

Students' Perception of Using Gamification as Media Review in English Learning

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ABSTRACT

Currently, technology has been involved in the learning process, especially English language learning. Technology has always been an important part of English teaching and learning. One of type technology that educators like is games. In learning technology, the term gamification appears that be used in the learning process. Gamification is the integration of game aspects and mechanics into situations that are not inherently game-related, and it has shown considerable potential in increasing motivation, engagement, and educational achievements across diverse domains, such as language learning. Kahoot, Quizziz, and Bamboozle are examples of gamification that can be used in learning English especially to review material after the learning process. In this research, researchers wanted to investigate the students' perception of using gamification tools Kahoot, Quizziz, and Bamboozle as media review after the English language learning process. This research used a descriptive quantitative method. The method of collecting data used a questionnaire where researchers needed 50 students as a sample to answer the questionnaire. From the research findings and discussion, researchers concluded that the use of gamification Kahoot, Quizziz, and Bamboozle increases students' motivation and understanding of learning materials. The use of gamification Kahoot, Quizziz, and Bamboozle for material review is needed in English language learning where students can; make students easier to do English assignments during tests; make students more confident to learn English; and provide challenges for students to learn English. Furthermore, researchers also found that Kahoot is the most favorite gamification tool as a review media in English language learning.

Keywords: students' perception, gamification, English learning

INTRODUCTION

In this era, English language learning is needed for daily life. English become the chosen language for international communication in a variety of domains, and the position as a lingua franca. (Lee & Heinz, 2016) English language skills have been identified as vital skills for success in an international culture, and English as a major component of colleges students' studies in order to get a good job after graduation. So, learning English is an important thing for students to be success in the future.

Currently, technology has been involved in learning process, especially English language learning. According to (Bull and Ma, 2001 as cited in Ahmadi, 2018) stated that technology provides offers unlimited resources to language learners. Besides that, technology has always been a significant part of learning language, particularly English.

Rusmiyanto et al., (2023) stated that the use of technology in the learning English has resulted in substantial alterations to traditional educational methodologies and provided fresh options for students' interaction in recent times. It is an essential part of learning process which it can use it to facilitate learners' learning especially in learning English. One type of technology that educators like is games. In learning technology, the term gamification appears that can be used in the learning process. Gamification is the integration of game features and mechanics into contexts that are not inherently game-related, has shown considerable potential in improving engagement, motivation, and educational achievements across of subject including language education. (Qureshi & Khatoon, 2023)

Gamification tools are available easily and accessible digital platform that serves a wide variety of uses in the education and acquisition of the English language learning. (Lim and Yonus, 2021 as cited in Qureshi & Khatoon, 2023) Gamification improve engaging experiences to motivate students and brings significant change in their behavior in learning. Besides that, gamification also increase students' focus and engage them in the learning process. (Perez, 2016) Gamification has function as a platform that provides access to a wide range of English language resources, including various language material and quizzes. These ready-made resources could be found in a library and could be used hustle free. It can be modified, applied, and duplicated in any language. Educators have the power to generate personalized instructional materials and seamlessly include the gamification tools into their teaching methodology, consequently enhancing the effectiveness of English language acquisition in English learning. Gamification also giving feedback, enhancing learning, and motivating students. The features allow fast review questions, ranking visualization, and participation summary. (Benjamín Maraza-Quispe et al., 2024) There are examples of gamification, namely Kahoot, Quizziz, and Bamboozle. that can be used in learning English especially to review material after learning process.

Kahoot is a popular online learning application that used a game-based structure to facilitate students achieve their academic goals. Kahoot used a combination of game-based learning and gamification to achieve the goals. (Qureshi & Khatoon, 2023) Kahoot is interactive gamification. Kahoot is a playful assessment tool that developed social learning and intellectual curiosity. Besides, Students can apply it for assessment purposes or challenge to create their own quizzes.(Llerena & Hurtado, 2017)

Quizizz as learning platform that used multiple tools to make a learning fun and interactive. Quizizz can create gamified lessons and quizzes, conduct formative assessments, host live activities or assign them as homework, tap into detailed performance reports, and so much more in learning process. (Haripriya, 2023) Quizizz is a gamified online quiz platform focusing on generating, creating, sharing, and evaluating learning content with avatars, leaderboards, music, themes, and memes. Quizizz is a free formative assessment application that facilitate enjoyable tests in both homework and classroom settings. Furthermore, the quantity of information provided by Quizizz in reporting section allows teacher to evaluate not only how individual students are performing but also whether ideas have been better or worse assimilated by everyone when statistics for certain questions are very low or very high. (Benjamín Maraza-Quispe et al., 2024)

Bamboozle is an online educational platform that uses games for learning. It provides a large variety of games so that the students can complete pre-made assignment immediately or the teacher can create his own assignments. (Wulandari et al., 2024) Bamboozle made the spirit increase because it was fun, not boring, and can to review on the material (Elis et al., 2022 as cited in Saez & Espinoza, 2023). Using gamification, students were enthusiastic and engaged in the learning process (Saud et al., 2022 as cited in Saez & Espinoza, 2023). In Bamboozle, the teacher is the controller of the game and students were asked to answer questions about any topic discussed during the lesson. Students allow to answer questions directly from the screen shared by the teacher. So, bamboozle can be used as media review after learning process.

As previous study, (Qasserras & Qasserras, 2023) found that online games as effective instruments for enhancing 21st-century skills, motivating students to learn, and facilitating the learning process. The study also concludes that Kahoot is the online platform popular based among Moroccan educators.

The second previous research from Qureshi and Khatoon about the impact of gamification tools Kahoot!, Quizziz, and Bamboozle on reading comprehension skills found that gamification tools hold promises for enhancing students' reading comprehension abilities. (Qureshi & Khatoon, 2023) So, researchers want to know how gamification can improve students' English skill include speaking, writing, reading, and listening.

Moreover, Benjamín Maraza-Quispe et al.(2024) found that research about impact of the use gamified online tools between Kahoot and Quizziz in the educational context has provided compelling evidence the positive impact on the feedback process within student learning in the field of Educational Technology. These platforms have consistently demonstrated their capacity to elevate comprehension and knowledge levels of students. The gamification Kahoot and Quizziz also influences feedback, enhancing learning, and motivating students. The applications enable instant review questions, visualization of rankings, and participation summary.

Based on the explanation above, this research focused on three gamification tools, they are Kahoot, Quizziz, and Bamboozle where researchers wanted to investigate the students' perception about using gamification tools Kahoot, Quizziz, and Bamboozle as media review after English language learning process.

METHOD

This research used quantitative design. Sugiyono (2020) stated that quantitative research is the research method was based on philosophy positivism, that is used for research on specific populations or samples. Sample collection techniques are generally random, information is collected using research instruments, and information is analyzed quantitatively or statistically with the aim of testing hypothesis that has been established. Quantitative descriptive research can be interpreted with an explanation of research that describes, researches, and explains something that is studied as it is, and draws conclusions from observable phenomena using numbers. (Aziza, 2023) In addition, quantitative descriptive is also can be interpreted as a statistical analysis that used to describe, summarize, and analyzing quantitative data, quantitative data. Thus, the researchers used this kind of method because the researchers focused on analyzing student's perception, so the data that researchers used was measured using a Likert scale and be presented descriptively. Researchers used Likert scale to collect data survey. Likert scale is used to measure the attitudes and opinions of respondents in

the form of questionnaires provided by researchers and is used for research topics that can be measured in the form of respondents' attitudes, opinions, and perceptions of natural phenomena.(Sugiyono, 2020) In this research, researchers wanted to analyze the students' perception about using gamification Kahoot, Quizziz, and Bamboozle as a media review in English language learning.

All of the second semester students of Ushuluddin, Adab and Da'wah Faculty of IAIN Ponorogo as a population of the research. Researchers used purposive sampling with a non-probability sampling approach to choose the sample of this research where researchers got 50 students as sample of the research. According to (Rai & Thapa, 2015), purposive sampling is a collection non-probability sampling techniques also known as judgmental, selective or subjective sampling. Purposive sampling relies on the researcher's judgement when selecting the units (e.g., people, cases/organizations, events, data points) to be studied. Non probability sampling is a sampling technique in which not every member of population has an equal chance as a sample. (Sugiyono, 2020)

The method of collecting data used questionnaire with Likert Scale of five points: Strongly Agree (SA), Agree (A), Neutral (N), Disagree (D), Strongly Disagree (SD). The questionnaire were presented in Google Form link and delivered by WhatsApp group message. Researchers used this technique because Likert scale to facilitate the process of selecting answers from a wide sample to increase the validity of the data. A questionnaire is a set of inquiries directed at individuals to gather statistically valuable information on a specific topic. (Roopa & Menta Satya, 2012)

Researcher presented the data from the questionnaire in tabular form to explore the students' perception about using gamification Kahoot, Quizziz, Bamboozle as a review media in English language learning. The participants answer then reported in percentage based on question. The report was then described based on the most and the least responses from each question. Interpretations of the data were then presented connected with the previous studies on the subject.

FINDINGS AND DISCUSSION

The research finding was described in questionnaire about the students' perception of using gamification Kahoot, Quizziz, and Bamboozle as a review media in English language learning. Researchers described every item question in every variable to facilitate analysis the questionnaire. There are 14 questions in the form of statements in the questionnaire. 11 questions to find the students' perception of using gamification Kahoot, Quizziz, and Bamboozle as media review in English learning and 3 questions to find the comparative between Kahoot, Quizziz, and Bamboozle as media review in English learning. The questionnaire results were described as follows:

Tabel 1. Students' perceptions of using Gamification as media review in English learning

No	Statement	Alternative Answer					Total
		SA	A	N	D	SD	
1	I like if the lecturer gives games as a medium for reviewing material in English language learning	70%	26%	4%	0%	0%	100%
2	The use of gamification can improve my understanding of English language learning materials	42%	48%	8%	2%	0%	100%

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3	The use of gamification Kahoot, Quizziz, Bamboozle for material review is needed in English language learning	38%	48%	10%	4%	0%	100%
4	The use of gamification Kahoot, Quizziz, Bamboozle made me easier to understand the material delivered by the lecturer	30%	54%	14%	2%	0%	100%
5	The use of gamification Kahoot, Quizziz, Bamboozle makes English language learning more fun	52%	48%	0%	0%	0%	100%
6	The use of gamification Kahoot, Quizziz, Bamboozle makes me more active and enthusiastic in learning English	46%	42%	12%	0%	0%	100%
7	The use of gamification Kahoot, Quizziz, Bamboozle motivates me to be more active in English learning	34%	46%	20%	0%	0%	100%
8	The use of gamification Kahoot, Quizziz, Bamboozle makes me more confident to learn English	28%	54%	14%	4%	0%	100%
9	The use of gamification Kahoot, Quizziz, Bamboozle challenged me to learn English	32%	56%	10%	2%	0%	100%
10	The use of gamification Kahoot, Quizziz, Bamboozle for material review media made it easier for me to do English assignments during test	34%	44%	16%	4%	2%	100%
11	I prefer to use Kahoot, Quizziz, Bamboozle for material review media or material exams rather than using paper	44%	38%	16%	2%	0%	100%
	Average	41%	46%	11%	2%	0%	100%

There are 11 questions to investigate the students' perception of using gamification as media review in English learning. As we can see from the table above, 70% students strongly agree that they like if their lecture give games as a review media in English learning because they agree that the use of gamification can improve the students' understanding of English language learning materials. It was proven by the data above that are 48% students agree about this statement. 48% students also agree that the use of gamification Kahoot, Quizziz, Bamboozle for material review is needed in English language learning. 54 % students also agree that the use of Kahoot, Quizziz, Bamboozle made students easier to understand the material delivered by the lecturer. 52% students strongly agree that the use of Kahoot, Quizziz, Bamboozle makes English language learning more fun. 46% agree that Kahoot, Quizziz, Bamboozle makes students more active and enthusiastic. 46% agree that the use of Kahoot, Quizziz, Bamboozle motivates them to be more active.

Meanwhile, we also found that 54% students agree that the use of Kahoot, Quizziz, Bamboozle makes students more confident to learn English. 56% agree that the use of Kahoot, Quizziz, Bamboozle challenged students to learn English. 44% agree that the use of Kahoot, Quizziz, Bamboozle for material review media made it easier for students to do English assignments during test. 44% students very agree and prefer to use Kahoot, Quizziz, Bamboozle for material review media or material exams rather than using paper. Besides that, the use of gamification Kahoot, Quizziz, and Bamboozle for material review is needed in English language learning. This statement was agreed by students where there are 48% students agree with that statement. From the average percentage of students' answered the questionnaire, researchers found that 46% students agree with using Gamification Kahoot, Quizziz, and Bamboozle as media review in English learning.

Tabel 2. The comparative between Kahoot, Quizziz, and Bamboozle based on students' perceptions

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No	Statement	Alternative Answer				Total	
		Kahoot	Quizziz	Bamboozle	Nothing		
1	What games that do you like in learning English	36%	20%	8%	2%	34%	100%
2	Choose one of these gamifications between Kahoot, Quizziz, and Bamboozle, that can give you a positive mood in learning English	46%	18%	2%	2%	32%	100%
3	Choose one of these gamification Kahoot, Quizziz, and Bamboozle, which one involves various quizzes that reduce boredom during English language learning	40%	12%	14%	8%	26%	100%
Average		41%	17%	8%	4%	31%	100%

In the questionnaire, researchers also gave 3 questions to compare between Kahoot, Quizziz, and Bamboozle as gamification tools in English learning. From the data above, we found that 36% students chose Kahoot as favorite game in English learning. 46% students chose Kahoot as game that can give a positive mood in learning English. 40% students also chose Kahoot involves various quizzes that reduce boredom during English language learning. From the average percentage of students' answer the questionnaire, researchers found that 41% students choose Kahoot as the most students' favourite gamification tool. 31% choose all gamification, 17% choose Quizziz, 8% choose Bamboozle, and 4% choose there are no gamification can make reduce their boredom during English language learning.

Based on the research finding, there are several points that can be discussed in this research. First, the use of gamification Kahoot, Quizziz, and Bamboozle increases students' motivation and understanding towards learning materials. Most students agree that the use of gamification; can improve the students' understanding of English language learning materials; is easier to understand the material delivered by the lecturer; makes English language learning more fun; makes students more active and enthusiastic; and motivates them to be more active. This result is accordance with the Benjamín Maraza-Quispe et al., (2024) statement that gamification influences feedback, motivating students, and enhancing learning. In addition, gamification technologies have the potential to facilitate the cultivation of a fondness for English learning through the promotion of active participation, provision of prompt feedback, and creation of an environment that embraces mistakes. (Qureshi & Khatoon, 2023) So, students' feel enjoy to learn English and did not feel judged when they make mistake.

Second, most students agree that the use of gamification Kahoot, Quizziz, and Bamboozle for material review is needed in English language learning where they can; make students easier to do English assignment during test; make students more confident to learn English; and provide challenges for students to learn English. It was accordance to Qureshi & Khatoon (2023)research finding that gamification tools like Kahoot, Quizziz, and Bamboozle have the potential to cultivate a fondness for reading and enhance reading proficiency among kids through the provision of captivating and interactive experiences, prompt feedback, and the creation of an environment that embraces mistakes. It means that, Kahoot, Quizziz, and Bamboozle were needed in English language learning.

Third, based on students' perception about the comparative between Kahoot, Quizziz, and Bamboozle, researchers also found that Kahoot is the most favorite gamification tools as review media in English language learning. Students believed that Kahoot involves various quizzes that reduce boredom during English language learning. It is similar with Llerena & Hurtado (2017) statement that Kahoot is interactive gamification, has developed social learning and intellectual curiosity and becoming a playful assessment media. So, when teacher used Kahoot as media review, students didn't feel bored but they feel positive mood and challenged.

CONCLUSION

Based on the research finding and discussion above, we can conclude that the use of gamification Kahoot, Quizziz, and Bamboozle increases students' motivation and understanding towards learning materials. Most students agree that the use of gamification; can improve the students' understanding of English language learning materials; is easier to understand the material delivered by the lecturer; makes English language learning more fun; makes students more active and enthusiastic; and motivates them to be more active.

Second, the use of gamification Kahoot, Quizziz, and Bamboozle for material review is needed in English language learning where they can; make students easier to do English assignment during test; make students more confident to learn English; and provide challenges for students to learn English.

Furthermore, researchers also found that Kahoot is the most favorite gamification tools as review media in English language learning. Students believed that Kahoot involves various quizzes that reduce boredom during English language learning. It means that, when teacher used Kahoot as media review, students didn't feel bored but they feel positive mood and challenged.

This research only investigates the use of gamification Kahoot, Quizziz, and Bamboozle based on students' perception and only find Kahoot as a media review favorite based on questionnaire. So, further investigation is required to find the teachers' perception about gamification in English learning or analyze the other gamification tools to ascertain the most effective strategies for integrating gamification tools and evaluating their enduring effects on student learning. Besides that, other researcher can investigate the reason why Kahoot or other gamification become favorite application in English learning.

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