Exploring Wordwall.Net Implementation in Vocabulary Learning at Junior High School

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Abstract

This study explores the implementation of Wordwall.net in vocabulary learning for junior high school students. Vocabulary is fundamental in language acquisition, but traditional methods often fail to engage students, leading to poor outcomes. This research employs a qualitative case study approach to examine how Wordwall.net enhances vocabulary learning by making the process more interactive and enjoyable. Conducted in a junior high school in Karawang, the study involved four grade VIII students and used interviews, observations, and document analysis as data collection methods. The findings reveal that Wordwall.net significantly improves student engagement and vocabulary retention. Teachers played a crucial role in selecting appropriate activities, preparing lessons, and addressing challenges post-learning. Students responded positively to the platform, citing increased interaction, ease of use, and a more enjoyable learning experience. Despite its advantages, challenges remain, including the need for appropriate selection criteria and effective post-learning reinforcement. The study concludes that Wordwall.net is an effective tool in enhancing vocabulary learning, fostering a more dynamic and interactive classroom environment. Additionally, it highlights the importance of ongoing teacher support and training to maximize the platform's potential and address any limitations that may arise during its use, particularly in different educational contexts.

Keywords: Vocabulary; Wordwall.Net; Junior High School

INTRODUCTION

The vocabulary used in a language plays an important role, because vocabulary is the main focus in the language teaching and learning process. Students' ability to understand texts, express opinions, and write ideas is influenced by their vocabulary (Misrawati et al., 2020). In addition, there is a view that the process of learning English is considered "difficult". This situation worsens when students are required to memorize complex vocabulary with difficulty. Most English teachers still rely on dictionaries to learn new words, which often makes students quickly tired and less motivated. To solve this problem, teachers need to find teaching methods that are fun and interesting for students in the process of learning vocabulary (Elih et al.,2022). Thus, students' vocabulary proficiency has a major impact on their ability to communicate in English, both orally and in writing. This is because vocabulary is a fundamental element in the English learning process.

Although English is compulsory as a subject in Indonesian schools, especially in Junior High School, it does not guarantee that students will master it well. Indonesian students tend to prefer using their mother tongue in daily activities due to the lack of vocabulary mastery in English (Jannah et al., 2022). Although students realize the importance of vocabulary, they tend to learn it passively due to several factors. One of them is the dominance of traditional teaching methods still used by most English teachers, including memorization strategies that involve the use of dictionaries as the first step in English learning.

Applying teaching methods and learning strategies is an important step in improving students' learning ability. It is important to provide them with skills that support oral and written communication abilities (Rizka, Khoirul. 2023). The use of games as a teaching method has been proven to be effective in learning. Considering the importance of game application in the learning process, the use of games in education can help students understand the material and remember it with high enthusiasm. It is also important to consider the type of game application that is most effective in achieving learning objectives.

In order to improve the teaching and learning process, teachers need media that creates a creative experience for students. Various types of media can be used to teach vocabulary, and one of them is wordwall.net (Heni Okta, et all. 2023). It can create a more dynamic and interactive learning environment, spark curiosity, and strengthen student engagement in the teaching and learning process. In addition, Wordwall.net is not just a learning tool, but can also act as an engaging assessment tool. With various types of learning activities provided, the app can be well integrated in the evaluation process, providing a comprehensive picture of students' understanding of the subject matter. However, along with all its advantages, it needs to be recognized that Wordwall.net also has some disadvantages that need to be considered. Therefore, in utilizing this website, it is important to understand both its strengths and weaknesses to ensure its effective use and suitability to the learning objectives.

There are some which investigate Wordwall.net in vocabulary learning, with the aim of helping junior high school students improve their vocabulary. The findings of a study conducted (Aulia, 2022) in a junior high school showed that the use of vocabulary in learning received a positive response from students, this study focused on methods that can be used in teaching vocabulary. This is supported by (Jannah, 2022) This study focused on exploring students' perceptions of Wordwall.net as a vocabulary learning tool which showed that the majority of students had a positive view of using Wodwall.net in their vocabulary learning. The research conducted by (Heni Okta, et all. 2023) focuses on the effect of using Word Wall media on vocabulary mastery of 7th grade junior high school students. And finally, (Arni, 2020) also conducted a study comparing Wordwall.net with flash cards. The research focus of this study was to determine whether the use of Word Wall and Flash Card methods can improve the vocabulary of eighth grade students.

While many studies have been conducted to explore the use of web tools related to vocabulary and student learning, research on students' perceptions of Wordwall.net is lacking. This study aims to investigate the impact of using Wordwall.net in improving students' learning ability in vocabulary at the junior high school level and understand students' views towards Wordwall.net as a tool in their vocabulary learning.

METHOD

A.Research Design

This study uses a qualitative approach to describe the results of the study clearly. This study aims to implement Wordwall,net in learning english vocabulary. By using a qualitative approach, researcher get an explanation to analyze the data. This research used a case study research design because it can analyze a problem with a spesific process (Baxter, & Jack, 2008) and also in accordance with the technique to answer "how" and "why" (Yin, 2009). In addition, this research design is in accordance with the research questions because these research questions are used to obtain information about the vocabulary learning process using Wordwall.net and how students' perception after using Wordwall.net.

B.Site and Participant

This study was conducted in one of the junior high schools in Karawang. The researcher chose this school because English is a compulsory subject and there is a lot of information about activities conducted in English. Therefore, by implementing Wordwall.net in vocabulary learning, the researcher hopes that students develop their vocabulary learning motivation or activity. Participants in this study were 4 grade VIII students, students were selected directly by the teacher to be participants.

RESULTS AND DISCUSSION

Results

### A.The process of the use of Wordwall.net media in vocabulary learning
To understand how teachers deliver vocabulary materials using Wordwall.net as a learning medium, it is necessary to analyze the appropriate strategies, challenges and selection criteria. There are three main findings related to the use of Wordwall.net in vocabulary teaching, namely: (1) Teacher determine appropriate selection criteria, (2) Teacher preparation and teaching strategies, and (3) Teacher challenges and post-learning reinforcement.

1.Teacher determine the appropriate selection criteria
In the process of vocabulary learning using Wordwall.net, teachers play an important role in selecting the most suitable criteria to be used during learning. Teachers should consider various factors so that this learning media can be effectively integrated into teaching and learning activities, ensuring that the selected activities can help students understand and remember vocabulary better. Based on interviews with teachers:

Teacher : I decided to use Wordwall.net for vocabulary learning based on key criteria such as ease of use, the variety of interactive activities on offer, and the platform's ability to provide immediate feedback to students. The platform allows me to create more interesting and interactive lessons, which can increase student engagement in the learning process.

The picture clearly shows that the teacher has prepared several options to determine the most suitable method to be used during the lesson. This preparation is done several days before the class starts, usually three days before. From the available options, teachers usually only choose two games, as these two games are considered sufficient to achieve the desired learning objectives.
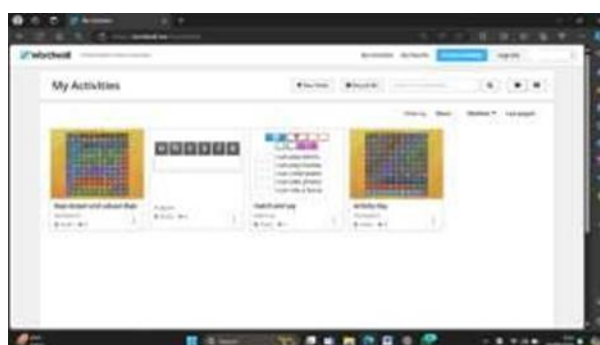
Picture 1. Wordwall.net

Based on the observation conducted by the researcher, it can be seen that the teacher has prepared very appropriate criteria to ensure that students remain interested in using

Wordwall.net. The teacher also managed to encourage students' active participation in learning by using the platform.

1. Preparation and teaching strategies

Based on interviews with teachers, there are specific preparation and teaching strategies using Wordwall.net. These activities are designed to increase students' engagement and expand their vocabulary. The following is an interview with the teacher regarding preparation and effective teaching strategies:

Teacher : Before using Wordwall.net, I usually conduct a pre-test to assess the students' initial vocabulary skills, for example, "Does anyone here know what the English word for Fisherman is?" I also hold class discussions about the new words to be learned. This helps students be better prepared and more engaged when they start using the platform. My teaching strategy involves dividing vocabulary into categories relevant to the topic being taught. I use Wordwall.net to create games and activities that fit each category, such as searching for hidden vocabulary and arranging random vocabulary.

Based on the research conducted, the teacher has prepared a teaching strategy that matches the students' interests. The teacher chose the games provided by Wordwall.net to attract students' attention and encourage their participation.

2. Post-learning challenges

Based on individual interviews with teachers, it was revealed that teachers also give assignments to students that must be done without using Wordwall.net.

Teacher : After using Wordwall.net, I implemented activities such as giving them new vocabulary to translate. I also conducted weekly quizzes to test their understanding. These activities help students to apply the vocabulary thus strengthening their memory and understanding.

Based on participants' interview answers, systematic application and monitoring are key to improving students' vocabulary skills through Wordwall.net. Through assessment using this technology, teachers can provide the necessary support to ensure students continue to progress and achieve their learning goals. This approach not only helps identify the difficulties students face but also provides an avenue for continuous improvement.
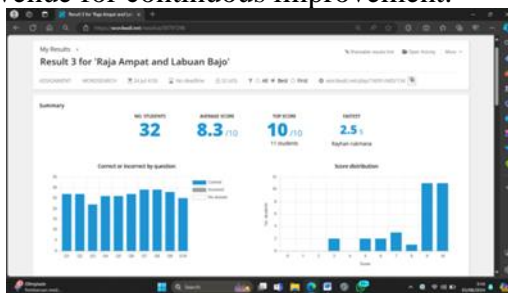
Picture 2. Post Learning Challenges

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B. Students perception on the use of Wordwall.net as learning vocabulary

To gain insight into how students perceived the use of Wordwall.net in improving their vocabulary, the researcher conducted interviews with 4 students who had expressed their willingness earlier. The results of the interviews were then documented by the researcher. Based on the data obtained from 4 students, there are three points of students' perspectives on the use of Wordwall.net (1) Increased teacher-student interaction (2) Challenges in using Wordwall.net (3) Fun learning experience

1. Increased teacher-student interaction

The students gave positive responses regarding the interaction between teachers and students during learning using Wordwall.net supplementary media. From the six students interviewed, all of them stated that the learning process became better and more fun thanks to the active role of the teacher in using the media.

Student 1 : I feel that the interaction in learning is very good because the teacher is very cool.

The first student stated that the interaction between teachers and students was very pleasant during the lesson. What about the second student's response.

Student 2 : I feel that the interaction in learning is very good because the teacher is cool, creating a fun and interactive atmosphere in the classroom. This makes the learning process more interesting and fun for the students.

The second student also gave the same response as the first student, they agreed that the teacher was fun during the lesson.then how did the third student respond.

Student 3 : I feel that the learning is very good because the teacher is cool and fun. The teacher was able to create a cheerful and interactive classroom atmosphere, thus making the learning process more interesting and motivating students to be more active in following the lessons.

The third student gave the same response, when the learning process students felt the teacher was fun. this shows that the three students agree with the responses of the previous two students. Then what about the last student.

Student 4 : I feel that learning is very exciting because the teacher is also very cool. The teacher is able to create a fun classroom atmosphere, making the learning process more interesting and entertaining for students.

As a connecting medium between teacher and students, Wordwall.net is proven to be able to increase more enjoyable interactions between them. Through the use of this platform, it can be concluded that the relationship between teacher and students becomes more dynamic and interactive, creating a more engaging and interesting learning atmosphere for students.

2. Challenges in using Wordwall.net

To obtain data on what challenges were encountered during learning using Wordwall.net, researchers interviewed 4 students and they stated that during learning using Wordwall.net there were no difficulties and could even be said to be easy.

Student 1 : Not at all, because using wordlwall.net is very easy to understand.

The first student stated that using Wordwall.net is very easy to understand. let's look at the perception of the second student

Student 2 : I don't find it difficult at all because this tool greatly simplifies the learning process. With this convenience, I can focus more on the material being taught without being hampered by technical constraints or complicated learning methods.

The second student gave the perception that using Wordwall.net is also the same as making it easier in the learning process. how is the perception of the 3rd student.

Student 3 : I don't have any difficulties because the lessons are easy to understand.

The same thing as the first and second students, the third student also felt that there were no difficulties. then what is the perception of the last student.

Student 4 : No, because learning at Wordwall feels like playing a game, so it is very exciting and fun.

It can be concluded from the answers of the students interviewed that the use of Wordwall.net in learning is very easy to understand. Their opinions show that this platform is effective in conveying material in a simple and clear way, making it easier for students to follow and understand the lessons.

3. Fun learning experience

In the third finding, the students found that the experience they had during learning using Wordwall.net was very enjoyable. The students stated that the use of this platform provides a more exciting and interesting learning atmosphere, making them more enthusiastic and involved in the learning process.

Student 1 : learning using wordlwall.net is very easy to understand, and very exciting because the method is in the form of a game.

The first student responded to how the experience was when using Wordwall.net and the answer was very exciting because it uses games.

Student 2 : Very helpful, because by using Wordwall.net I can understand the main points of the language better. This platform makes it easier for me to capture the essence of the material being taught, making the learning process more effective and clear.

The second student also explained that Wordwall.net was very helpful in the learning process. two people gave similar responses that Wordwall.net helped in the learning process then how was the perception of the third student.

Student 3 : It was fun, enjoyable and not too difficult, which helped me understand the subject matter better.

The third student also explained that the experience was very pleasant. how is the last student's perception of his experience using Wordwall.net

Student 4 : Learning at world wall is very practical, fun, and there are many games that make me like learning English at world wall.

It was concluded from the interviews with the students that they stated that the learning experience was very enjoyable. Their opinions show that the teaching and learning process gives a positive impression and arouses their enthusiasm for learning. The data above is also reinforced by the observation checklist that has been prepared by the researcher to support how students during the learning process and what responses are given when learning vocabulary using Wordwall.net.

No.	The student activity	Yes	No	Note
1.	Students pay attention to vocabulary learning by using Wordwall.net	✔		Students are interested and curious about Wordwall.net because they have never used the platform before
2.	Students respond to questions asked by other students		✘	no students respond to questions asked by other students
3.	Student ask vocabulary question during learning using Wordwall.net	✔		during the learning process students ask some questions to the teacher about Wordwall.net
4.	Student ask vocabulary question during learning using Wordwall.net	✔		Students submit the tasks given by the teacher using the features provided by Wordwall.net
5.	Students become enthusiatic about learning vocabulary by using Wordwall.net	✔		Of course, because students learn while playing with Wordwall.net features that are shaped like a game.

This checklist observation data was collected by the researcher during the implementation of the study by directly observing the events that occurred. This data can strengthen the previous findings obtained through interviews with students, thus providing a more comprehensive picture of the situation under study. This direct observation allows researcher to identify certain aspects that may not be revealed in interviews, so that the research results become more accurate and in-depth. Thus, this observation data plays an important role in presenting a more holistic and credible analysis.

Discussion

   1. The process of the use of Wordwall.net media in vocabulary learning

Based on the interview and observation data conducted by the researcher, the teacher's role in learning is very important to enhance an enjoyable learning experience. Teachers have a key role in the learning process and choose Wordwall.net as a technology-based learning medium that suits the curriculum objectives and students' abilities. By using Wordwall.net, which includes a variety of easily accessible games, students' learning experiences and needs can be enriched. This finding is in line with the results of research by Aulia et al. (2022), who found that Wordwall.net improved students' vocabulary comprehension and motivated them to learn English further. Based on interviews and observations, teachers design pre-learning activities to introduce new vocabulary, discuss learning objectives, and introduce Wordwall.net as an effective learning media. This finding is also consistent with the research conducted by Heni et al. (2023), which showed that the use of Wordwall.net has a significant effect in improving students' vocabulary acquisition. The participants of the study indicated that Wordwall.net had an important impact. The teacher assigns tasks to look up vocabulary, correct or incorrect vocabulary, and provides timely feedback. In addition, the teacher also motivated students by rewarding those who made significant progress, thus increasing students' active participation and enthusiasm for learning.

Furthermore, the teacher also ensures that each student can follow the learning well, by adjusting the speed and difficulty level of the game on Wordwall.net according to each student's ability. This allows for an inclusive learning environment, where every student feels valued and motivated to continue learning. Furthermore, teachers also ensure that each student can follow the learning well by adjusting the speed and difficulty level of the game on Wordwall.net according to each student's ability. This allows for an inclusive learning environment where every student feels valued and motivated to continue learning. In addition, teachers also play a role in integrating feedback from students to continuously improve the use of Wordwall.net in the learning process. With this responsive and adaptive approach, Wordwall.net not only functions as a tool, but also as a medium that plays an important role in creating a more effective and meaningful learning experience.

2. Students percieve to the use of Wordwall.net as learning vocabulary.

Based on the results of the interview data, documentation, and observations conducted, the researcher managed to collect data regarding various student perceptions of the use of Wordwall.net as a learning media. The data shows that the majority of students have a positive perception of their experience with this learning media. This finding is in line with the research of Miftahul et al. (2023), who analyzed students' behavior and perception towards the use of Wordwall.net, a game-based learning tool. The results showed that most students had positive perceptions towards the use of Wordwall.net in vocabulary learning. In detail, the students revealed that Wordwall.net can increase their engagement in the learning process. The practical nature of Wordwall.net makes it easy for students to access the platform, thus attracting their interest to explore more vocabulary and encouraging active participation in the learning process. In addition, students also said that the interactive features on Wordwall.net, such as games and quizzes, make the learning process more fun and challenging. They feel more motivated to learn because of the game element that provides a more dynamic and interesting learning experience. This finding shows that the use of Wordwall.net not only facilitates vocabulary learning, but also increases students' overall motivation and engagement. This finding is in line with Syamsidar's (2023) research which states that Wordwall.net is effective in improving vocabulary acquisition in English language learning. Thus, Wordwall.net can be considered as an effective tool in supporting English language acquisition, especially in terms of vocabulary, by providing a more interesting and motivating learning experience for students.

Thus, Wordwall.net can be considered as an effective tool in supporting English language acquisition, especially in terms of vocabulary, by providing a more interesting and motivating

learning experience for students. Not only does it help improve vocabulary acquisition, Wordwall.net also contributes to creating a more interactive and fun learning atmosphere, which in turn can increase students' engagement and motivation in the learning process. This is particularly important in the context of language learning, where active engagement and high motivation are key factors in successful learning. With the integration of Wordwall.net in learning, educators can be more effective in achieving learning objectives, while providing a more memorable and rewarding learning experience for students. Furthermore, the use of technology such as Wordwall.net also shows great potential in learning innovation in this digital era, where a more dynamic and adaptive approach is increasingly needed.

CONCLUSION

The conclusion of this research is that there is preparation that must be prepared before choosing criteria that are suitable for learning. The role of the teacher during learning becomes an important aspect, the result is that the teacher can create a pleasant atmosphere during learning. Teachers can also improve listening skills to make students interested in learning. Wordwall.net that has been used and prepared gets maximum results students can also use it well. Teachers can also adapt to technological advances.

As a technology-based learning media, it has a significant positive impact on students' vocabulary learning. The majority of students had a positive perception of Wordwall.net, revealing that this tool increased their engagement in the learning process. The practical nature and interactive features of Wordwall.net facilitate access and make learning more interesting and enjoyable. This finding is supported by previous studies, which also found that Wordwall.net improved vocabulary comprehension and motivated students to learn more. Therefore, Wordwall.net not only facilitates vocabulary learning, but also overall increases students' motivation and active participation in the learning process.

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