

Baamboozle in English Language Learning: A Simulation of Educational Gamification for English Language Learners (ELLs)

Tira Nur Fitria^{a*}

Institut Teknologi Bisnis AAS Indonesia

^{a*}*Institut Teknologi Bisnis AAS Indonesia*

*Corresponding author. E-mail address: tiranurfitria@gmail.com

ABSTRACT

This research simulates the creation of Baamboozle as an educational gamification for English language learners. This research is descriptive qualitative research. The analysis shows that Baamboozle emerges as a user-friendly platform facilitating interactive quiz game creation and play, enhancing learning engagement and enjoyment. Its intuitive design and simple registration process grant easy access to a diverse array of educational resources and games. Key features like My Library, Games, Blog, and Search Games equip users with comprehensive tools for organizing, discovering, and accessing tailored quiz games. Baamboozle's clean interface and vibrant graphics foster an inviting atmosphere conducive to interactive learning experiences. Users can leverage its game creation features, such as visual elements and privacy options, to customize learning materials according to their preferences. Moreover, Baamboozle fosters collaboration and discussion among users, enriching the learning journey. Following the provided steps, users can effortlessly generate personalized quiz games to supplement English language learning. Baamboozle proves invaluable for enhancing English language education through engaging educational game creation. Its user-friendly interface empowers teachers to design games aligned with curriculum objectives and student interests, fostering creativity and content integration. Utilizing features like timers and leaderboards adds competition and motivation to the learning process. Support and training ensure effective Baamboozle utilization, maximizing its potential to enhance students' English proficiency. Prioritizing creativity, content integration, student engagement, regular evaluation, feature utilization, collaboration, and ongoing support and training can optimize Baamboozle's role in English language education.

Keywords: Baamboozle, Educational Gamification, English Language Learning (ELL), Game, Gamification

INTRODUCTION

Innovative technologies in education are the result of contemporary developments, such as digital and gamified learning, or gamification. Emphasizing linguistics and communicative competence, meaningful teaching and learning are crucial for the development of students' English proficiency in classrooms (Fitria, 2022b). The use of digital technology in education has profoundly transformed learning methodologies and experiences in recent times. Games are among a variety of these technologies. However, the process of developing and

implementing these technologies is challenging due to the scarcity of readily accessible tools (Dorrigiv, 2021).

Game-based education, or what is often referred to as "edugames", has become an integral part of innovative learning approaches for students at various levels of education. By combining engaging game elements with customized learning objectives, games offer an interactive and fun learning experience. Game-based education, or games, are computer programs or applications specifically designed to aid learning through the use of game elements. Edugames combines learning concepts with fun and engaging interactions, often using challenges, rewards, and narratives to motivate students. The main goal is to deliver learning material more interestingly and interactively, thereby facilitating a better understanding of concepts and increasing learning motivation. Edugames can include various types of games, including puzzles, quizzes, simulations, role-playing games, etc., which are specifically designed to meet established learning objectives. By using digital technology, edugames can also be accessed via various platforms, such as computers, tablets, or smartphones, making them more accessible to students in various learning environments.

The background to the use of edugames for students is influenced by the understanding that an active and student-oriented learning approach can increase learning motivation, information retention, and understanding of concepts (Fitria, 2022a). Edugames provides opportunities for students to learn in a fun way, facilitating exploration, hands-on experience, and collaboration in a structured environment. In addition, with advances in technology, edugames can also be accessed through various digital platforms, allowing easier and more flexible access for students anywhere and at any time. Thus, edugames are not only an additional tool in education, but also an important part of a student-centered learning approach, promoting active engagement and continued academic success.

Baamboozle is an educational game based on a web application that provides a variety of interactive and interesting games (Mudrikah et al., 2022). Similar to Wordwall, this platform is community-based, so we can see and use games and quizzes that have been created by other members. The advantage of using Baamboozle is that users do not need to register first to play the available games. Users can search for various games by searching in the search box using keywords or by scrolling manually. Baamboozle is an educational platform that offers a vast collection of more than one million learning games (Mohd et al., 2023). These games are specifically designed to be used by students both inside and outside of the classroom. These games are created by colleagues who are instructors and educators, and they are suitable for students of all ages and skill levels. Additionally, it empowers educators to effortlessly generate their interactive activities and distribute them among their peers. The website is user-friendly and does not need any prior technological expertise. Baamboozle (baamboozle.com) is an educational website that utilizes game-based learning. It was honored with the 2017 Best Website for Teaching & Learning award by the American Association of School Librarians (Winebrenner, 2020).

Baamboozle helps in keeping score and displaying the questions. The free version allows four teams and 24 questions per game; the premium version allows more. Baamboozle is an internet-based educational platform that uses interactive games as a means of teaching (O'ktamova & Avazmatova, 2023). It means that in Baamboozle, the teacher can create or reuse games and then facilitate the game for the class (Pass, 2021). It provides a diverse range of games that may be immediately used to engage your pupils, while also allowing you to incorporate our games. Consequently, the collection of information is expanding regularly as teachers contribute their challenges to the pool of resources. Baamboozle is a versatile choice

that is suitable for in-class instruction, remote learning, and homework assignments. Due to the accessibility of the platform on students' devices, it is feasible to engage in gaming and learning activities from virtually any location.

Mariani (2022) states that Baamboozle is a web-based educational game that provides interactive and interesting games. This game uses quizzes as its game. The quizzes used can be created manually or quizzes that have been created by other members. Of course, the quiz that will be used in the game is a quiz that has been created by the educator. The interesting thing about Baamboozle is that it is a quiz that is answered randomly by a group. So, there is a sense of responsibility for the success of the group. Quiz those that have been inputted in Baamboozle will appear on the game quiz board, where each quiz has its number. Each group will state the quiz number they will answer. The advantage of this game is that students will compete to be the winner, so learning will be more interactive. However, the weakness is that the quiz board can only be controlled by educators.

On the Baamboozle edugames platform, there are various forms of games and also study features that aim to study the material in depth (Setyawan & Panduwinata, 2023). So, this use has benefits in influencing a pleasant learning atmosphere in the classroom. Students' interest in learning can increase, which, of course, influences student success. According to Tran (2023), Baamboozle has become an internationally renowned gamified platform among educators and learners. Moreover, the responses to the open-ended inquiries revealed that Baamboozle offers several advantages, such as fostering collaboration, facilitating learning, and being easy to use. Furthermore, the utilization of Baamboozle was not without its drawbacks, which encompassed learning disruptions, intermittent tedium, frustration arising from fortuitous occurrences, and reliance on an internet connection.

Several previous studies have been conducted related to the implementation of Baamboozle in the teaching and learning process. Fitriani (2022) explains that the results of the Baamboozle game learning media product consist of 16 question cards, each of which has a question accompanied by an image according to the material. The Baamboozle game was validated by one material expert with validation results of 96% and one media expert with media validation results of 98%, so it can be classified as very valid. The Baamboozle game is also classified as very effective through student responses, with effectiveness test results of 90%. The Baamboozle game media can also improve student learning outcomes, which can be seen from the pre-test results, 18.7% of students who scored above the KKM increased in post-test results to 78.1%. Then, Alimova (2023) examines the efficacy of the Internet service "Baamboozle" in stimulating the interest and engagement of students. The utilization of the online service "Baamboozle" to create a gamified environment in the classroom is hypothesized to increase the effectiveness of English learning. The results indicate that incorporating "Baamboozle" into English classes to create a gamified environment increases students' motivation and engagement in the learning process.

Based on the two previous studies mentioned, there is a research gap that can be identified regarding the use of Baamboozle in the context of learning and creating edugames. First, gaps in the methods of using Baamboozle. Although Fitriani (2022) and Alimova (2023) have demonstrated the effectiveness of Baamboozle in improving student learning and engagement, there is still no in-depth explanation of how to use Baamboozle in creating effective edugames. Future research could explore methods of using Baamboozle in more detail, including game design strategies, content choices, and integration within the curriculum. Second, gaps in the design of edugames on Baamboozle. Previous research has not presented practical guidelines or guidance on how to create effective edugames on Baamboozle.

Researchers want to describe in more detail the process of creating edugames using Baamboozle, including technical steps, design choices, and effective integration of learning elements. By filling this research gap, researchers can provide a more comprehensive and practical guide for educators to use Baamboozle in designing edugames that support interactive and engaging learning. This will help expand understanding of Baamboozle's potential as an effective and powerful digital learning tool. Researchers want to analyze in depth the optimal ways of using the Baamboozle platform to design and develop effective edugames in supporting students' English learning, with a focus on integrating contextual and interesting English learning elements to increase learning motivation and achievement. Therefore, this research describes Baamboozle as an educational gamification for English language learners.

METHOD

The qualitative descriptive research method is chosen because it focuses on an in-depth understanding of the observed phenomena and allows researchers to explore various aspects of using Baamboozle in the English language learning context. By using a qualitative descriptive approach and appropriate data collection methods, this research will provide a comprehensive understanding of how Baamboozle is used in English language learning, as well as provide insight into its practical implications in increasing student motivation and engagement in the learning process.

Data collection methods use observation and documentation. In the observation stage, researchers will observe the Baamboozle website at <https://www.baamboozle.com/> in creating educational games for learning English. Websites can be included in the type of digital document data collection. Digital documents are documents stored in electronic format and can be accessed via a computer or other digital device. Besides, the researcher also uses the observation method. Observation in the context of observing a website can mean looking at and examining the elements in it. This can include paying attention to layout, design, interactive functions, content, and general user experience. Observations were made to understand the steps taken in creating the game, the features used, and the challenges faced in the process. Furthermore, researchers analyze documents. Documents such as books and national and international journal articles will be observed and used to provide a more complete understanding of the use of Baamboozle as educational gamification in English language learning. The results of the qualitative analysis will be interpreted to present a comprehensive picture and description of the use of Baamboozle as educational gamification in English language learning, as well as provide insight into the potential and limitations of using this platform in that context.

FINDINGS AND DISCUSSION

FINDINGS

This research simulates the creation of Baamboozle as an educational gamification for English language learners.

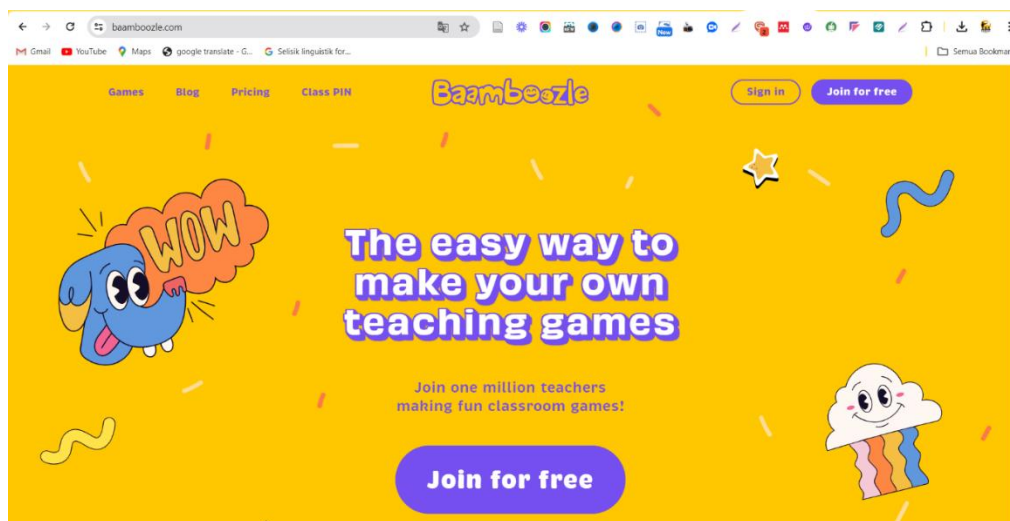


Figure 1. The Home View of Baamboozle

Baamboozle is an online learning platform that provides various quiz games and interactive tools for teachers and students. This platform allows teachers to create interesting and interactive quizzes for use in classroom learning or for students to study independently. Baamboozle is often used as a tool to make learning more fun and interesting, as well as to strengthen understanding of lesson concepts through games and challenges.

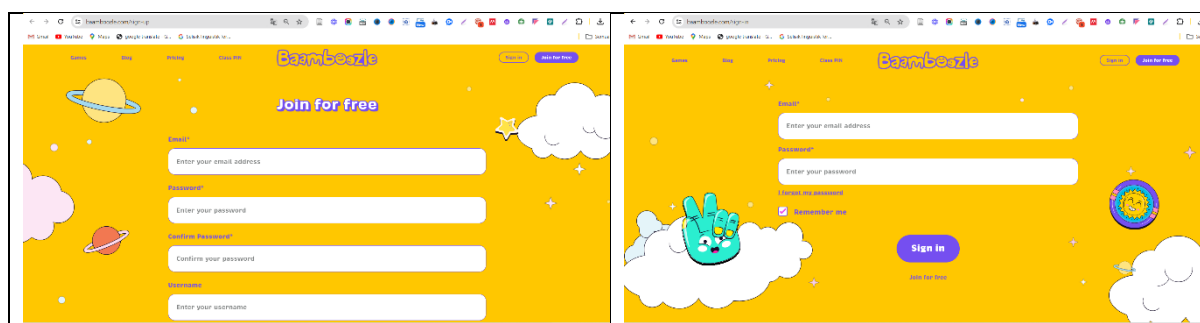


Figure 2. Create an Account and Log in to Baamboozle

To join Baamboozle, the steps are simple. First, visit the Baamboozle website at <https://www.baamboozle.com/>. On the home page, look for the “Sign Up” button and click it. This will take us to a registration page where you are asked to fill out a form with information such as username, email address, and password. After completing the form, we may be asked to verify your email address by following the instructions sent by Baamboozle. Once we have

finished registering, go back to the Baamboozle website and click the "Log In" button. Enter the login information that you created when registering, then click the "Log In" button. If the information we provided is correct, you will be redirected to our account page on Baamboozle, and we are now ready to start creating and playing quiz games and enjoying the various other features offered on this website.

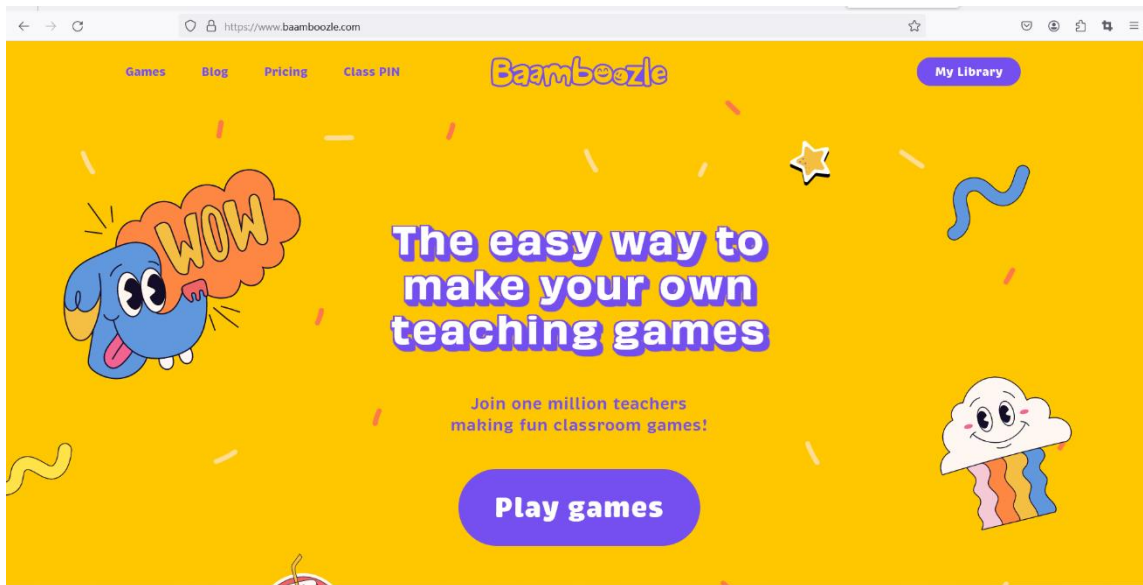


Figure 3. Account in Baamboozle

Baamboozle has a clean and simple design with a focus on the use of bright colors and interesting graphic elements. The design is intuitive, making it easy to use for users from a variety of backgrounds. The main page displays the various games available, as well as options for creating new games and logging into user accounts.

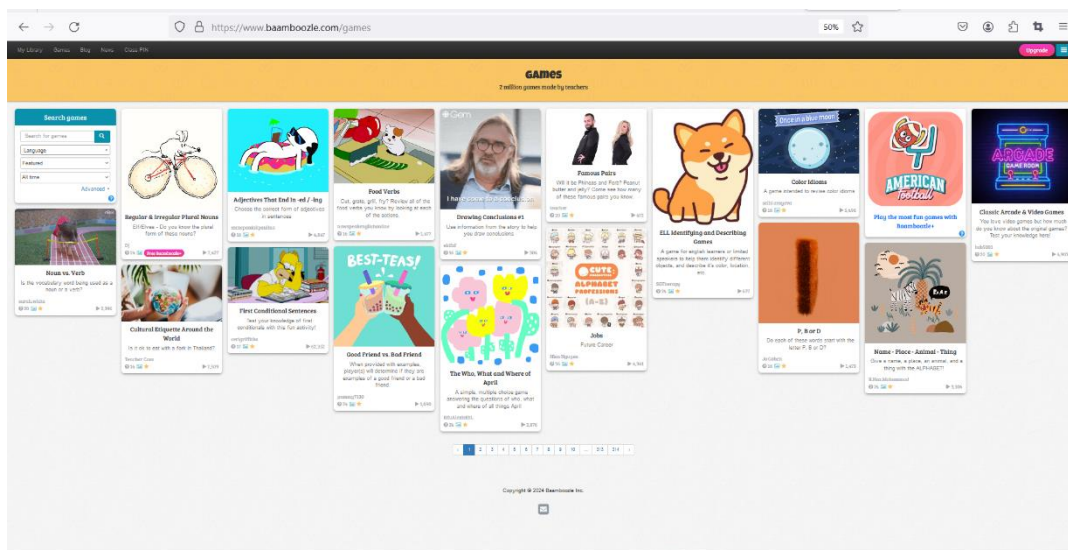


Figure 4. Games on Baamboozle

The navigation menu located at the top of the Baamboozle page makes it easy for users to move between different sections of the site, such as “My Library,” “Games,” “Blog,” and “Search Games.” Overall, the platform presents a friendly and inviting design, making it highly suitable for interactive learning environments. On the Baamboozle website, users can find several key features that support the creation, exploration, and implementation of interactive quiz games. The My Library feature allows users to access and manage quiz games they have created or saved for future use. The Games section provides a wide range of quiz games that can be explored based on categories, titles, or specific keywords. Additionally, the Blog offers informative articles related to education, technology, and practical tips for designing and using quiz-based learning activities, while the News feature presents updates about new features, system changes, or special events on the platform. The Class Pin (Class Code) feature enables users to create or join classes, making it easier to organize and manage games within specific groups. Furthermore, the Search Games function allows users to quickly find relevant quiz games by entering keywords, topics, or categories. These features collectively help users manage, discover, and utilize quiz games efficiently, making Baamboozle a valuable tool in educational and learning contexts.

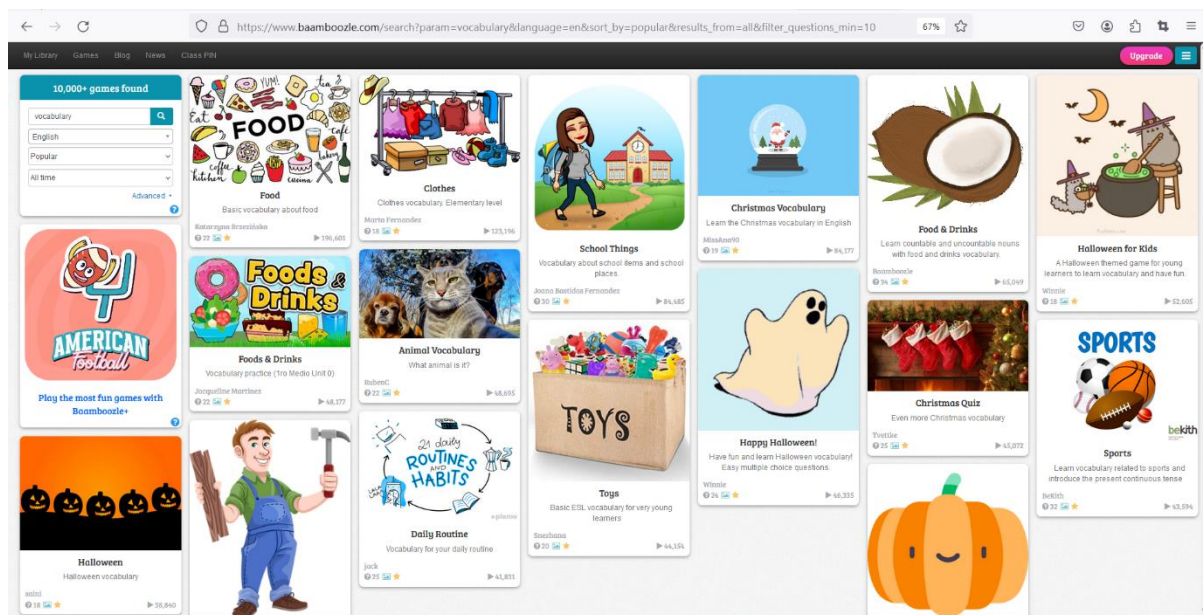


Figure 5. Searching Games on Baamboozle

To search for English games on Baamboozle, begin by accessing the Baamboozle website through a web browser. If you're not logged in, you'll need to either log into your existing account or create a new one by selecting the "Sign Up" option and completing the registration form. Once logged in, navigate to the "Search" option in the navigation menu. Here, enter English-related keywords such as "English," "vocabulary," or "grammar" to find games aligned with your learning needs. Browse through the search results to find a game that interests you. Upon selecting a game, you'll be able to view its description, play options, and other details. Choose to play the game directly or save it for future use by selecting the appropriate option. If saving, ensure to log in or register to your account. After playing the game, evaluate its suitability for your learning objectives. Saved games can be accessed anytime from your

Baamboozle account. This process allows you to discover and engage with a variety of English quiz games on Baamboozle, tailored to enhance your learning experience.

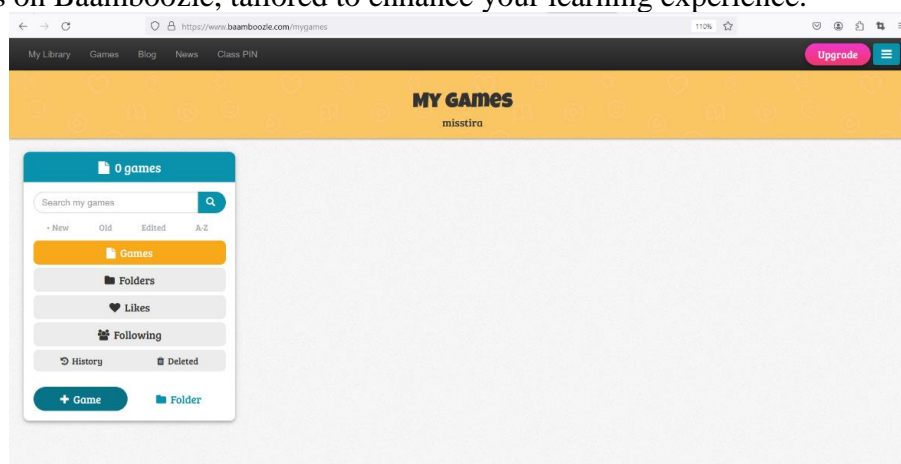


Figure 6. My Games on Baamboozle

The "My Games" page on Baamboozle offers users a range of features to efficiently organize and manage their quiz games. Firstly, the "Games" section allows users to view a comprehensive list of all the quiz games they have created or saved in their account. This enables users to easily access, play, edit, or share their quiz games as needed. Additionally, the "Folders" feature provides users with the ability to organize their quiz games into customizable folders based on topics, classes, or other categories, facilitating easier navigation and access. The "Likes" feature displays a list of quiz games that users have liked, allowing them to save their favorite games for quick access in the future. Users can also utilize the "Following" feature to keep track of other users on Baamboozle and view the quiz games they have created or saved. Furthermore, the "History" feature provides a record of user activity, including playing quiz games and any changes made to them, enabling users to track their interactions on the platform. Finally, the "Deleted" feature lists any quiz games that users have deleted, with the option to restore them if necessary. Overall, these features enhance users' ability to organize, manage, and access their quiz games efficiently on Baamboozle, facilitating a seamless user experience.

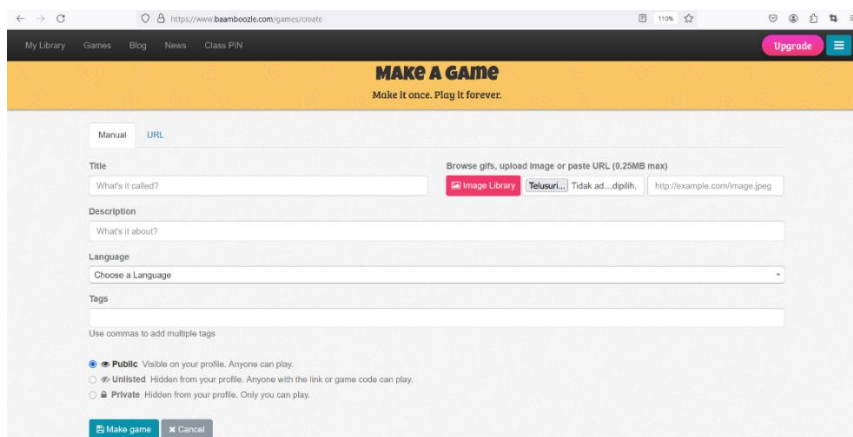


Figure 7. Creating Games in Baamboozle Manually

To create a game on Baamboozle manually, follow these steps. Firstly, visit the Baamboozle game creation page at <https://www.baamboozle.com/games/create>. On this page, you'll encounter a blank form where you can input necessary information. Fill in details such as the game title, description, language, and relevant tags to optimize searchability. Next, select the privacy options for your game, choosing between public, unlisted, or private settings based on your preferences. Then, enhance your game by adding visual elements. You can either browse and select moving images (GIFs) from Baamboozle's collection, upload an image from your device, or paste an image URL. Once the visual elements are added, proceed to incorporate questions and answers into your game. Click the "Add Question" button and fill out the form that appears for each question. Finally, ensure to save your game by clicking the "Save" button at the bottom of the page. By following these steps, you can create a personalized quiz game on Baamboozle, tailored to your preferences and needs, complete with a title, description, privacy settings, and visual elements.

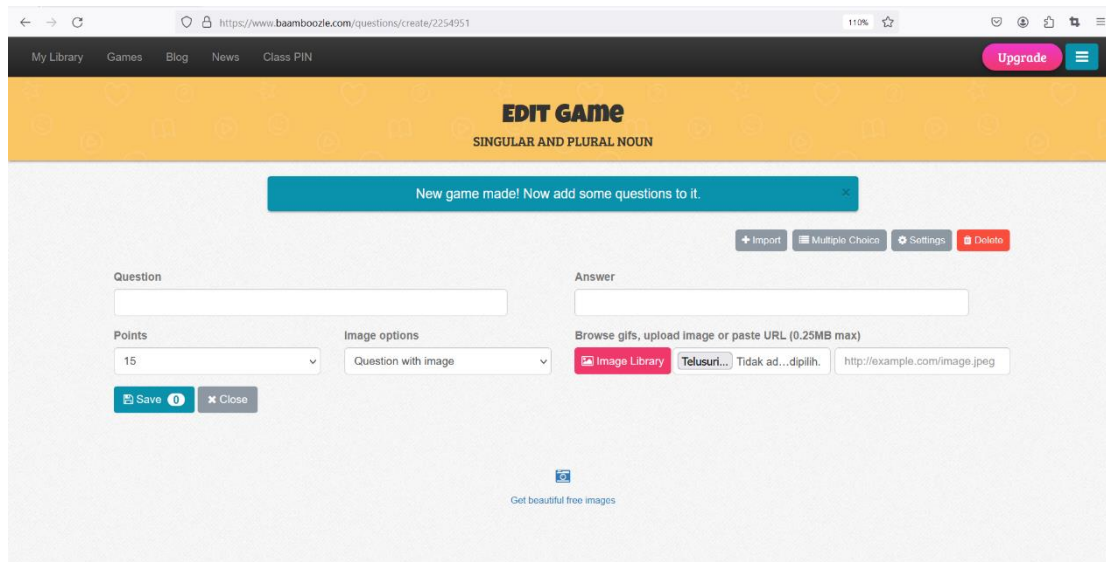


Figure 8. Editing Games in Baamboozle Manually

The Edit Game page on the Baamboozle platform provides several useful features that allow users to design and customize their learning games effectively. First, the Questions section enables users to add, edit, or delete questions, where each question includes a column for entering the question text along with its answer choices. The Answer feature allows users to determine the correct answer for each question created. In addition, the Import feature makes it possible to import questions from other platforms such as Quizlet or Kahoot, which helps save time in content creation. For users with a premium subscription, the Unlocked Baamboozle option allows them to enable or disable additional advanced features. The Multiple Choice option can be selected to convert questions into multiple-choice format, making them more structured and easier for students to answer. Furthermore, the Settings feature allows users to adjust various aspects of the game, including the duration, number of teams, and specific game rules. Lastly, the Delete feature is used to remove any unwanted content, ensuring that the game remains organized and relevant.

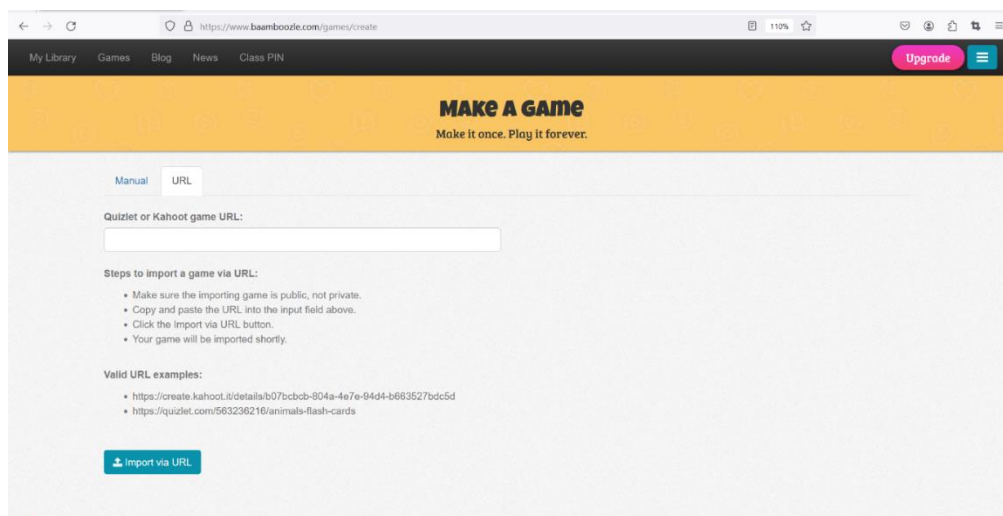


Figure 9. Creating Games in Baamboozle Using URL

To import games to Baamboozle using a URL, follow these steps. Firstly, copy the URL of the game you wish to import, whether it's from Quizlet or Kahoot. This URL is typically located at the top of the game page. Next, navigate to the game creation page on Baamboozle by visiting <https://www.baamboozle.com/games/create>. Within the game creation section, locate the "Import game from URL" option. Paste the previously copied game URL into the provided input field, ensuring that the game you're importing is public, not private. Click the "Import via URL" button to proceed. After inputting the URL, click the "Import via URL" button. Baamboozle will then commence the game import process from the provided URL, which may take some time depending on the size and complexity of the game being imported. Once the import process is complete, your game will be readily available to play and share on your Baamboozle account. It's crucial to use a valid game URL and ensure that the game is public to facilitate a successful import into Baamboozle.

DISCUSSION

Baamboozle offers a user-friendly platform for creating and playing interactive quiz games, making learning more engaging and enjoyable. Through its intuitive design and straightforward registration process, users can easily access a wide range of educational resources and games. The platform's features, such as My Library, Games, Blog, and Search Games, provide users with comprehensive tools for organizing, discovering, and accessing quiz games tailored to their needs. Furthermore, Baamboozle's clean interface and bright graphics create an inviting atmosphere conducive to interactive learning experiences. Users can also utilize Baamboozle's features for game creation, such as visual elements and privacy options, to customize their learning materials according to their preferences. Additionally, Baamboozle supports collaboration and discussion among users, further enhancing the learning experience. By following the provided steps for creating and importing games, users can easily generate personalized quiz games to supplement their English language learning. Overall, Baamboozle serves as a valuable resource for educators and learners alike, facilitating interactive and effective learning experiences in the realm of English language education.

Baamboozle can be called a form of gamification because it turns the learning process into an interactive and fun game. In the context of Baamboozle, the concept of gamification is

realized through the use of game elements, such as challenges, scores, levels, and rewards, to motivate students in learning. Baamboozle provides an engaging learning experience by turning course material into interactive and customizable quiz games. Through Baamboozle, students can engage in the learning process in a more fun way than traditional learning. They have the opportunity to compete with their friends, earn awards, and track their progress through scores and statistics. All this helps increase student motivation and increase their engagement in learning. Baamboozle can be recommended as a form of gamification in a learning context because it turns the learning process into a more game-like experience to increase student motivation and learning outcomes.

According to Yunita & Indrajit (2022), to create an interactive online game on Baamboozle, we can follow several steps. First, open our web browser and enter the address <https://www.baamboozle.com/>. Select the "Sign Up for Free" option to register a new account, or sign in with an existing account using the "Sign In" option. Once logged in, select "Make a Game". Write a title and description of your game, then click "Make Game". Write down your questions and answers, and determine the number of points for each question. After that, click "Save". Continue until you have written down all the questions we want to ask our students. Share game codes with your students. Students can access the game by logging into their Baamboozle account and entering the game code provided by the teacher. Determine how many teams will play in this game. Click "Play" and select "Quiz" to start the game. The game will start, and at the end of the game, it will be shown which team is the winner. The presence of this interactive game will further motivate students in the learning process because there are elements of challenge, reward, and the desire to be the best in every game played.

Baamboozle's features offer several advantages that make it a popular platform for creating and playing quiz games. The easy-to-use and intuitive interface allows users to quickly create and play games without any hassle. Additionally, the various features provided, such as game timing, the ability to add images or gifs to questions, and the option to import games from other platforms, provide flexibility and creativity in game creation. A rich and varied collection of images and GIFs also enriches the game experience. The ease of sharing games with students or friends via shared links or game codes is also an advantage. Baamboozle has also succeeded in creating a fun learning mode by integrating game elements and challenges into the learning process, making the subject matter more interesting and interactive. In addition, the ability to access Baamboozle online via various devices, as well as the support of an active user community, ensures that users have easy access and can share quiz games to further enrich them as needed. With all these advantages, Baamboozle is the right choice for creating and playing quiz games in educational and entertainment contexts.

While Baamboozle has several advantages that make it a popular choice for creating and playing quiz games, there are several disadvantages that users also need to consider: First, there are limitations to deeper customization. Although Baamboozle offers a variety of features for creating quiz games, users may feel limited in customizing the appearance and functionality of the game according to their preferences. Second, limitations in import options are also a problem. While there is an option to import games from other platforms, Baamboozle may have limitations in the file types and formats that can be imported, which may limit a user's flexibility in expanding their game collection. Third, some Baamboozle features are only available to premium users, while free users may feel limited in access to certain desired features. Fourth, limitations in integration with other learning platforms or tools can also be an obstacle for users who want to integrate the Baamboozle quiz game with the learning platform they use. Lastly, image size limitations for images uploaded or inserted in-game questions may

also limit users from using high-quality or larger images. Despite this, Baamboozle remains a useful and popular choice for creating and playing quiz games in educational and entertainment contexts. Even though there are several shortcomings, users can still take advantage of the available features to create an interesting and interactive learning experience.

Baamboozle has several benefits for students. The utilization of gamification tools in education is increasing in frequency as a means to enhance student engagement and learning outcomes (Qureshi & Khatoon, 2023). Yaccob et al. (2022) emphasize that competition, motivation, and engagement in learning via gamification could facilitate students' meaningful ESL learning. It has been discovered that gamification generates active student participation through its motivational structure. Students' learning could potentially be enhanced by game elements that increase student engagement. While competition in ESL courses inherently stimulates student engagement, the results underscore the importance of establishing a secure atmosphere to prevent students from experiencing a decline in motivation. Iskandar et al. (2022) explain that the Baamboozle application can increase students' enthusiasm for learning in elementary schools and can increase student learning outcomes obtained in pretest and posttest activities. From the results of the posttest, all students obtained an average score of 93.2, which was greater than the previous pretest, namely an average score of 92.8. It means that the evaluation tool using the Baamboozle application can improve what can be seen from the post-test results. Not only that, the Baamboozle application can provide curiosity and new experiences for students, especially in learning to maintain human respiratory organs. The results of using the Baamboozle learning media in elementary schools can be declared valid and effective which can increase the value of student learning outcomes. Tran (2023) explain more that gamification has surfaced as a potentially effective strategy for enhancing student engagement and learning outcomes. Baamboozle has become an internationally renowned gamified platform among educators and learners. Moreover, the responses to the open-ended inquiries revealed that Baamboozle offers several advantages, such as fostering collaboration, facilitating learning, and being easy to use. Furthermore, the utilization of Baamboozle was not without its drawbacks, which encompassed learning disruptions, intermittent tedium, frustration arising from fortuitous occurrences, and reliance on an internet connection.

In English language teaching, Muhajirin et al. (2022) determined the efficacy of Baamboozle games in enhancing students' involvement in English language learning during class. However, the questionnaire findings indicated that students found learning English using the Baamboozle games enjoyable, despite facing obstacles such as a lack of understanding in using Google Meet as a learning platform for the games. The study on the effectiveness of Baamboozle games in enhancing students' involvement in learning English indicates a noticeable improvement in students' level of engagement. May et al. (2024) also state that the use of Baamboozle has a significant positive impact on students' interest in learning.

Baamboozle has several benefits for students' English skills. Puspita & Syahria (2023) investigate the utilization of the Baamboozle digital game as a means to enhance the speaking performance of young learners and to assess the extent to which the game can be applied to support their speaking activities. The findings indicated that a majority of the students enjoyed learning with Baamboozle due to the following reasons: it prevented boredom, it was challenging, it simplified the process of learning English, and it increased their confidence in speaking English without fear of making mistakes. This research has implications for educators of young learners, as it suggests the use of engaging in speaking activities to motivate students to communicate in English and enhance their speaking abilities. Sáez & Espinoza (2023) also analyze the outcomes of an action research project that investigates the impact of using

Baamboozle as a gamification method on students' motivation to speak in English and their impression of the game. The results indicated that Baamboozle is a highly effective tool for increasing the inclination to engage in communication within an online educational environment.

According to Qureshi & Khatoon (2023), gamification technologies enhance reading comprehension by increasing user involvement, providing prompt feedback, and cultivating a favorable learning atmosphere. The study's results indicate that gamification software has the potential to improve students' reading comprehension skills. Besides, Nabila (2023) states that Baamboozle can improve vocabulary for students in state junior high schools. Bambang (2022) reveals students' perceptions about using the Baamboozle application as a means of learning English vocabulary online and finds out students' obstacles when using this application. The results of this research show that using the Baamboozle application can help increase student motivation and student interest, and can improve the quality of student vocabulary learning, with a fairly high percentage of agreement in the good category. Thus, it can be concluded that students' perceptions of using the online Baamboozle application in learning English vocabulary are in the good category and have a positive effect, even though there are several obstacles faced by students in the learning process.

Arini & Suwarso (2024) also investigate how EFL learners perceive the use of technology-based gamification, namely Baamboozle, for learning English vocabulary. The findings indicated that students had a favorable response towards Baamboozle as a tool for enhancing their vocabulary acquisition. Their perspectives are then classified into seven categories: 1. Utilising Bamboozle is a highly efficient method for acquiring vocabulary. 2. The incorporation of technology in the educational process holds significant importance. 3. Learning vocabulary through the utilization of Baamboozle is considerably more enjoyable. 4. The utilization of Baamboozle has the potential to enhance one's vocabulary. 5. Notable aspects of Baamboozle that users particularly appreciate. 6. Challenges that students may encounter when using Baamboozle. 7. Baamboozle serves as a motivating factor for students to engage in vocabulary acquisition. Therefore, it is advisable to employ technology-based gamification through the use of Baamboozle as a means of enhancing the acquisition of English vocabulary. Then, Aryansyah (2024) found that the use of Bamboozle can improve the vocabulary mastery of students and identify the supporting and inhibiting factors during the research. The results show that there is an increase in the percentage of students who had a high level of vocabulary mastery in each cycle. In the first cycle, it is 62.13%, and in the second cycle is 81.74%, and based on the observation sheet, there were inhibiting factors during the research, such as limited Wi-Fi access. or internet in class, and students who don't want to discuss in groups. Meanwhile, the supporting factor during this research was the LCD Projector facilities, which functioned well, making it easier for students.

CONCLUSION

Baamboozle is a user-friendly platform that facilitates the creation and playing of interactive quiz games, enhancing the learning process. Its intuitive design and simple registration enable easy access to a variety of educational resources and games. Key features like My Library, Games, Blog, and Search Games offer comprehensive tools for organizing and discovering tailored quiz games. The platform's clean interface and vibrant graphics create an inviting environment for interactive learning. Users can customize game creation with visual elements and privacy options, while collaboration features enhance the overall learning experience. By

following the provided steps, users can easily create personalized quiz games to support English language learning. In essence, Baamboozle serves as a valuable resource for educators and learners, fostering interactive and effective English language education experiences.

Baamboozle emerges as a versatile tool for enhancing English language learning through interactive edugames. Its intuitive platform empowers teachers to design quizzes aligned with curriculum objectives and student interests, fostering creativity and engagement. By integrating English learning content effectively, educators can reinforce language concepts dynamically and interactively, strengthening students' understanding. Leveraging Baamboozle's special features, such as timers, points, and leaderboards, adds an element of competition and motivation, further enhancing the learning process. Moreover, fostering collaboration and discussion among students through team quiz games enriches the educational experience. Providing adequate support and training to teachers ensures effective utilization of Baamboozle, maximizing its potential to improve students' English proficiency. Recommendations for enhancing edugame creation include prioritizing creativity, content integration, offering meaningful choices, conducting regular evaluations, and utilizing Baamboozle's features effectively. Through these strategies, English teachers can harness the full potential of Baamboozle to create interactive, engaging, and effective learning experiences tailored to students' needs and preferences.

REFERENCES

- Alimova, M. A. (2023). Using the Internet Service Baamboozle When Creating a Gamified Educational Environment in English Classes. *American Journal of Pedagogical and Educational Research*, 8, 106–113.
- Arini, A. R., & Suwarso, P. N. (2024). EFL Students' Perception Towards the Use of Baamboozle for Vocabulary Learning. *Eltin Journal : Journal of English Language Teaching in Indonesia*, 12(1), 97–110.
- Aryansyah, A. D. (2024). *The Application of the Baamboozle Game to Improve Students' Vocabulary Mastery* [Undergraduate, Universitas Pendidikan Ganesha]. <https://doi.org/10.1912021106-ABSTRAK.pdf>
- Bambang, B. (2022). *First grade students' perception on using baamboozle application in learning vocabulary At MTs Negeri 3 Mataram In Academic Year 2021/2022* [Undergraduate Paper, UIN Mataram]. <https://etheses.uinmataram.ac.id/3937/>
- Dorrigiv, M. (2021). Incorporation of Serious Games into Higher Education: A Survey. *2021 International Serious Games Symposium (ISGS)*, 86–90. <https://doi.org/10.1109/ISGS54702.2021.9684766>
- Fitria, T. N. (2022a). The impact of gamification on students' motivation: A Systematic Literature Review. *LingTera*, 9(2), 47–61. <https://doi.org/10.21831/lt.v9i2.56616>
- Fitria, T. N. (2022b). Using Game Design Techniques (Gamification) in Teaching and Learning Process: A Review. *Prosiding Seminar Nasional & Call for Paper STIE AAS*, 5(1), 1–18.
- Fitriani, U. D. (2022). *Pengembangan media pembelajaran tari remo trisnawati berbasis game based learning baamboozle di MTSN 1 Kota Malang* [Undergraduate Paper, Universitas Negeri Malang]. [//mulok.lib.um.ac.id/index.php/Fp/show_detail?id=112883&keywords](https://mulok.lib.um.ac.id/index.php/Fp/show_detail?id=112883&keywords)

- Iskandar, S., Rosmana, P. S., Agnia, A., Farhatunnisa, G., Fireli, P., & Safitri, R. (2022). Penggunaan Aplikasi Baamboozle Untuk Meningkatkan Antusias Belajar Siswa di Sekolah Dasar. *Jurnal Pendidikan Dan Konseling (JPDK)*, 4(6), 12500–12505. <https://doi.org/10.31004/jpdk.v4i6.10545>
- Mariani, S. D. (2022). The Effect of Hybrid Learning Using Baamboozle Media on Learning Outcomes and Learning Interests of Junior High School Students. *Jurnal Dialektika Pendidikan IPS*, 2(2). <https://ejournal.unesa.ac.id>
- May, B., Tobing, D. U. A. L., Ritonga, N. S., Jamaludin, J., & Yunita, S. (2024). Strategi Pembelajaran Kreativitas Media Bamboozle Untuk Mata Pelajaran Pendidikan Pancasila dan Kewarganegaraan Dalam Meningkatkan Minat Belajar Siswa. *IJEDR: Indonesian Journal of Education and Development Research*, 2(1), 62–69. <https://doi.org/10.57235/ijedr.v2i1.1504>
- Mohd, C. K. N. C. K., Mohamad, S. N. M., Sulaiman, H. A., & Shahbodin, F. (2023). A Review of Gamification Tools to Boost Students' Motivation and Engagement. *Journal of Theoretical and Applied Information Technology*, 101(7). https://www.researchgate.net/publication/370059182_A_REVIEW_OF_GAMIFICATION_TOOLS_TO_BOOST_STUDENTS'_MOTIVATION_AND_ENGAGEMENT
- Mudrikah, S., Ahyar, D. B., Lisdayanti, S., Parera, M. M. A. E., Ndorang, T. A., Wardani, K. D. K. A., Siahaan, M. N., Wellyana, Hanifah, D. P., Amalia, R., Rahmadi, Siagian, R. C., Rahmandani, F., Ihsan, I. R., & Widyaningrum, R. (2022). *Inovasi Pembelajaran di Abad 21*. Pradina Pustaka.
- Muhajirin, M., Sulastri, S., & Sulaiman, R. (2022). The Effectiveness of Baamboozle Games in Improving Students' Engagement in Learning English. *Karya Ilmiah Mahasiswa (KIMA)*, 1(3), 342–347.
- Nabila, H. (2023). *The Use of Baamboozle Games to Improve Students' Vocabulary of State Junior High School 2 Panti* [Undergraduate Paper, Universitas Islam Negeri Kiai Haji Achmad Siddiq Jember]. <http://digilib.uinkhas.ac.id/24457/>
- O'ktamova, N., & Avazmatova, X. M. (2023). Tech Tools for Both Online and Offline Classrooms for Formative Assessment and Teacher Development. *ОБРАЗОВАНИЕ НАУКА И ИННОВАЦИОННЫЕ ИДЕИ В МИРЕ*, 17(1), 43–47.
- Pass, E. (2021). *The Hybrid Teacher: Using Technology to Teach In Person and Online*. John Wiley & Sons.
- Puspita, M. S., & Syahria, N. (2023). The Utilization of Baamboozle Game to Support Young Learners' Speaking Performance. *International Conference on Language and Language Teaching*, 198–207.
- Qureshi, H., & Khatoon, S. (2023). The Impact of Gamification Tools on Reading Comprehension Skills: A Comparative Study of Kahoot! Quizizz and Baamboozle of English Language Learners. *Pakistan Languages and Humanities Review*, 7(4), 181–195. [https://doi.org/10.47205/plhr.2023\(7-IV\)16](https://doi.org/10.47205/plhr.2023(7-IV)16)
- Sáez, A. R., & Espinoza, A. Q. (2023). Baamboozle's Influence On Willingness To Communicate In English In Small Group Private Lessons. *Journal of Namibian Studies : History Politics Culture*, 34, 6646–6661. <https://doi.org/10.59670/jns.v34i.2674>
- Setyawan, A. S., & Panduwinata, L. F. (2023). Pengaruh Model Group Investigation Berbantuan Edugames Baamboozle Terhadap Kemampuan Berpikir Kritis Dan Hasil Belajar Siswa Pada Mata Pelajaran OTK Kepegawaian di SMKN 1 Jombang.

Innovative: Journal Of Social Science Research, 3(3), 5960–5968.
<https://doi.org/10.31004/innovative.v3i3.2761>

Tran, V. K. (2023). *University Students' Attitudes Towards the Use of a Gamified Platform in Learning English as A Foreign Language* [Thesis, FPT University].
<http://ds.libol.fpt.edu.vn/handle/123456789/3815>

Winebrenner, S. (2020). *Teaching Gifted Kids in Today's Classroom: Strategies and Techniques Every Teacher Can Use*. Free Spirit Publishing.

Yacob, N. S., Rahman, S. F. A., Mohamad, S. N. A., Rahim, A. A. A., Rashid, K. K. A., Aldaba, A. M. A., Yunus, M. M., & Hashim, H. (2022). Gamifying ESL Classrooms through Gamified Teaching and Learning. *Arab World English Journal*.
<https://eric.ed.gov/?id=EJ1362665>

Yunita, N. P., & Indrajit, P. R. E. (2022). *GAMIFICATION: Membuat Belajar Seasyik Bermain Game*. Penerbit Andi.