

Analysis Of The Use Of Wordwall Games Media In Improving Students' Interest In Mathematics Elementary School Students

Agus Setiawan^{1*}

ABSTRACT

This study aims to analyze the effect of using Wordwall game-based learning media on the interest in learning mathematics of grade VI students at SDN Sukajaya, Musi Rawas. In facing the challenge of low student interest in learning mathematics, this study integrates technology in the form of Wordwall to create more interactive and enjoyable learning. The approach used is qualitative descriptive, with 17 students selected by purposive sampling as research subjects. Data were collected through observation, interviews, learning interest questionnaires, and documentation. The results of the study showed a significant increase in various indicators of student learning interest, such as enthusiasm, active involvement, curiosity about the material, concentration during learning, and reduced anxiety about mathematics. The use of Wordwall has proven effective in increasing students' interest in learning mathematics, because it provides fun and interactive challenges. This media is also considered easy to use, relevant to the material, and creates an interesting learning experience. This study suggests that more game-based learning media be used in education, as well as the importance of training for teachers so that they can utilize educational technology more optimally.

Keywords: interest in learning, mathematics, Wordwall games media, elementary school

1 Introduction

Mathematics learning at the elementary school level often faces significant challenges, especially in attracting students' interest to be more motivated to learn and understand the material well. Students' low interest in mathematics is often caused by learning methods that tend to be monotonous and uninteresting [1]. One approach to overcome this challenge is to integrate technology into learning, especially through the use of game-based learning media. Educational games can create a learning atmosphere that is more interactive, fun, and able to increase student motivation[2].

One of the game-based learning media that can be utilized is Wordwall. Wordwall is a digital platform that allows teachers to develop various types of interactive games, such as quizzes, crosswords, and word games [3]. By using Wordwall, learning materials can be presented in a more interesting form, so students can learn while playing. In addition, game-based learning such as Wordwall has been proven to increase students' learning motivation because it presents a relevant and fun learning experience [4].

The use of Wordwall in math learning has shown positive results. Research at SDN Cigombong 02 showed that Wordwall learning media had a significant effect on the mathematics learning outcomes of grade IV students, with the experimental class post-test scores higher than the control class [5]. In addition, the Wordwall application is effectively used in learning and is able to improve student learning outcomes in mathematics, especially the material of building space [6].

However, research that specifically examines the effectiveness of Wordwall in increasing students' interest in mathematics in elementary schools is limited. Therefore, this study aims to analyze the effe-

¹ Universitas Muhammadiyah Malang

*Alamat korespondensi: 10agusaja@gmail.com

ct of using Wordwall learning media on students' interest in learning mathematics in grade VI at SDN Sukajaya, Musi Rawas. By involving 17 students as samples, this research is expected to provide a deeper insight into the role of Wordwall in increasing students' interest in mathematics. This research uses a descriptive qualitative approach to explore in-depth data related to students' experiences during Wordwall-based learning. The results of this study are expected to make a significant contribution to educators, especially in designing mathematics learning methods that are more effective and in accordance with the needs of elementary school students [7].

2 Literature Review

1. Student Learning Interest

Learning interest is an important factor that influences the success of the learning process. [8], low student interest in mathematics lessons at the elementary school level is caused by monotonous and uninteresting learning methods. This is the basis for the need for a more innovative and fun learning approach so that students are more actively involved in learning. [9] explained that learning motivation consists of intrinsic and extrinsic motivation. Intrinsic motivation, which is triggered by curiosity and personal satisfaction, can be enhanced through learning strategies that involve fun and meaningful activities for students.

2. Wordwall as an Interactive Learning Media

Wordwall is a digital platform that allows teachers to create various game-based learning activities, such as quizzes, crosswords and word matching. [10] explains that Wordwall is easy to use and allows personalization of materials according to student learning needs.

Research [11] showed that the use of Wordwall can significantly improve students' math learning outcomes. Meanwhile, a study [12] stated that Wordwall is effective in overcoming student boredom because it offers fun and game-based learning. Wordwall not only makes it easier for students to understand the material, but also reduces math learning anxiety..

3 Research Methods

This study uses a descriptive qualitative approach to explore the impact of using Wordwall media on the interest in learning mathematics of grade VI students of SDN Sukajaya, Musi Rawas. The subjects of the study consisted of 17 students selected through purposive sampling. The research procedures included observation of student engagement during learning, semi-structured interviews to understand learning experiences, administering learning interest questionnaires before and after using Wordwall, and documentation of learning activities. The instruments used included observation sheets, interview guides, Likert-based questionnaires, and visual documentation and field notes. Data analysis was carried out thematically through data reduction, narrative presentation, and drawing conclusions. Data validity was maintained through method triangulation, source triangulation, and discussions with education experts.

4 Results and Discussion

Student Learning Interests

1. **Enthusiasm in Learning** The results of this study show an increase in students' learning enthusiasm, which is relevant to the theory of gamification in learning, as described by [13], which reveals that game-based learning is able to activate students' intrinsic motivation, making them more interested and enthusiastic. The fun and game-related learning process allows students to have a positive experience that encourages them to actively learn.
2. **Active Involvement** The increase in students' active engagement is also in line with constructivism theory [14], which emphasizes the importance of social interaction and active engagement in the learning process. Wordwall-based learning provides opportunities for students to learn

through hands-on experiments, answering questions, as well as discussing, which strengthens their engagement in learning.

3. Curiosity about the Material [15], state that curiosity is an important factor in continuous learning. Wordwall that provides various challenges such as quizzes and crossword puzzles makes students more interested in exploring the material further, corroborating the theory.
4. Concentration During Learning These results indicate that the use of interactive media such as Wordwall can improve student concentration. [16], the use of interactive media involving visualizations, activities, and elements that trigger critical thinking can reduce distractions and increase student focus. Therefore, learning using Wordwall utilizes various visual and active elements that reinforce students' attention during the learning process.
5. Reducing Math Anxiety The increase in students' confidence in learning mathematics also shows the effectiveness of Wordwall in reducing anxiety towards subjects that are often considered difficult. [17], stated that anxiety towards math can reduce student performance. The use of Wordwall which provides a space for students to learn without fear of being wrong provides an opportunity to correct mistakes in a fun way, which helps reduce such anxiety.

Effectiveness of Using Wordwall

1. Ease of Use The ease of use of Wordwall shows that this media can be accessed and used easily by students. Educational technology theory states that a technology must be easy to access and operate to be accepted by users, as expressed by [18], which explains that ease of use of technology is a major factor in the successful implementation of educational technology.
2. Suitability of Material The results of this study indicate that the material presented in Wordwall is in accordance with student learning needs. [19] mentioned that learning materials presented through visual and interactive media are more effective in helping students understand complex concepts, which can be seen in the use of Wordwall which presents material clearly and interestingly.
3. Media Interactivity The increased interactivity created during learning with Wordwall shows conformity with research [20], which states that learning involving social interaction and practical activities is more effective because students learn from direct experience and interaction with classmates.
4. Pleasant Impression More interesting and fun learning using Wordwall is in line with previous research results found by [21], which emphasized that fun learning, such as that found in educational games, can increase student engagement and reduce boredom. Wordwall gives students the opportunity to learn through fun games, which makes them more involved in the learning process.
- 5.

5 Conclusion

Based on the results of research on the use of Wordwall learning media on learning interest of grade VI students of SDN Sukajaya, Musi Rawas in learning mathematics, it can be concluded that the use of Wordwall has a significant positive impact on increasing student interest in learning. This is reflected in various indicators, such as increased enthusiasm, active involvement, curiosity about the material, concentration during learning, and reduced anxiety about math. These results support the theories of learning motivation, gamification, constructivism, and the use of interactive media in learning. In addition, the use of Wordwall is also proven to be effective in improving material understanding and creating a more fun and interactive learning atmosphere.

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