

HARNESSING TECHNOLOGY IN EDUCATION: THE EFFECTIVENESS OF WORDWALL GAMES IN ENHANCING STUDENTS' ENGAGEMENT

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Abstract: The abstract must reflect the entire substance of the article and be able to help Abstract: Technological developments today have become an essential thing in the learning process. Considering that today's technology exceeds the development of education, input is needed for policy recommendations. In this case, a practical approach to increase students' interest in learning is to use Wordwall educational games. This study aims to determine whether using Wordwall educational games can affect students' learning interests. Based on the research's purpose, the Systematic Literature Review (SLR) method is the right choice. This study collected a literature review of 20 articles from Google Scholar published in the last 5 years from 2020-2024. The analysis results from this collection of articles show that the use of wordwall educational games significantly increases students' interest in learning.

Keywords: Wordwall Educational Games, Learning Interest

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INTRODUCTION

Technological developments today have become an important thing in the learning process. Today's technology outstrips education development, so input is needed for policy recommendations (Taylor dkk., 2024). Various factors, such as needs and challenges, advances in science and research, globalization, and the important role of technology in various fields, drive technology in the current 5.0 era. Technology has many advantages, but no matter how sophisticated it is, it does not rule out the possibility of disadvantages (Suminar, 2019). Although there are shortcomings, it is not a barrier for teachers to implement technology-based learning. Technology teaches a teacher to be wise in choosing, sorting, and utilizing the right technology based on the material taught (Marlita dkk., 2024).

The learning media in this study is focused on Wordwall web media. Wordwall is a collection of systematically organized vocabulary that is displayed with games; word walls can be used for entertainment, education, and simulation (Arimbawa, 2021). According to Maryanti et al., (2022) Wordwall, learning media research helps with meaning problems, harmoniously integrates education, and increases interest and motivation in learning. Therefore, this study analyzes how word walls can be used to increase student learning interest.

Interest is one of the psychological aspects of human beings that can encourage humans to do something and can help us achieve our goals. Interest in learning is related to things that can attract curiosity, attention, and involvement in the learning process. An object that tends to be interesting and fun will be more noticed. However, if the object does not cause a sense of pleasure or interest, it will cause a lack of efficiency in the

learning process. According to Yunitasari & Hanifah, (2020) Learning Interest, is a driving factor for learning students based on their interest and willingness to learn. The impact that the reduction of mnat can cause is that the learning process will not run optimally and even the learning goals themselves will not be achieved. Teachers are expected to continue to learn new things and look for new opportunities to fulfill their duties and responsibilities as educators.

METHOD

Research methods used: *Systematic Literature Review*. A literature review is a scientific study that focuses on a specific topic. It provides an overview of the development of a particular topic. A literature review allows a researcher to identify a theory or method, develop a theory or method, and identify gaps that occur between a theory and its relevance in the field/to a research result(Cahyono, 2019).

SRL (Systematic Literature Review) is carried out by identifying, reviewing, evaluating, and interpreting all available research. With this research method, the researcher reviews and identifies journals systematically which in each process follows the steps that have been set (Hormadia & Sons, 2021). Based on the above stages to support this research, the researcher collected journal articles on the Geogle Scholar database with the help of the Publish Or Perish application. The key words are the ability to think creatively and learn mathematics and its combination. The collected articles are only articles published in the 2020-2024 time frame. From various articles, the researcher selected as many as 20 articles related to the keywords used.

RESULTS AND DISCUSSION

Result

The research data results included in this literature review are a tabulation of documented article data related to creative thinking skills in as many as 15 articles. For more details, see Table 1.

Table 1. The use of word wall educational games in increasing students' interest in learning

No.	Research	Heading	Research Results
1.	Shofiya Salary dkk., (2022)	The Influence of Wordwall Online Game Media to Increase the Learning Interest of Grade IV Students	The results of the research that have been carried out show that the use of Wordwall online game media can affect students' interest in learning, as evidenced by the results of the questionnaire as a pretest in the use of Wordwall online game media with an average of 59.75, the results of the questionnaire as a posttest in the use of Wordwall online game media obtained an average of 66.1.
2.	Setyorini dkk., (2024)	Increasing Interest in Learning by Using Grade 4 Wordwall Media in Elementary Schools	Indirectly, WordWall can also be used to assess knowledge in addition to learning, students can also play online games such as WordWall. The results of this study by using educational online game-based learning media can increase students' interest in learning.
3.	Zulfah, (2023)	The Utilization of Wordwall Educational Game	Interest in learning is one of the things that needs to be built in students for learning success. The increase in student

			Media to Increase Students' Interest in Learning	interest in learning can be seen based on the results of the analysis of student learning interest observation sheets which obtained a percentage of 78% in the good category in cycle I, 83.6% in cycle II in the very good category, and 91% in cycle III in the very good category.
4.	Herta (2023)	dkk.,	The Utilization of Wordwall Game Applications in Learning to Foster Learning Interests of Elementary School Students	The purpose of this study is to provide descriptions and studies related to the use of Wordwall game applications in learning to foster students' interest in learning in elementary schools. The results of the study show that by utilizing the Wordwall game application in learning, it can increase students' interest in learning in class so that students are happy and enthusiastic in learning.
5.	Pradhan, (2022)		The use of word wall learning media to increase students' interest and motivation in learning science in elementary schools	The results of the study showed that there was a change in attitude that occurred in students after learning using Wordwall media. These changes can be seen from the aspect of student activity and observation assessment criteria measured through several indicators, namely: (a) Student activity when participating in online teaching and learning activities as evidenced by filling in absences, (b) Student activity when collecting assignments on time, (c) Asking questions about material that has not been understood.
6.	Nissa Renoning4, (2021)	&	The Use of Wordwall Learning Media to Increase Students' Interest and Motivation in Thematic Learning in Elementary Schools	There is a change in attitude that occurs in students after learning using Wordwal media. These changes can be seen from the aspect of student activity and observation assessment criteria measured through several indicators, namely: (a) Student activity when participating in online teaching and learning activities as evidenced by filling in absences, (b) Student activity when collecting assignments on time, (c) Asking questions about material that has not been understood.
7.	Angels Warsimans (2023)	&	The Use of Wordwall-Based Learning Media in the Era of Independent Learning to Increase	The right media can influence the success of student learning. However, so far it has been ignored by many teachers/professionals. The purpose of this research is to increase students' interest in learning through Wordwall-based media. The results of the study

		Elementary School Students' Interest in Learning	show that learning with Wordwall-based media can increase students' interest in learning.
8.	Akbar & Hadi, (2023)	The effect of the use of wordwall learning media on students' interests and learning outcomes	Wordwalls and question boxes are learning game media that are fun, entertaining, and attract students' attention. Even so, the influence of learning media on students' interests and learning outcomes varies.
9.	Bela Vista dkk., (2023)	Increasing the Learning Interest of Grade IV Students Through Wordwall Online Game Media in PPKN Subjects	The results of research and discussion show that the use of wordwalls, an online game, is able to increase students' interest in seeking knowledge. The increase can be known through the initial situation where students' interest in learning is low and then their interest in learning increases after being treated using wordwall media.
10.	Setiawan & Andrianto, (2024)	The Effectiveness of Wordwall-Based Learning Media in Increasing Interest in Learning Islamic Religious Education at SMPN 02 Abung Pekurun	The use of Wordwall-based learning media significantly increases students' interest in learning in PAI subjects compared to conventional methods. The implication of these findings is the importance of integrating interactive learning media such as Wordwall in the curriculum to increase student participation and interest in learning, especially in religious subjects.
11.	Rahmawati & Rulviana, (2024)	Application of Wordwall Media to Increase Interest in Learning Mathematics in Grade V Elementary School Students	Increasing mathematics learning about types of angles through the use of Wordwall learning media is the purpose of this research. The learning results using Wordwall learning media increased by 86% with very good completion. Therefore, it can be concluded that students' interest in learning mathematics of angular types of material in grade V students of SDN 02 Taman Kota Madiun can increase with the application of wordwall media.
12.	Pinta et al., (2024)	Implementation of the Use of Wordwall Media in PAI Subjects to Increase Student Motivation and Interest in Learning at SMPN 3 Guguak District	One of the interactive learning media that can be used is wordwall media. The application of Wordwall encourages students to complete their assignments immediately. Students show a greater willingness to ask questions and seek clarification during PAI learning.
13.	Richardo & Kholifah, (2023)	Improving Mathematical Reasoning Skills	improving the reasoning ability and interest in learning mathematics of students taught by using Wordwall

		and Learning Interest through Wordwall Educational Games	Educational Games. Use of Wordwall Educational Games. The improvement of mathematical reasoning skills is in line with the increase in students' interest in learning. When students' interest in learning increases, it can be a factor in increasing mathematical reasoning skills.
14.	(Imanulhaq & Prastowo, 2022)	This research Produce There is a change in attitude After students Using Media edugame Wordwall in Learning	The same is true for research What the researcher did was that The use of educational games based on Wordwall becomes an innovation In English learning
15.	Silvia, Widiana & Wirabrata (2021)	A study Deliver That the media Wordwall yang Developed To improve Ability Children's vocabulary Early age	It can be concluded that Wordwall media is suitable for application in the learning process, this is due to several factors, namely the following. First, wordwall media is feasible to be applied in the learning process, this is because it can increase student motivation in learning. The media developed is interesting by presenting images that make students motivated in learning. The advantage that students get from the use of word wall-based media is that students who initially

The results of qualitative approach research sourced from interviews, observations, interpretation of text content, and others are condensed, extracted, or made into substantial summaries. Substantial findings can be presented as descriptive tables to facilitate readers' understanding. Interview clips, descriptions of observations, text excerpts, and others that contain the main findings or answers to research questions are presented in the discussion as authentic examples.

Discussion

The discussion intends to interpret the research results according to the theory used and not just explain the findings. The discussion must be enriched by referring to or comparing the results of previous research that have been published in reputable scientific journals and not from *predatory* journals. In the discussion, it is also suggested to integrate research results into a collection of established theories or knowledge, the preparation of new theories, modifications to existing theories, and the implications of research results

Based on the 3 articles above with the theme of "the influence of word wall educational games" that have been obtained, there are results achieved according to their research. The study's results are summarized in the table above and can be explained as follows. From the article search results, the author found 3 articles that discussed the influence of wordwall educational games on student learning. The sources of literature written and articles can be found in Google Scholar. The research conducted on each

article used quasi-experiment research and classroom action research. After the research analysis, many authors obtained a quasi-experiment where researchers compared the values before and after using educational games. In addition, the article that the author obtained has a research objective with the same focus, namely, to find out the influence of wordwall educational games on student learning outcomes during learning. The results obtained from 3 articles show that wordwall educational games greatly influence the student learning process and improvement. Student learning activities before and after using Wordwall educational games, where of the 3 articles above, the highest posttest result was 93.33%. Based on the 3 articles that the author got, the author stated that Wordwall educational games are very influential as a learning medium, so the learning process is not too nostalgic and boring. With more interesting learning educational games, students are more active in learning and can more easily understand the material presented. After using Wordwall educational games as a learning medium, results were obtained that increased students' activeness, interest, and motivation in learning and improved student learning outcomes.

CONCLUSION

The results highlight several key benefits of Wordwall as a learning medium. First, Wordwall's interactive and game-based nature fosters a stimulating and enjoyable learning environment, increasing students' active participation and attentiveness. Pretest and posttest comparisons from multiple studies revealed notable improvements in learning interest, with some studies reporting posttest interest levels reaching up to 93.33%. Moreover, integrating Wordwall games into learning activities has encouraged collaborative learning and improved understanding of subject material. The discussion further emphasizes that Wordwall provides an effective alternative to traditional teaching methods, particularly in addressing the challenges of maintaining student interest in a technologically advanced era. These findings underline educators' need to adopt innovative, technology-based learning tools to meet contemporary educational demands. Future research should explore the long-term effects of Wordwall and its application in diverse educational contexts.

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