



COMPARING STUDENTS' PERCEPTIONS IN USING EDUCAPLAY AND WORDWAL FOR LEARNING MEDIA IN INCREASING STUDENTS' ENGAGEMENT

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Abstract:

This study compares the effectiveness of Educaplay and Wordwall, two game-based learning platforms, in enhancing student engagement in English learning. A qualitative research design was employed to collect data from 30 middle school students enrolled in English class. The results indicate that Educaplay was more frequently utilized and perceived as more engaging than Wordwall. Students appreciated Educaplay's interactive features, customizable content, and user-friendly interface, which facilitated a more. These findings highlight the importance of interactivity and personalization in educational tools to improve student engagement, offering insights for educators and developers to create more dynamic and adaptable learning platforms.

Keywords: *Educaplay, Student Engagement, Students' Perception, Wordwall*

1. INTRODUCTION

With the rapid development of technology and information, to be able to keep up with the challenges of digital-based learning is a major factor in using effective, innovative and efficient learning media. This requires the existence of digital-based learning media which can help teachers to be able to help students improve their learning outcomes. Learning media is needed by teachers because it can be a tool for teachers to be able to convey learning material. In this case, learning media becomes a tool to channel material to students in a way that is not monotonous and boring. That way, students will become more interested in devoting attention, thoughts, feelings, and the same desire during the learning process.

In this digital era, there are new learning methods that are created along with digital technology. With this new learning method, there are also more digital learning media that can be utilized as learning media, the learning method in question is the Digital Game-Based Learning Method. This learning method can be an alternative way that can be done by teachers in creating an interesting and not boring learning atmosphere for students. With supporting elements such as animation, audio, images, text, sound, and video can be a supporting tool for teachers that can be utilized to create interesting learning media for students.

According to Prasetyo (2013), Digital Game-Based Learning is a learning activity where students are the center of learning and utilize electronic game-recreation learning media to be able to improve students' understanding and knowledge and act as a means of evaluating material from the material that has been taught to students. This method is designed to balance the learning material with game play. This game-based learning describes an approach to pedagogy, where students explore relevant aspects of a game in a context designed by the teacher.



Wordwall and Educaplay stand out among the many game-based learning resources available as applications that can be especially helpful for students. Both of these platforms provide highly interactive, educational quiz-based game features that enhance student engagement with the learning content. For example, Educaplay permits educators to design their own questions based on their own learning goals, allowing for a more individualized approach to learning. Students are going to remain motivated and engaged in the learning process as a result to this application's goal of both entertainment and learning.

On the other hand, Wordwall offers a special advantage for teachers—particularly those who haven't been using the app yet. It features a repository of pre-built quizzes ready made by other teachers who have previously used the platform. Such a feature can help new users immensely, as they can use the present material to create their own in no time. Ease of template/gallery access and teaching resources helps teachers quickly implement interactive quizzes in their lessons for the better learning experience of students.

Wordwall and Educaplay both allow teachers great opportunities to evaluate how well their student's understanding to the learning material in an interesting and interactive way. Teachers may create a more dynamic and engaging learning environment by implementing these game-based quizzes into their lesson plans. By encouraging students to participate more actively and supporting the reinforcement of the material, these applications make learning more efficient and pleasurable.

Considering Wordwall and Educaplay are game-based learning media applications that can be accessed from any location with an internet connection, it is expected that they would increase students' participation and engagement in English language learning in a more flexible and engaging way.

The impact of Wordwall and Educaplay on students' participation in learning English has a number of notable research gaps. Firstly, there are few direct comparative studies that emphasize on the different implications that each platform offers on student engagement, despite the fact that both are recognized for their educational advantages. Furthermore, not much research has been conducted regarding how different student demographics and contexts—such as age, skill level, and cultural background—affect how each platform is used. There is a knowledge gap about the long-term impacts on learning outcomes because the majority of current research focuses on short-term engagement. Teachers' perspectives on their perceived effectiveness and ease of integration, as well as qualitative insights that capture students' individual experiences and preferences, are similarly underrepresented.

Despite the rapid growth of these two platforms, few studies have researched how effective both Wordwall and Educaplay were when compared to each other in terms of fostering higher engagement levels from students learning English as a second language. Although Educaplay and Wordwall are well known for their education bodybuilding, it is still unknown of how each one affect students engagement and learning outcomes differently. Furthermore, knowledge of this perception among



students can prove useful in understanding the impact and effectiveness of these tools which will aid educators to make informed decisions concerning their use.

By investigating students' opinions of Educaplay and Wordwall and contrasting how well they work to boost interest in learning English, this study aims to fill this research gap. This study aims to give a comprehensive understanding of how game-based learning materials can be used to improve educational experiences through exploring various student demographics, long-term impacts, and unique platform features.

Students' Perception refers to how students understand, interpret and give meaning to their experiences in the educational environment. These perceptions include their views on teaching, subject matter, facilities, interactions with teachers and fellow students, and the overall teaching and learning process. Students' perceptions can be influenced by personal factors such as their educational, social and cultural backgrounds as well as their individual experiences in learning. Perception is "the process by which individuals organize and interpret their sensory impressions to give meaning to their environment." In the context of education, this means how students interpret their learning experiences will affect how they learn. Furthermore, Schunk (2012) argues that students' perceptions of their own abilities (self-efficacy) play an important role in learning success. If students believe that they are capable of understanding the subject matter, they will be more motivated and active in the learning process.

In conclusion, students' perception is of key importance in the educational process as it can determine how students interact with materials and their learning environment. On the other hand, students' perceptions also greatly influence students' motivation, approach to learning, as well as academic outcomes. Positive perceptions can encourage active engagement, while negative perceptions can hinder the learning process.

Wordwall is a game-based learning application used in learning activities. This application can be utilized and used in delivering material that can be combined using audio-visual suggestions that can attract students' attention and can increase students' interest in learning (Pradani, 2022). This learning media can also increase student interaction in the learning process and this application can be used as a learning media and as a student evaluation tool (Sari & Yarza, 2021). In this application there are also several types of games that can be utilized by teachers in delivering learning materials which in this way, teachers can get students' attention so that students can focus on the material.

By utilizing the use of the Wordwall application, of course there are advantages and disadvantages in using this application. The advantage of using this application is that the Wordwall application provides task instructions that can be accessed by students from each student's cellphone so that the material delivered by the teacher can be easily understood by students. The disadvantage of the Wordwall application is that it is prone to cheating by students because later students can find answers to questions given by the teacher on their respective cell phones. So it can be concluded that Wordwall can make it easier for students to understand learning material, as well as



easy to use to find out how students are doing while learning, with the existence of fun learning innovations in using digital technology this can be one of the utilization of digital-based technology in an interesting learning for students.

Educaplay is a game-based learning platform that provides various interactive features that make it easier for teachers to organize online learning activities. With its many interactive features, Educaplay is very useful in the field of education because this learning media offers effectiveness in learning. Educaplay provides a variety of learning methods that can be used by teachers in organizing learning activities, such as quizzes, games, and simulations. The learning will be fun with different models and allow teachers flexibility in their teaching styles. Moreover, it also facilitates the work of teachers when creating learning material contents. Teachers can arrange different types of learning material that they want at any place and at any time. Providing students with a layers of active learning, which the teachers and educators can track skills and explore results from tests. Educaplay has multimedia support such as audio, images, and video which makes learning interesting and easy to understand. Also, teachers can co-develop content such as material, increasing the community of learners. By utilizing game-based interactive media such as Educaplay, students can improve understanding, participate more actively, and develop skills of independence, collaboration, communication, reading, and critical thinking in the learning process.

Student Engagement includes all students' behaviour during the learning process such as cognitive, emotional involvement and it is defined as a student's mental activity about what makes him study. Student involvement includes cognitive process and emotional student experience, efforts done by students in understanding learning material. Involvement of student behavior in the classroom covers, meanwhile, how active students are in the learning process. Indicators to be able to measure high or low student involvement in the learning process can be shown by the progress of academic achievement, social skills of each student, as well as student learning outcomes which in the long term continue to improve (Fredericks et al., 2004).

In educational studies, student involvement can be considered a key factor in efforts to create an effective learning environment and can provide motivation for students to be able to learn independently. With gamification and digital learning tools such as Educaplay and Wordwall, it can be easier to increase student involvement in the learning process because each digital learning tool can create an interesting and interactive learning environment. Reschly et al. (2012) found that when teachers use technology in the classroom, student engagement will increase, especially if the content or learning materials are presented in an interactive way. Therefore, with the increasing use of digital learning media, educators recognize that it is very important for educators to create a learning environment where interactivity and multisensory stimulation can increase student learning engagement in the learning process (Finn & Zimmer, 2012).



2. METHOD

This study employs a qualitative research design to compare students' perceptions of the game-based learning media Educaplay and Wordwall in increasing student engagement in English learning. Qualitative research is a process of inquiry that seeks to understand the phenomena experienced by participants, by placing the researcher in a natural setting, collecting data directly from the subject, and using a variety of methods to interpret the meaning of the data. This research also uses the case study method because the researcher found that students often use Educaplay and also Wordwall as learning media in the classroom. Creswell (2016) states that a case study is a qualitative research approach in which researchers explore a case or several cases over a period of time, using a variety of detailed data collection methods such as interviews, observation, and document analysis. This approach allows researchers to explore a deeper understanding of the phenomena associated with the case.

Participants in this research were all class 8J students of MTsN 1 Sidoarjo, Indonesia. The number of students in class 8J is 30 students. All students in the class have different characters; some have good English skills, while others lack it. Their English is still average for beginners.

Data were collected from MTsN 1 Sidoarjo students in English courses during class sessions using a structured questionnaire distributed via Google Forms, and the data consisted of 30 students. The questionnaire included sections on open-ended questions for qualitative insights. The questions given to participants consisted of ten questions, of which eight questions were about the interests of the participants and two questions discussed the preferences of the participants. The data responses were analyzed using descriptive statistics, comparative analysis, correlation analysis for open-ended questions.

This research uses a descriptive analysis method used to process data obtained through Google Form surveys distributed to students regarding their experiences and opinions in using Educaplay and Wordwall as learning media in English classes. The data collected comes from students' responses regarding which application they often use during learning, ease of use, and which application they prefer. Descriptive analysis was used to describe general patterns in the data, such as frequency distribution, percentage, and average student responses to the two learning media. The first step of the analysis is to process the data, including responses to multiple-choice questions. Percentages and averages are analyzed to determine students' preferences for Educaplay and Wordwall. Data visualizations such as charts are used to facilitate the interpretation of results, so that it can clearly see the comparison of engagement and effectiveness levels between the two media. The results of this descriptive analysis provide insight into how both platforms affect student engagement and motivation to learn, while also helping to answer research questions about which media is most effective in supporting the learning process.



3. FINDING AND DISCUSSION

After analyzing the responses given regarding their opinions on the use of Educaplay and Wordwall game-based applications in learning. The research discovered that during learning, students utilize Educaplay more frequently than Wordwall. According to the results of their responses, the researcher also discovered that most students were more enthusiastic when their teachers uses Educaplay rather than Wordwall. Most students would rather use Educaplay than Wordwall. This study revealed that Educaplay was more frequently utilized in English classes compared to Wordwall, with a majority of students reporting regular usage of the platform.

Furthermore, when asked to rate their engagement levels while using both platforms, students consistently rated Educaplay higher than Wordwall. The average engagement score for Educaplay exceeded that of Wordwall, indicating that students perceived Educaplay as a more engaging and interactive learning tool.

Additionally, when students were asked to rate their involvement in using both platforms, the results showed that Educaplay consistently ranked higher than Wordwall. Educaplay's average engagement score is higher than Wordwall's average engagement score. This shows that students find Educaplay more interesting, interactive, and supports learning more effectively. This is because Educaplay has various types of activities that can provide a more enjoyable learning experience for your students and motivate them to participate more actively in the learning process. The variety of activities contained in Educaplay, such as interactive game features and different multimedia content, can make students feel more stimulated and entertained, thus increasing cognitive engagement among students. On the other hand, Wordwall is considered less attractive by students because there is less variety of activity types than Educaplay. These findings highlight the importance of a platform that can adapt to students' needs and interests to create a more interactive and fun learning environment.

The preference among students for Educaplay over Wordwall was one of the key results from this investigation. Most of the participants stated that they preferred Educaplay over the other platform with its interactive elements and adjustable nature being most important deciding factors for them. Educaplay gave students a higher average engagement score over Wordwall, implying that Educaplay was perceived to be more active, interactive and supportive of learning by the participants. The reason is that Educaplay has many types of activities which can give a more fun learning process to the students and can also attract the students to be more active in learning. The richness of Educaplay in terms of interactivity and media features (e.g., game elements and multimedia materials) can partially explain that learners feel well-challenged and engaged, which is known to induce a higher level of cognitive engagement among students. On the other hand, Wordwall is not considered more interesting by students because there are fewer variations in types of activities compared to Educaplay. These findings reinforce the importance of platforms that can adapt to students' needs and interests in creating a more interactive and enjoyable learning environment.

The qualitative analysis of open-ended responses offered a more comprehensive understanding of students' usage of both platforms. Common themes included the idea that Educaplay offered 'more diverse, more interesting activities in a wider style'. Wordwall's user-friendly interface and visually striking design were praised by students who noted a more immersive learning experience. Educaplay was praised for its pre-made content, but some students found it to be less interactive than Eduplay.



In summary, the comparative result showed that compared with Wordwall Educaplay was better student engagement in English learning. We confirmed the overall preferences of our users (higher level usage, higher engagement and best perceived effectiveness) to Educaplay which indicates that educators regard it as a valuable educational resource. This study contributes insights useful for educators who are willing to adopt game-based learning media in their teaching and emphasizes the necessity of interactive and customizable features, fostering students' engagement levels as well as enhancing student outcomes.

A further examination of the same data which collected using Google Forms revealed specific outcomes with students' perceptions and need towards learning language by two effective quiz-based learning tools (Educaplay, Wordwall). The sample was representative of students from different age group and year level groups. A diverse sample of students participated in the study, encompassing various age groups and grade levels. This ensured a comprehensive understanding of the preferences and experiences across different demographics.

The outcomes of this research reveal significant discrepancies in student engagement and preferences when compared to Educaplay and Wordwall, two popular game-based learning platforms. The higher interaction rates and acceptability of Educaplay supported that it is an interactive but, flexible tool leads to effective student engagement and motivation in learning English. The finding is line with the previous studies by Maulida (2022) that an interactive, flexible and efficient facilities could significantly improve student engagement and learning performance. Another reason behind the higher engagement score might be the adaptability of activities to the needs of each student on their learning process, as it was an intended goal by Educaplay developers.

The use of Educaplay in learning is stated to be more effective in increasing student involvement because Educaplay presents learning content through interactive games that attract student interest and involvement in learning. Teacher should be able to arrange learning material as creatively and varied as possible in order to maintain students' interest in learning. The different features in Educaplay give students deep interaction with learning material; Using the varied visualization and audio teaching materials.

This finding is evident from the enthusiastic responses of students during the implementation of each media, which proved that with Educaplay Media increased students' activeness and involvement in learning if compared to Wordwall. According to gamification theory, game elements contained in learning media can provide intrinsic motivation for students (Rahman et al., 2023). Educaplay is another tool that offers several different game modes for students to explore, including a word guessing game, clue crossword puzzles, and quizzes with questions from the subject area being studied. In the study carried out by Mazelin et al (2022). found that when students interact with game-based technology, it can increase student engagement in learning.

The results of this study also have important implications for English teachers when it comes to choosing learning materials that increase student motivation and engagement in learning. Teachers are expected to find ways to increase student motivation and engagement in learning English. To achieve this, teachers can leverage existing technology by using Educaplay as a tool for teaching classroom materials. Educaplay's flexibility in offering a variety of games and activities allows teachers to tailor content to students' needs and interests, improving learning outcomes.



4. CONCLUSION

This study compares the effectiveness of Educaplay and Wordwall in improving student engagement during English lessons. Results indicated higher motivation and participation of students with Educaplay than with Wordwall. It is proven from the questionnaire results of students' responses toward these two learning media, where students think that Educaplay is more interesting than Wordwall, this shows that learning adds interactivity and variety for students. This advantage is mostly because Educaplay is responsive to students and also has multimedia functions which support good visualizations.

Although Wordwall can also increase student engagement in the learning process through games such as quizzes and matching games, this platform has fewer activities and gamification elements than Educaplay, which makes students feel less challenged and may lose their interest if used continuously. In contrast, Educaplay is more dynamic and allows students to stay engaged in the lesson.

This research is very important for teachers and developers of educational technology. The results of the study show that Educaplay can be an effective tool for teachers to increase student participation in English lessons. Meanwhile, the developers emphasized that the platform should be flexible, interactive, and easy to use to meet the different learning needs of students. To gain a better understanding of the impact of the use of technology in education, further research needs to be done to overcome the limitations of this research, such as expanding the sample or exploring how the two platforms work in the context of other subjects.

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