



## **Utilizing Game Based Learning to Facilitating Students' Vocabulary Through Baamboozle**

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**Abstract :** This study explores the use of Game-Based Learning (GBL) through Baamboozle to facilitate vocabulary acquisition among junior high school students. Recognizing that vocabulary mastery is essential for effective English communication, this research addresses the challenge of students' low motivation and limited vocabulary knowledge. The study employed a qualitative case study method, involving 20 seventh-grade students from a junior high school in Karawang, Indonesia. Data were collected through observations, interviews, and open-ended questionnaires. The findings indicate that the implementation of Baamboozle created a more engaging, interactive, and enjoyable learning environment. Students demonstrated increased motivation, active participation, collaborative learning, and improved vocabulary retention. Despite encountering technical constraints, such as limited access to devices and unstable internet connections, students reported positive experiences and preferred game-based learning to traditional methods. The study concludes that Baamboozle is an effective educational tool for vocabulary learning, promoting student-centered, collaborative, and motivating language instruction.

**Keywords:** Vocabulary, Game-Based Learning, Baamboozle

### **1. INTRODUCTION**

Language plays a crucial role in human life as a tool for expressing ideas, feelings, and emotions. It is structured in the form of words, phrases, clauses, and sentences, communicated both orally and in writing. In the current global era, English has become a critical language, especially in education, serving as a bridge for international communication. However, in Indonesia, English is a foreign language, and students often face various challenges in learning it—particularly in vocabulary mastery. Vocabulary is the most basic element needed to speak, write, listen, and read effectively in English.

According to Gultom (2022), vocabulary is one of the most essential aspects of language learning because without an extensive vocabulary, it becomes difficult for learners to use language structures and functions. Unfortunately, for many junior high school students, learning vocabulary is a difficult task. At this developmental stage, students tend to have short

attention spans, are easily distracted, and may lack motivation to memorize new words (Winaningsih et al., 2022). Traditional teaching methods often fail to engage students, making the vocabulary learning process monotonous and less effective.

An observation conducted in a secondary school revealed that many seventh-grade students have limited vocabulary knowledge. This affects their ability to understand English lessons, as they often encounter new words without knowing the meanings due to a lack of contextual examples or visual support (McKeown et al., 2018). According to Pradini and Adnyayanti (2022), vocabulary learning is more effective when supported by visual aids such as pictures or real objects, making it easier for students to grasp word meanings without relying solely on translation. To overcome these challenges, innovative strategies such as Game-Based Learning (GBL) are needed. GBL integrates game elements into educational activities, significantly increasing student engagement by making learning more interactive and enjoyable (Hamari et al., 2016). Through games, students experience a fun learning environment that boosts their motivation and reduces anxiety, leading to better focus and willingness to learn (Wulandari et al., 2024).

Research shows that Baamboozle can effectively enhance students' vocabulary learning, making it more engaging and dynamic (Azzahra et al., 2024). Bambang (2022) also found that Baamboozle not only improves students' motivation but also facilitates better vocabulary retention. Baamboozle provides various features that promote interactive learning, such as team-based games, randomized question orders, and immediate feedback. It can be customized to match different learning objectives, making it a flexible and accessible tool for teachers and students alike. The platform's competitive and collaborative aspects encourage students to actively participate, discuss answers with peers, and practice vocabulary in context.

## 2. METHOD

This study used a qualitative case study design to explore students' experiences in learning English vocabulary through Game-Based Learning (GBL) using Baamboozle. A case study approach was chosen because it allows the researcher to gain an in-depth understanding of how game-based learning affects students' vocabulary acquisition in a real classroom setting.

As a qualitative study, the focus was on collecting descriptive data related to students' experiences, perceptions, and interactions during the learning process. Rather than measuring

test scores, the research emphasized students' feelings, participation, and reflections on using Baamboozle in their vocabulary learning.

Data collection was carried out through triangulated methods including classroom observations, interviews, and open-ended questionnaire. The study used triangulation of data to ensure validity and depth of understanding. The researcher observed classroom activities, focusing on students' engagement, participation, and interaction during the Baamboozle sessions. Then Semi-structured interviews were conducted with selected students to gain insights into their feelings, challenges, and experiences while using Baamboozle. And the last Students completed questionnaires where they could express their opinions freely, describing their experiences and thoughts about learning vocabulary through games. These instruments were adapted from previous studies (María Fernández, 2023; Syamsul Huda, 2024; Bambang, 2022) to suit the context of this research.

Data were analyzed using the Miles and Huberman (2014) interactive model, consisting of four steps ; Data Collection, Data Reduction, Data Display, and Conclusion.

### **3. RESULTS AND DISCUSSION**

#### **Results**

The analysis of the data revealed that, in general, students responded positively to the use of Baamboozle in the learning process. It created a more interactive and enjoyable classroom environment that increased their enthusiasm, motivation, and participation. Based on the analysis of the questionnaire, interview, and observation data, several key findings demonstrate the effectiveness of Baamboozle in supporting vocabulary learning:

#### **1. Increased Motivation and Engagement**

Many students reported feeling more enthusiastic and less bored during vocabulary lessons with Baamboozle. The game-like atmosphere, group competition, and point system were mentioned as factors that fostered active participation and enjoyment. These findings were also evident in the classroom observation, where students appeared excited and engaged.

#### **2. Collaborative Learning Environment**

Students highlighted the value of working in groups, where they could discuss answers, support one another, and learn collectively. This collaborative setting helped them feel more confident

and better understand the vocabulary. Interview excerpts such as, "If I don't know the answer, I can ask a friend," illustrate how group interaction played a crucial role.

### **3. Improved Vocabulary Retention**

Students indicated that they found it easier to remember vocabulary learned through Baamboozle, especially when it was presented in an engaging and visual format. Repetition and immediate feedback within the game helped reinforce new words and their meanings more effectively than traditional memorization.

### **4. Technical and Institutional Constraints**

Some students encountered technical challenges, including limited access to mobile devices and unstable internet connections. These constraints were further complicated by school policies that prohibited phone use. However, these limitations did not significantly reduce students' enthusiasm or overall positive impressions of the learning experience.

In summary, the data indicate that Baamboozle is well-received by students and has strong potential to improve vocabulary mastery, provided that supportive infrastructure and flexible school policies are in place.

## **Discussion**

This research reveals that Baamboozle serves as an effective medium for enhancing students' vocabulary learning experiences. By incorporating game-based elements into the learning process, Baamboozle successfully increased students' participation, motivation, and vocabulary proficiency. These outcomes align with the concept of Game-Based Learning (GBL), which promotes enjoyable and interactive educational activities to improve student engagement (Hamari et al., 2016).

The findings also correspond with the study conducted by Wulandari, Susanto, and Hawa (2024), who reported that Baamboozle encourages student involvement through its competitive features, such as point collection and group cooperation. In this study, students mentioned that working in groups boosted their confidence when answering vocabulary questions, echoing the research of Rahayu and Rukmana (2022), which emphasized the platform's role in fostering teamwork and collaboration.

A significant result of this research was the enhancement of vocabulary retention. Many students stated that they could memorize new words more easily thanks to the visual aids,

repeated exposure, and entertaining game format. This is consistent with the work of Aryansyah (2024) and Minh et al. (2023), who found that Baamboozle improved both vocabulary acquisition and retention through its engaging features.

Additionally, the study supports Nur Rohmah and Rohmah's (2024) findings that Baamboozle creates a dynamic and enjoyable classroom atmosphere, which reduces students' boredom and increases their enthusiasm to learn.

However, several challenges emerged during the implementation, particularly related to limited access to devices, unstable internet connections, and restrictive school policies regarding mobile phone use. These obstacles reflect the concerns noted by Walidaina et al. (2024), who emphasized that the effective use of digital learning tools requires adequate technology, teacher readiness, and institutional support.

#### **4. CONCLUSION**

In conclusion, this research confirms that Baamboozle is an effective tool for facilitating vocabulary learning, addressing the students' lack of motivation and difficulties in vocabulary retention as outlined in the problem statement. With the right technological support and institutional flexibility, Baamboozle has the potential to transform vocabulary instruction into a more interactive, collaborative, and student-centered process. This study recommends that teachers integrate game-based learning strategies like Baamboozle to improve student outcomes and foster a more engaging learning environment in English classrooms.

One of the digital platforms that supports GBL is Baamboozle, an online educational game tool. Research shows that Baamboozle can effectively enhance students' vocabulary learning, making it more engaging and dynamic (Azzahra et al., 2024). Bambang (2022) also found that Baamboozle not only improves students' motivation but also facilitates better vocabulary retention. Baamboozle provides various features that promote interactive learning, such as team-based games, randomized question orders, and immediate feedback. It can be customized to match different learning objectives, making it a flexible and accessible tool for teachers and students alike. The platform's competitive and collaborative aspects encourage students to actively participate, discuss answers with peers, and practice vocabulary in context.

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