



Artikel Penelitian

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**The effect of blooket game towards students' vocabulary mastery at the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping in Academic Year 2023/2024**

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**Abstract:** The research aims to know whether the use of Blooket Game significant effect towards students' vocabulary mastery at the seventh-grade of SMP-IT Mathla'ul Anwar Malingping or not. The research paper used the quantitative research design with the characteristics of experimental method that is design into two classes. They are experimental and control class. The population of this research is class VII of SMP-IT Mathla'ul Anwar Malingping, they consist of 84 students. The sample of this research is VII-A as a control class consists of 28 students and VII-B as an experimental class consists of 28 students. The total of sample is 56 students. The instrument is a test and data of this research are collected by giving pre-test and post-test. The data is analysed using statistical SPSS 22 program including mean, standard deviation, and t-test. It could be seen from the result of the post-test of experimental and control class. Based on the result of data analysis and interpretation of the research, it is clear there is a significant effect of Blooket Game towards students' vocabulary mastery at the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping. It can be seen, the minimum score of pre-tests is 32, maximum is 72, mean 53.86, and standard deviation 11.339. while the minimum score of post-tests of experimental class is 68, maximum 96, mean 81.71 and standard deviation 8.105. furthermore, the minimum score of pre-tests of control class is 32, maximum 72, mean 52.71 and standard deviation 11.317. while the minimum score of post-tests of control class is 60, maximum 88, mean 72.57 and standard deviation 6.974. the result of t-test obtained sig.value  $0.000 \leq \alpha = 0.05$ .  $H_a$  is accepted and  $H_o$  is rejected. It can be concluded that there is a significant effect of Blooket Game towards students' vocabulary mastery.

**Keywords:** Blooket Game, Vocabulary Mastery, Teaching Vocabulary

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## **1. Introduction**

English is not a new language, because most developed and developing countries use it as a tool of communication both as a foreign language and as a second language. English is an international language; it can connect communication between various countries in the world. English is used in all fields such as education, economics, culture, and politics. Learning English need to be developed, especially in the field of education. However, learning English as a foreign language is still become burden for most students in Indonesia. Most of the students think that English is the most difficult, the perception that English is difficult because students to be reluctant to improve their English skill. According to Panggabean (2015, p. 35) stated that in formal schools, many learners think that English is the most difficult subject, even more difficult than mathematics, physics, economics, etc. there are four skills in English to be mastered namely speaking, listening, reading and writing. Furthermore, the language components of English consist of vocabulary, grammar, pronunciation and spelling. Vocabulary is one of the most important component of English, students have a lot of vocabulary to support four English skills. According to (Bardel et al., 2013, p. 71) stated that in general, learners who know more terms are likely to be knowledgeable about them and to be proficient in whatever skill they are learning. Without mastering vocabulary, the students are impossible to master for skills and they will have difficulties communicating ideas in spoken or written. However, one of the main issues faced by Indonesian students recently is less of vocabulary knowledge that affects their English proficiency. According to Ivone (Sudarman & Chinokul, S., 2018, p. 2) stated that the lack of vocabulary could be one factors that contribute to the low level of proficiency gained of Indonesian students. Then Kweldju (Sudarman & Chinokul, S., 2018, p. 2) argues that the Indonesian's single source of problem in learning English is vocabulary, and suggest that the solution lies in the good handling of vocabulary.

Based on the observation conducted by the researcher and the teacher of SMP-IT Mathla'ul Anwar Malingping, the researcher found that the students are eel difficult in memorizing vocabulary. The students are limited vocabulary, the students have less motivation to learn English, and the teaching technique is monotonous. The researcher think that the teacher needs to find better strategy to make learning vocabulary more enjoyable, interesting and fun. There are, many effective learning media, one of them is Blooket Game. Blooket is a learning platform that built in gamified way. Blooket is an innovative and exciting educational learning platform design to make learning more fun, and enjoyable for students. According to (Sartika et al., 2023) stated that Blooket as a free website that provides educational games for study exercise, the game are arranged according theme, grade level and subject. The platform was created by Tom and Ben Stewart with the primary objective of making classroom content fun, engaging for learners, by providing an alternative way of learning. Blooket seeks to create memorable experiences with classroom content that will leave a lasting impression of students, this combines quiz- style question. Blooket as a web-based, so it can be accessed from nearly any devices, ideal for students in the class or at home. The teacher can lead the quiz or it can be left for individuals to access as they need. A selection of game mode is available with different looking games to play in the quiz part of learning, this game can be played solo or team. So, the teacher can select a group and have them compete against other the class. Therefore, Blooket is a simple to sign up too, allowing teacher to get free account right a way with just their email address, game can be created immediately from pre-built questions or using totally custom built. Either way, the teacher can assign a game-code to the students, so they can enjoy, fun, and easily as they want.

Vocabulary is an important part in learning English that should be mastered by students to communicate well. Takac (Syafrizal et al., 2021, p. 785) defines that 'vocabulary as a set of words'. Moreover, Vossoughi (in Khodijah & Alamsyah, 2020, p. 176) stated that 'Vocabulary is the tool we use to think, express ideas and feelings, and learn about the word'. According to Fromkin et al., (2003, p. 73) "there are two kinds of vocabulary, those are content words and function words".

### **A. Content words**

The words used to express or describe things like actions, things, attributes, and ideas are called content words. It has a noun, a verb, an adjective and an adverb.

#### **1) Noun**

Noun is related of something like place, plant, people and others. For example: lecturer, fan, shoes, guitar.



- 2) Verb  
Verb is can used to show the measure and condition of a thing. For example: eat, read, take.
- 3) Adjective  
Adjectives is a word that describes a noun that has a grammatical property of comparison. For example: beautiful woman, good luck, short movies.
- 4) Adverb  
Adverb is related to how process, tome and where the thing happens. For example: yesterday, tomorrow, school.
- B. Function words  
Function words are words that do not have clear concepts or meanings related to the word and it is only used in terms of grammatical function. It consists of preposition, article and pronoun.
  - 1) Preposition  
Preposition refers to the words that help locate items and actions in time and space. For example: at, on, besides.
  - 2) Article  
Article is a type of adjective that describe specific or unspecific nouns and noun equivalent. For example: the, a, an.
  - 3) Pronoun  
Pronoun refer to noun that have already been mentioned. For example: she, they, I.

## 2. Research Method

This research used quantitative approach with experimental design using quasi-experimental method. This method used to compare between two classes. They are experimental class and control class. the researcher implemented Blooket Game in the experimental class and Quizizz Game in the control class. In the first meeting of the research, the researcher gave pre-test to both classes to determine the extent of students' vocabulary mastery. Then gave treatments for five meetings, and in the last meeting the researcher gave post-test to find out the final results after given Blooket game.

This research was conducted in SMP-IT Mathla'ul Anwar Malingping, which is located on Jl. Bendungan NK KM 01 Malingping, Lebak, Banten. The researcher carried out this research to the seventh-grade students of SMP-IT Mathlaul Anwar Malingping in Academic Year 2023/2024. It was started on 13 May 2024 – 3 May 2024. The researcher chooses this place because when the researcher did the observation, she founds that the student's vocabulary is relatively low. The population of this research are 84 students of the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping there are VII- A consists of 28 students, VII- B consists of 28 students, and VII-C consists of 28 students. In this research, the researcher took VII-A as a control class consists of 28 students and VII-B as an experimental class consists of 28 students of SMP-IT Mathla'ul Anwar Malingping as the sample. The research design presented as follow:

Tabel 1. The Research Sequence

Group	Pre-test	Treatment	Post-test
Experimental	01	X1	02
Control	03	X2	04

Note:

01: Pre-test of Experimental group

02: Post-test of Experimental group

03: Pre-test of Control group

04: Post-test of Control group

X1: Treatment of Experimental group

X2: Treatment of Control group

Based on the design above, it shown that there are two variables in this research. They are independent variable and dependent variable. The independent variable is Blooket Game (X), while the dependent variable is vocabulary mastery (Y). The researcher used a test to collect the data. Test is a set of questions exercises or other means used to measure the skill, knowledge, intelligence, ability, or talent of an individual or group of people. There are two instruments of test: pre-test and post-test. Pre-test was used to collect the data about students' vocabulary mastery before treatment for experimental and control class. Then post-test was used to collect the data about students' vocabulary mastery after treatments for experimental class and control class, it is aimed to know the effect after giving Blooket Game treatments. In this research, the researcher used a test to collect the data, and gave a test in multiple choices. To analyse the data, the researcher used SPSS 22 Program in statistical calculations to test the normality, homogeneity of the data, and hypotheses test. For the hypotheses test in this research, the researcher used analysis of t-test.

### 3. Result and discussion

In processing the data, firstly the researcher collects the data of students' vocabulary mastery through pre- test and post-test. The students divided into two groups: VII-A as a control class and VII- B as an experimental class. The result of pre-test and post-test each class can be shown in following table:

Table 2. Description of Data Statistics

	N	Minimum	Maximum	Mean	Std.Deviation
Pre-test Experiment	28	32	72	53.86	11.339
Post-test Experiment	28	68	96	81.71	8.105
Pre-test Control	28	32	72	52.71	11.317
Post-test Control	28	60	88	72.57	6.947
Valid N (listwise)	28				

Based on the result of pre-test at the experimental class, the lowest score is 32 and the highest score is 72, the total score is 1508, and the mean score is 53.86. Meanwhile, the result of pre-test in the control class, the lowest score is 32, the highest score is 72, the total score is 1476, and the mean score is 52.71. Furthermore, the result of Post-test at the experimental class, the lowest score is 68, the highest score is 96, the total score is 2288, and the mean score is 81.71. meanwhile, the result of post-test at the control class, the lowest score is 60 and the highest score is 88, the total score is 2032, and the mean score is 72.57. To analyse the data, the researcher used SPSS 22 Program in statistical calculations to test the normality, homogeneity of the data, and hypotheses test. For the hypotheses test in this research, the researcher used analysis of t-test.

#### Normality Test

The normality test is used to determine whether the distribution of the data is normally distributed or not. The researcher analyses the normality test in Kolmogorov Smirnov with SPSS 22 program by comparing the sig. value with  $\alpha = 0.05$ . the criteria of normality of the distribution as follow:

If sig.value  $\geq \alpha 0.05$  = it indicates the distribution of the data is normally distributed

If sig.value  $\leq \alpha 0.05$  = it indicates that the distribution of the data is not normally distributed

**Table 3. Test of Normality**

Class		Kolmogorov-Smirnov			Shapiro-Wilk		
		Statistic	Df	Sig.	statistic	Df	Sig.
The Result Students	Pre-test of Experiment	.100	28	.200*	.964	28	.422
	Post-test of Experiment	.152	28	.094	.939	28	.102
	Pre-test of Control	.150	28	.108	.951	28	.214
	Post-test of Control	.153	28	.090	.954	28	.150

Based on the data above, it can be seen that sig.value (0.200, 0.094, 0.108, and 0,090) are higher than  $\alpha = 0.05$ . it means that all of the data is normally distributed.

### Homogeneity Test

Homogeneity is used to see the quality of variance. Larson (in Rohim 2022, p. 196)) stated that variance is a number that measure the average square distance from the mean to any point. So, it measures dispersion around the mean and standard deviation is just square root of this number. According to the Larson, homogeneity can be calculating the mean of two past-tests. The criteria are as follow:

If sig.value  $\geq \alpha = 0.05$ : it indicates the variance of the data is homogeneous

If sig.value  $\leq \alpha = 0.05$ : it indicates the variance of the data is not homogeneous

**Table 4. Both classes Pre-Test of Homogeneity Test**

Lavene Statistic	df1	df2	Sig.
.021	1	54	.885

Based on the data above, it showed that the result of pre-test of both classes with sig.value  $0.885 \geq \alpha = 0.05$ . it can be concluded that variant of both pre-tests is homogeneous. It means that the data is from equal population.

**Table 5. Both classes Post-Test of Homogeneity Test**

Lavene Statistic	df1	df2	Sig.
1.578	1	54	.214

Based on the table above, it showed that the result of post-test of both classes with sig.value  $0.214 > \alpha = 0.05$ . it can be concluded that variant of post-test both classes is homogeneous and the result of homogeneity test is accepted. It means that the data from equal population.

### Hypotheses Test

Based on the Arikunto (in Nadia et al., 2022, p. 170) stated that the hypotheses is a temporary answer to the research problem until it is proven through the data collected.

**Table 6. Paired Sample Test**

		Paired Differences					t	Df	Sig (2-tailed)
		Mean	Std Deviation	Std Error Mean	95% Confidence Interval of the Difference				
					Lower	upper			
Pair 1	Pre-test Experimental	-27.857	6.665	1.26	-30.44	-25.273	-22.12	27	.000
	Post-test Experimental								
Pair 2	Pre-test Control	-20	7.221	1.365	-17.2	-17.2	-14.66	27	.000
	Post-test Control								

Based on the data above, so it could be concluded that:

Is there any effect of Blooket Game towards students' vocabulary mastery at the seventh-grade students of SMP-IT Mathlaa'ul Anwar Malingping in Academic Year 2023/2024?

The statistical hypotheses as follow:

**Ha:** there is a significant effect of Blooket Game towards students' vocabulary mastery at the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping in Academic Year 2023/2024

**Ho:** there is no significant effect of Blooket Game towards students' vocabulary mastery at the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping in Academic Year 2023/2024

The criteria are as follow:

If sig.value  $\geq \alpha = 0.05$  (Ho is accepted and Ha is rejected) If

sig.value  $\leq \alpha = 0.05$  (Ha is accepted and Ho is rejected)

Based on the data above, it can be concluded that sig.value is  $0.000 \leq \alpha = 0.05$ . so Ha is accepted and Ho is rejected. It means, there is a significant effect of Blooket Game towards students' vocabulary mastery.

#### 4. Conclusion and Suggestion

Based on the research's interpretation and analysis of the data, it is clear that there is a significant effect of Blooket Game towards students' vocabulary mastery at the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping in Academic Year 2023/2024. It could be seen that t-count = - 22.12 and significant value (p-value) =  $0.000 < \alpha = 0.05$ . so, Ha is accepted and Ho is rejected. This indicate that teaching vocabulary by using Blooket Game is significantly improves students' vocabulary mastery at the seventh-grade students of SMP-IT Mathla'ul Anwar Malingping Lebak-Banten in Academic Year 2023/2024. As a result, the null hypotheses (Ho) is rejected; while the alternative hypotheses (Ha) is accepted. However, Blooket Game is one of interesting way in teaching and learning vocabulary because it could motivate the students in learning English.

This research showed that the implementation of Blooket Game could improve students' vocabulary mastery. There were following suggestion offered.

##### For the teacher

The teachers have to consider the students' needs and interests for the teaching and learning. the teacher who uses Blooket Game hopes to prepare this game first, so that learning activities is easier for students to understand and becomes interests. The teachers should create interesting way in teaching learning and motivate the students to be active.



### For the students

The researcher hopes, the students to be more active in learning, especially in learning English vocabulary. A further effort needs to be made by the students to encourage themselves in mastering vocabulary without worries in making mistakes and the students have to prepare first the material that will be delivered by the teacher.

### For the next researcher

The next researcher should examine Blooket Game as a teaching media, the researcher hopes to prepare this game first. The next researcher should examine new ways of Blooket Game in studying other language components such as reading, writing, grammar, etc.

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