed and comprehensive comprehension of the research questions at hand. It serves as the methodological basis for this study.

Willingness to Communicate a simple English

Students' linguistic preferences have been impacted by the use of bamboozle in the classroom, frequently resulting in a preference for simpliJied or colloquial English communication. Students are exposed to a language style that values brevity, informality, and speedy communication as they interact with their teacher. In the context of English as a Foreign Language (EFL), developing foundational speaking abilities is crucial for students to successfully navigate daily communication. The focus should be on giving students a solid foundation in spoken English so they can express themselves in a variety of contexts.

“Bamboozle is fun, it gives us the opportunity to play while learning, sometime make us feel brave to speak...”

Building one's vocabulary is essential, to start. Begin with essential words and phrases related to greetings, introductions, and common scenarios. This gives students a useful toolkit for having simple conversations. Practice your pronunciation by concentrating on individual sounds, word stress, and intonation patterns to improve your oral communication abilities right away

Second, a useful tactic is to include role-playing exercises. Learners are given the opportunity to utilize their language skills in realistic, practical contexts by means of simulated conversations in places they are familiar with, like a grocery store or doctor's ofJice. Along with strengthening vocabulary, these exercises give students conJidence when speaking English in natural settings.

Thirdly, practicing sentence structure is essential to improving speaking ability. To help students build simple sentences and communicate coherently, start with simple sentence patterns and progressively increase their complexity. By acting as a conduit, conversation starters enable students to freely express their ideas, opinions, and personal experiences, creating a more transparent and engaged learning environment.

Activities in pairs and groups make up the fourth tactic. By encouraging students to converse with one another, collaborative learning creates a safe environment for practice and reciprocal learning. It encourages the growth of a common language and a sense of community.

Combining speaking and listening exercises is the Jifth component. Combining these

abilities helps students become more proficient speakers of English by improving their comprehension of spoken language and their ability to express themselves in speech depending on what they hear. This combined method strengthens language skills that are both productive and receptive.

Last but not least, giving constructive criticism and feedback is essential to the learning process. Stress that progress is more important than perfection and urge students to view criticism as a chance to get better. Technology integration also gives students access to extra materials for interactive and interesting speaking exercises, expanding their practice outside of the classroom. Examples of this include language learning apps and online platforms. (Behnamnia et al., 2020)

Enjoyable Learning Environment

Students' educational experience is shaped in ways that go beyond the classroom by a stimulating learning environment. First off, engaging learning experiences by using Bamboozle directly lead to higher motivation. Intrinsic motivation is ignited when lessons are made engaging, interactive, and applicable to students' everyday lives. This sparks active engagement and a sincere curiosity about the material being covered that could be designed by using Bamboozle. This increased drive not only improves the learning experience but also fosters a favorable view of education in general.

Second, one important result of a fun learning environment is the emergence of a positive attitude toward learning. Students approach challenges with optimism and resilience when they find the learning process enjoyable. Having an optimistic outlook on education encourages one to be open to discovering new ideas, take calculated chances, and see learning as an exciting and rewarding process rather than a tedious chore.

Increased comprehension and retention make up the third factor. Learning experiences that are enjoyable frequently incorporate innovative and dynamic teaching strategies that accommodate various learning preferences. Lessons that are memorable and engaging for students increase their retention of material and ability to understand difficult concepts. This ultimately leads to a more profound comprehension of the topic at hand.

In addition, a fun learning atmosphere encourages improved critical thinking and creativity. Students learn how to evaluate information and apply what they learn to practical situations when they are encouraged to think critically, ask questions, and consider different viewpoints. This enhances their educational experience while also getting them ready for obstacles outside of the classroom.

Establishing positive peer relationships is the fifth important factor of a fun learning environment. In the classroom, interactive discussions, group projects, and cooperative activities foster a sense of community. Positive peer relationships arise when students enjoy working together, which promotes a welcoming and inclusive learning environment.

Finally, students experience less stress and anxiety in a fun learning environment. Students are more likely to face obstacles with confidence than fear when the environment is encouraging and they enjoy the learning process. Lower stress levels have a positive impact on students' general academic performance in addition to their mental health.

Class Setting Impacts

The way in which educators comprehend and apply technology in the classroom has a significant impact on the educational environment as a whole. First of all, it makes lessons more interactive and engaging. Teachers who are skilled at using educational apps, interactive presentations, and multimedia components create engaging learning environments that draw students in and encourage greater participation.

Personalized learning opportunities are facilitated by tech-savvy teachers, secondly. By utilizing educational apps, online resources, and adaptive learning platforms, they can

customize instruction to each student's unique needs and learning preferences, fostering a more successful and inclusive learning environment.

The third point emphasizes how pupils are being prepared for the digital era. Students who have teachers who understand technology and use it into their lessons will have the fundamental digital literacy skills needed to meet the technological demands of both their academic and professional futures.

The fourth impact is effectively managing the classroom. By simplifying administrative tasks, learning management systems, digital grading tools, and communication platforms help teachers concentrate more on teaching and build a more productive learning environment. Finally, teachers who are tech savvy promote greater global connectivity and cooperation. Students can interact with peers worldwide through virtual classrooms, online discussion boards, and collaborative platforms, which promotes cross-cultural understanding and gets them ready for a globalized world. Because of this interconnectedness, learning is improved overall and a more diverse and inclusive viewpoint is fostered in the classroom. To put it simply, teachers' use of technology not only changes the way they teach, but it also has a significant impact on creating a learning environment that is more dynamic, connected, and focused on the needs of the students.

Conclusion

Answering the research questions and objectivity, recommendation, and implication.

To sum up, the incorporation of the interactive learning platform Bamboozle into EFL classes has demonstrated significant advantages for both students and teachers. Bamboozle's gamified approach to language learning increases the openness of EFL students to communicate by providing interesting games, quizzes, and activities that make learning a language fun and interesting. This gamification turns the sometimes difficult process of learning a language into an enjoyable and fulfilling experience by increasing motivation and fostering a positive attitude toward it.

Additionally, Bamboozle plays a major role in providing EFL students with a cozy learning environment. Students may go through language lessons at their own pace thanks to the platform's flexible features, varied content, and user-friendly interface, which all take into account individual learning preferences. As a result, students are more comfortable expressing themselves in English, which helps them become more confident and fluent communicators.

Bamboozle makes setting up and running a class easier for teachers. By giving teachers a flexible tool to design and alter language exercises, the platform helps them save important preparation time. Lessons become more dynamic and inclusive as a result of its interactive features, which also promote classroom engagement. This simplified method improves learning outcomes for students by freeing up teachers to concentrate on fostering meaningful interactions and modifying lessons to fit the varied needs of EFL students.

In conclusion, incorporating Bamboozle into EFL classes improves language learning while also creating a welcoming environment that fosters communication. Teachers and students alike gain from a gamified, interactive, and effective language learning experience that goes beyond conventional approaches by utilizing technology in this particular way.

The use of Bamboozle in English as a Foreign Language (EFL) classrooms has a variety of implications and recommendations, many of which have the potential to be improved further. First off, Bamboozle's gamified approach points to a move toward more engaging and entertaining language learning opportunities. Teachers should consider adding more gamification components to their lesson plans in order to create a lively and stimulating environment that encourages students to acquire language skills as well as critical thinking and problem-solving abilities. Moreover, Bamboozle's adaptable features offer a chance for customized learning. Teachers can investigate how to use technology to customize lessons to

meet the needs of specific students, fostering a more welcoming environment that takes into account varying learning velocities and styles. In order to better address the individual challenges and strengths of each learner, educators may find it necessary to integrate additional adaptive technologies or platforms that offer real-time feedback. The efficiency that Bamboozle offers in terms of classroom management begs for a more thorough investigation of digital tools for educational administration. Teachers should think about adopting all-inclusive learning management systems that incorporate different facets of communication, assessment, and lesson planning. By taking a comprehensive approach, administrative tasks can be further streamlined, freeing up teachers' time to focus on the pedagogical aspects of their jobs. Furthermore, Bamboozle's success emphasizes how crucial

it is for educators to continue their professional development. To successfully incorporate technology into their lessons, educators need to keep up with the newest developments in both tools and techniques. Workshops, collaborative platforms, and professional development opportunities can enable teachers to fully utilize technology and ensure its smooth integration into their lesson plans. Finally, given the beneficial effect on student motivation, teachers ought to look into ways to incorporate autonomy and choice into their teaching. This could entail tailoring specific elements of the learning path or allowing students to choose topics of interest by incorporating their preferences into lesson plans. Giving students some autonomy over their education can boost their motivation and level of engagement even more.

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