# THE EFFECT OF GENIALLY ON STUDENTS' READING SKILL

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**Abstract**

This pre-experimental study aimed to know the effect of Genially on students' reading skill. This study only focus on students' reading skills improvement. The participants were 34 tenth-grade Academic Hospitality students in one of the State Vocational High Schools in Malang. The data had been using one group to be tested. This research used pre-test and post-test as the instruments and the participants were given treatment in the form of using Genially as the teaching tool in learning reading. The data were tested by using normality on SPSS 26 version. The findings showed that Genially was effective in improving students' skills in reading recount texts because they were interested to the interactive design and willing to read the texts. Thus, it is recommended that English teachers use Genially to teach reading inside and outside classroom through interactive presentation and gamification as teaching media to engage students' motivation. Furthermore, it is also suggested that future researchers investigate the students' perspective on using Genially to improve their reading skill.

**Keywords**: Gamification; Genially; Reading Skill

## INTRODUCTION

Technology can be used in several fields, one of them is in education. In this field, technology is to assist both teachers and students to be able to do their work efficiently. As stated by Haleem (2022), the use of technology in the education field could save much time as well as energy. The implementation of technology in education also has an impact on students. According to Pratiwi et al., (2021) the implementation of technology in classroom have several benefits such as enhancing skills retention, improving knowledge, and encouraging character gaining knowledge. Therefore, students are able to improve their English skills in the classroom efficiently, especially reading skill.

Many students still need to improve their reading skill. Mostly, they lack in understanding some texts, literary works, or sentences because they not have interest to read, are not interested in the topic, cannot decide the main idea and supporting details, and lack on vocabulary, grammar, and essential knowledge that support reading skill. As stated by Ramadhianti and Somba (2023), there are several factors on students' reading difficulties that they are lack of willingness, interest, and vocabulary mastering. Meanwhile, reading has important place to get some information and knowledge, and enrich students' vocabulary mastering. Regarding the students' reading difficulties, teachers can apply some reading strategies to solve those problem, one of them is implementing gamification in learning process. Considering the involvement of gamification on improving students' skills, Nitiasih and Budiartha (2021) assumed that in order to solve students' difficulties on reading, the learning process should involve technology to create innovative teaching media, namely gamification.

Currently, gamification is a popular learning application in the technological era. Gamification is the application of game design components in non-game settings to increase user motivation and engagement (Hamari & Sjöblom, 2020). The use of gamification in the learning process

not only increases motivation but also improves English skills. As stated by Huseinovic (2023), gamification is more impactful in the classroom and gives impact on students' reading comprehension and engagement. Moreover, León et al., (2022), argue that gamification in education could assist students enhance their reading processes. Thus, gamification can be considered to be implemented in teaching reading. There are lots of gamification platforms that can be used for the learning process, and one of them is Genially.

In Indonesia, Genially is rarely used to teach English for specific purposes. Even though its usage in the learning process is perceived to be effective to improve students' skills, especially reading skill. According to Kurniawan and Sulistyanto (2023), Genially is an application that is effective for teaching English, especially for improving students' reading skill. It is an online platform that provides a wide range of interactive presentations and gamifications with easy access for everyone. It can produce engaging presentations or gamification with a variety of designs, fonts, infographics, and interactive content so that it can attract students' attention. As stated by Astuti et al., (2022) Genially have many features such as presentation, video for education, digital poster, gamification, and others interactive media. Therefore, it can be used in the learning process to improve students' reading skill because it can attract students' attention with visuals. In addition, it has easier access for both teachers and students. They can also create their presentations or gamification because it provides many features that make it easier for users to create their work interestingly and interactively. As stated by Silva and Enciso (2023), Genially allows the users to make interactive presentation, since the features are very intuitive that user can add effect, hyperlinks, sound, shapes, symbols, etc.

The implementation of Genially to improve students' reading skill has been done by Cuesta (2022) in which the findings revealed that Genially could improve reading and writing skills of the students of Universidad Técnica Particular de Loja, Southern Ecuador. However, it was different from this present research in which the participants of the previous research were students with A2 level based on the Common European Framework of Reference (CEFR) and the instrument used was questionnaire to measure the students' satisfaction and achievement after using Genially. On the other hand, the participants of this current research were Vocational High School (VHS) students and the instrument used were reading tests to measure the effect of Genially on students' reading skill.

Gamification is a popular term nowadays. According to Hamari and Sjöblom (2020), gamification is the application of game design components in settings other than games to increase motivation and user engagement. The use of gamification always involves the users to operate the game so that they are motivated to complete the game. In addition, gamification reduces anxiety, increases positive emotions, and increases learners' confidence. As stated by Cuesta (2022), gamification definitely boosts good emotions, lowers anxiety, and increase learners' self-confidence when they practice the target language, because they have a chance for participating actively. However, gamification also has a potential disadvantage, such as long-term use of gamification. Long-term engagement can disrupt students' learning outcomes (Hamari & Sjöblom, 2020) because students will be distracted on other applications that they cannot focus on the learning. As stated by Setiawan and Wiediarti (2020), long-term engagement can distract students' focus on learning and they are doing other activities such as opening other applications rather than gamification application.

Meanwhile, the implementation of gamification during the learning process requires strategies in order to improve students' English skills, especially reading. One of the strategy is creating gamification such as escape room game, quiz, etc. to improve students' reading skill. This strategy is used to attract students' enthusiasm while learning with gamification. As stated by Setiawan and Wiediarti (2020), students will be more enthusiast, not bored, and have high interest while using gamification on learning. In general, using gamification to encourage

reading can be a successful method to improve reading fluency, comprehension, motivation, and engagement.

Genially is an online platform to create a creative presentation and gamification. Its interface is almost the same as PowerPoint's that both can create a presentation. As stated by Ni'mah et al., (2022), Genially and PowerPoint have the same function, making a presentation. In addition, Genially provides features that are attractive to users such as various templates for presentations, hyperlinks, audio, videos from YouTube, shape elements, and also quizzes. The interesting thing about Genially is that users can insert a quiz in the middle of their presentation. Not only that, users can also create gamification from the templates that have been provided. The templates provided are also free to access even though some of which are paid. Thus, the use of Genially can give advantages for users. The first advantage is making the presentation interactive and not boring because students are bored with traditional learning. As stated by Ni'mah et al., (2022), Genially provides pictures and video that make the presentation not boring unlike conventional learning. Another advantages are increasing motivation and comprehending the presentation because Genially shows catchy presentation.. According to Enstein et al., (2022), Genially can develop user motivation and understanding for the entire presentation with interesting presentation design.

Genially can also be implemented in the learning process to improve students' skills, especially reading by creating interactive presentation or gamification that can be accessed independently. As stated by Fatma (2022), Genially can be used for offline or online learning since it can help students understand the material through presentation or gamification. Therefore, Genially is a beneficial online platform to increase either students' motivation or reading skill.

Reading has various meanings and can be defined as the process of gathering information, which can be done either loudly or silently. According to Nation and Macalister (2020), reading is a source of enjoyment and learning. On the other hand, Vaughn and Barnes (2023), state that reading is an important life skill that needs to be the focus of education because by reading, we can know the quality of reading ability and also can be used in education fields to understand reading material. In sum, reading is a way of obtaining information that is enjoyable and educational, as well as a critical life skill that requires major educational focus because it may be employed in education and recognizes its quality.

Reading skill is one of the skills that should be mastered by the students because it can help them to understand a text. Reading skill enables a person to connect with and derive meaning from written language (Lestrud, 2013). In other words, it requires learners to understand the meaning of a text to interpret it. Understanding the meaning of the texts would be useful knowledge for learners. As stated by Laudy (2020), reading is an active process that help readers acquire the knowledge they needed. It requires to understand main topic and supporting details, and conclude the essential information. As stated by Davis (1968), understanding word meaning, making deductions, recognizing a writer's style, gauging the tone of a paragraph, and locating information are all part of reading skills. Thus, reading skill is an activity that require learners to expand their knowledge to get new information by understanding and concluding the texts. Moreover, according to Lunzer and Gardner (1979), reading skill includes understanding word meaning in context, comprehending the text literally, making inferences, interpreting metaphor, locating main ideas, and formulating judgments. It does not only understand the meaning of the texts but also interpret and make inferences from the texts. In sum, it is a conscious activity to get new information for learners to expand their knowledge by understanding, making inferences, and deducing the texts.

In fact, reading requires strategies in order to understand the sentences or texts. There are several strategies for reading that can be used to improve reading skill, including scanning and skimming, word-attack, vocabulary building, reference interpretation, and inference. Some strategies have been applied in classes, such as research conducted by Buslon and Alieto (2019)

which found that inferencing skills using translation, similarity of appearance, and the use of prior knowledge should be practiced continuously in order to improve students' ability to infer a reading passage. Other research have been conducted by Fatmawan et al., (2023) revealing that scanning and skimming were discovered to help students read the text more efficiently and effectively. Therefore, the implementation of some strategies can help students improve their reading skill.

Meanwhile, those strategies can be implemented by involving Genially to improve students' reading skill by giving interesting and attractive presentation design and allowing students to be active in learning. As stated by Putra and Arfina (2023), Genially can create an interesting and innovative materials in the form of presentation, games, and learning videos to engage students' participation and motivate them. Thus, the involvement of Genially for reading strategies can be alternative to improve students' reading skill through interactive and innovative presentation.

**METHOD**

This study implemented a pre-experimental research. According to Sugiyono (2019), pre-experimental is a quantitative research method used to investigate the effect of independent variables (treatment) on dependent variables (result) under a controlled setting. Pre-experimental is a study that does not have a control group as a comparison group with an experiment group (Creswell, 2017). This research aiming to examine the effect of Genially on students' reading skill only involved one class, consisting of 34 tenth-grade Academic Hospitality students in one of the state Vocational High Schools in Malang.

This research used pre-test and post-test as the instruments in which the tests were validated by an expert before distributed to the students to know their reading skill before and after conducting the treatment using Genially. The test instruments were tryout in other class of the same major, grade, and school. The tryout was conducted within 90 minutes, where the students were required to complete 40 multiple-choice questions that consisted of four recount texts about Hospitality. Moreover, the tryout tests were checked for the validity and reliability coefficients by SPSS. Based on the results, the Pearson Correlation coefficients mostly obtained values more than 0.05 and the Cronbach's Alpha coefficient was .747, meaning that the test were valid and highly reliable.

The research was conducted in six meetings, including pre-test and post-test. Before conducting the treatment, the students were given training to explore the features of Genially independently to be familiar when operating it. Then, during the treatment, they received recount text materials with some exercise in the form of presentation using Genially about the language features and generic structures of recount text, understanding main topic, and scanning and skimming. They needed to apply the strategies that had been taught in doing the exercises.

To know the effect of Genially on students' reading skill, the pre-test and post-test scores were tested by using SPSS. At first, the data were shown in the form of descriptive statistics containing the minimum, maximum, and mean values of students' pre-test and post-test scores. Then, to find out the normality, the data were tested of normality using Kolmogorov-Smirnov test. The results of normality test determine the hypothesis testing whether to use parametic or non-parametic test. If the significant value is less than 0.05, then $H_0$ is rejected and $H_\alpha$ is accepted. Then, if the significant value is more than 0.05, then $H_0$ is accepted and $H_\alpha$ is rejected. The null hypothesis ($H_0$) is there is no significant effect of Genially on students' reading skill and the alternative hypothesis ($H_\alpha$) is there is a significant effect of Genially on students' reading skill.

## RESULTS AND DISCUSSION

### Results

This section explains the finding of this research by comparing pre-test and post-test scores using SPSS 26.0. The pre-test and post-test scores are shown in the form of descriptive statistics in Table 1.

**Table 1. Descriptive Statistics of Pre-test and Post-test Scores**

|  | N | Range | Minimum | Maximum | Mean |
|---|---|---|---|---|---|
| **PRE-TEST** | 34 | 32.5 | 60.0 | 92.5 | 78.162 |
| **POST-TEST** | 34 | 27.5 | 70.0 | 97.5 | 88.462 |

Table 1 shows that the pre-test had a minimum score of 60.0 and a maximum score of 92.5. Meanwhile, the post-test had a minimum score of 70.0 and a maximum score of 97.5. Then, the mean score of pre-test was 78.162 while that of the post-test was 88.462. In sum, the difference between the means of both tests was 10.300. To find out whether the difference was significant or not, the data needed to be proceeded for hypothesis testing. Before concluded, the data were checked for normality. The results of the normality testing using Kolmogorov-Smirnov can be seen in Table 2.

**Table 2. Results of Normality Testing for Pre-test and Post-test Scores**

| Test | Test Statistics | df | Sig. |
|---|---|---|---|
| **PRE-TEST** | .150 | 32 | .051 |
| **POST-TEST** | .184 | 32 | .005 |

Table 2 shows the significant value of the pre-test was .051, which was higher than .005, so the data were normally distributed. However, the significant value of the post-test was .005 which was lower than .05, so the data were not normally distributed. Thus, the data were then tested by means of Wilcoxon Signed Rank Test for the hypothesis testing. The result of the hypothesis testing can be seen in Table 3.

**Table 3. Wilcoxon Signed Rank Test Statistics**

|  | Post-test – Pre-test |
|---|---|
| **Z** | -4.116 |
| **Asymp. Sig. (2-tailed)** | .000 |

Table 3 shows that the significant value for pre-test and post-test score was .000 which was lower than 0.05 (p<0.05), so it can be concluded that there was a significant difference between the pre-test and post-test scores or that $H_\alpha$ (alternative hypothesis) was accepted and $H_0$ (null hypothesis) was rejected. In other words, Genially positively affected students' reading skill.

### Discussion

Based on the findings, the students experienced an improvement in their reading skill after being taught by using Genially. This result is in line with previous research on the use of Genially (Cuesta, 2022; Solano, 2022; Ni'mah et al., 2022), showing that students' scores increased and they gained exposure from using Genially in context to improve their reading skill.

At the time using Genially, the students enjoyed the comic strip that consisted of recount texts about Hospitality and understood each of the sentences of the recount text. This is supported by the research conducted by Cuesta (2022), revealing that the students were more enthusiastic to read and improve their English skills. Through this comic strip game, they tried to read each

sentence and understand the meaning. Then, they were able to answer the mini-quiz related to the text. Moreover, they finished the assignment independently, seemed interested in the comic strip game due to its interactive features, and played it more than once. Here, they could access it independently on their smartphones so that they could replay the comic strip again. Thus, Genially could improve students' reading skill because they were interested in the comic strip that shows digital, visual, and interactive slides.

Furthermore, Genially also has potential features for education to improve students' learning process. As stated by Silva and Enciso (2023), the great potentials of Genially features are animation, gamification, and interactive presentation which could help students in the learning process. The first feature is animation. It brings information through picture illustrations and videos that could help students enhance their reading skill because they can even understand the information more easily. As stated by Efendi (2018), reading text includes a picture illustration as visual media could increase students' reading skill easily. Moreover, Munawaroh (2019) argues that teaching with picture and animation can increase students' reading skill. The use of animation and picture illustration in teaching reading have capabilities to improve students' reading skill through interesting visual design. In sum, visual media as learning tool could help students with their difficulties in reading by stimulating students' motivation to read texts.

The second Genially feature is gamification, which provides many templates of games that can increase students' reading skill by presenting games to train students to read and encourage problem-solving. As stated by Silva and Enciso (2023), gamification enhances motivation, improves reading skill, and stimulates problem-solving through interesting visual design. The users can create several games for students, such as escape room game, quiz, puzzle, etc., to enhance students' reading with high motivation for interactive activity. As stated by Jimenez (2020), the use of escape room game increases the learning process and encourages meaningful learning, as well as the students' reading improvement with strong motivation for a fun and playful activity. Gamification is suitable to be implemented in the classroom to enhance students' motivation and skills, especially reading skill. It brings interactive and playful activity in the classroom.

The last feature is an interactive presentation that can be developed for material delivery in the classroom. It provides many features for users to create interactive and interesting designs for presentation. The users can insert pictures, videos, audio, quizzes, etc., to increase students' reading skill. Similar to the finding of Cuesta's (2022) study, Genially has affected students' reading skill through its features. Moreover, Borowska and Kolodziej (2022) stated that Genially features could create interactive and visual content, games, infographics, reports, presentations, and pictures. Furthermore, all content required for the lesson can be organized in one slide, including videos, texts, documents, and links to external resources. In addition, those features can improve students' reading skill through the design of presentations so that they have a willingness to pay attention and read the text. Besides, the findings of Ni'mah et al.,'s (2022) study revealed that the design of Genially presentation could increase students' attention and willingness to read. Thus, through Genially, students' reading skill increased, causing interest in visuals that could attract students' attention, so they were motivated to learn with interactive activities. Nonetheless, Genially can also improve students' motivation towards the interactive features. As stated by Maulidiyah et al., (2023), Genially can be interesting learning media to improve students' motivation. Moreover, Syaparuddin and Elihami (2020) stated the use of videos, pictures, audio, etc., can increase students' motivation because they are interested in the visuals of the presentation, even though they should have supporting devices and internet connection to access Genially inside or outside the classroom. However, in fact, Genially provides offline viewing for students who do not have internet access. As stated by Silva and Enciso (2023), Genially provides additional features such as privacy control, link sharing,

offline viewing, and folders creation to organize things for users so that students or teachers can access it easily and learn anywhere without internet connection.

Based on the explanation above, teachers can create interactive and innovative teaching media to attract students' willingness to read by using Genially to provide students materials with fun and interactive activities, and improve students' reading skill.

## CONCLUSION

The implementation of Genially to improve students' reading skill was effective, proven by students' score increase  and previous research that have similar findings about the effect of Genially on students' reading skill. When using Genially, the students have a willingness to read and understand each sentence because it provides an attractive and interactive design and presents concise sentences or text so that they can easily understand each sentence. Hence, it is suggested that English teachers use Genially instead of Power Point to deliver materials in interactive slide show and interesting features that can attract students' attention. Furthermore, it is recommended that future researchers investigate students' perceptions on using Genially to improve their reading skill.

## ACKNOWLEDGMENTS

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