

The Use of Educandy Application in Increasing Students' Vocabulary Mastery

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Abstract: This study aims to know specific strategies for using Educandy during English language instruction to improve students' vocabulary mastery in grade VIIA students of SMP Plus Raudlatut Tholabah for the 2023-2024 school year. The sample used was 18 students. The method used in this study is the Classroom Action Research method. The instruments of this study are vocabulary tests, observation sheets, and questionnaires. This learning media is implemented in the classroom using the school's Chromebook for two cycles. The success criterion in this study was an average score of 85 points. Learning media increases students' vocabulary mastery in two cycles. In cycle 1, the average score obtained by students is 84 points; in cycle 2, the average score obtained is 93 points. Educandy learning media has been proven to increase vocabulary mastery. This can be seen after conducting 2 research cycles with results above the success criteria with electronic media. It was found that students' ability to use technology, with technical fluency in using technology, did not make students feel bored while learning in the classroom.

Keywords: Educandy; Vocabulary Mastery; Learning Media

INTRODUCTION

Language plays a crucial role in our everyday existence, serving as a fundamental element of communication among individuals. People employ various languages, acquiring and utilizing them in diverse locations through different methods. One of the examples used by people to interact with each other is English. According to (Fahrany) stated that English, serving as an official second language, exerts influence across various dimensions of people's lives. Proficiency in English is crucial due to its impact on communication. Proficiency in English demands competence in skills such as listening, speaking, reading, and writing. (Andriani & Sriwahyuningsih, 2019) It is stated that English encompasses several fundamental elements, comprising vocabulary, grammar, pronunciation, and spelling. Skills and linguistic components mutually support and strengthen each other.

As well known, the field of education has undergone substantial changes in tandem with the advancements in information technology. Incorporating technology in the learning process is becoming more prevalent, providing teachers and students access to a vast array of learning resources and tools. Learning applications now play a crucial role in the contemporary education landscape, not only altering the methods through which students gain knowledge but also offering innovative and interactive approaches to facilitate teaching and learning. In particular, vocabulary is essential to learning a language. Therefore, to pique students' interest in learning English, particularly when it comes to vocabulary, teachers should use engaging and creative resources (Mashrabovna & Kizi, 2023)

Vocabulary requires more than memorizing words; it involves understanding their contextual usage. Proficiency in using vocabulary precisely and variedly is a vital component of overall language competence. A mastery of vocabulary empowers individuals to articulate ideas clearly and comprehend the communication of others. An extensive vocabulary enables the construction of diverse sentences and facilitates more effective information organization. Despite its significance, vocabulary acquisition is only sometimes straightforward. Students often struggle to recall new words, grasp their meanings, and use them accurately in sentences. Technology has played a crucial role in easing vocabulary learning in the digital era. Educandy applications like Educandy employ innovative approaches, incorporating interactive elements, games, and creative features to enhance students' vocabulary mastery.

Educandy is emerging as one of the learning applications that offers an innovative approach to improving the learning process, especially in the context of language learning. According to (Ulya, 2021), Educandy is a web application that generates quizzes. Anyone can create and participate in this quiz, all under the motto of "making learning sweeter." This application is crafted to infuse excitement and interactivity into the learning experience, presenting Educandy concepts through diverse creative features. Educandy incorporates interactive elements and games strategically aimed at boosting student engagement. Adopting a more enjoyable approach, the app can kindle students' interest and encourage active participation in the learning journey.

Furthermore, according to (Fitriati, et al., 2021), (Saputri et al., 2023), and (Ulya, 2021), this application has several benefits, such as teachers can design and create question banks related to academic material, improve students' interest and enthusiasm in working on the question, increase students' learning motivation and so on.

Some studies related to this research about using Educandy to help students improve their vocabulary achievement have been conducted by other researchers before. This study investigates the usage of Educandy media during the COVID-19 pandemic as a substitute for conventional game-based learning. Using questionnaires and exam questions, the researchers employed a quantitative approach to measure the learning outcomes of 20 students at Ash Shoheh 2 Citeureup Vocational High School. According to the study, Educandy media efficiently encouraged students and increased their enjoyment of learning English, making it a more engaging Educandy game. According to the research, Educandy media can be a valuable tool for raising student learning standards during a pandemic (Saputri et al., 2023). The second is investigating the effectiveness of using Educandy in enhancing English vocabulary mastery among seventh-grade students at MTs. Safinatul Huda 02 Karimunjawa. The research used an experimental design with multiple-choice and essay questions. The results showed a significant difference in mean scores between the experimental and control classes, indicating that Educandy can improve students' vocabulary mastery (Khoirunnusa et al., 2023). The study concluded that using Educandy can significantly enhance students' vocabulary mastery.

Based on the description above, with the advancement of information technology, the field of education has undergone a significant transformation, giving students access to a wide range of Educandy resources and tools. Knowledge of vocabulary is essential for understanding communication, ideas, and creating various sentences. However, digital apps like Educandy use interactive elements, games, and creative features to help students master their vocabulary. Some researchers focus on measuring the effectiveness of Educandy applications in English language learning, but no researchers focus on improving vocabulary. Therefore, this study focuses on increasing English vocabulary by using interactive learning media to overcome problems in the classroom, such as learning that looks boring with the lecture method.

METHOD

To make this research more understandable, the researcher employed classroom action research, a strategy teachers utilize to improve student learning outcomes and teaching techniques. (Mills & Gay, 2019) declare that the goal is to give researchers and educators a way to address common issues in their environments. Thus, classroom action research was a good fit for this study's goal of improving the English language learning process and identifying issues that students have to make learning the language more accessible, particularly regarding vocabulary acquisition. Using the Educandy program, the researcher could methodically investigate how particular teaching techniques can aid students in learning vocabulary during English language training. Based on the findings, the teaching strategy could then be modified. According to the explanation, the general research, which covered problem identification, action planning, action implementation, observational activities, and reflection, was centered on action research in the classroom.

Research design

The Classroom Action Research (CAR) approach is an action research technique used by educators or researchers in the context of classroom instruction to enhance the environment and caliber of instruction in the classroom. Several spiral cycles that refer to the Kemmis and McTaggart models are used in CAR. The four steps of the Kemmis and McTaggart model cycle design are planning, acting/implementing, observing, and reflecting. Following the stage of reflection, data analysis and evaluation are done to decide what will happen next in the following cycle (Izzah & Zaitun, 2015) (Siregar, 2013). The following figure illustrates the four steps that help overcome language mastery difficulties.

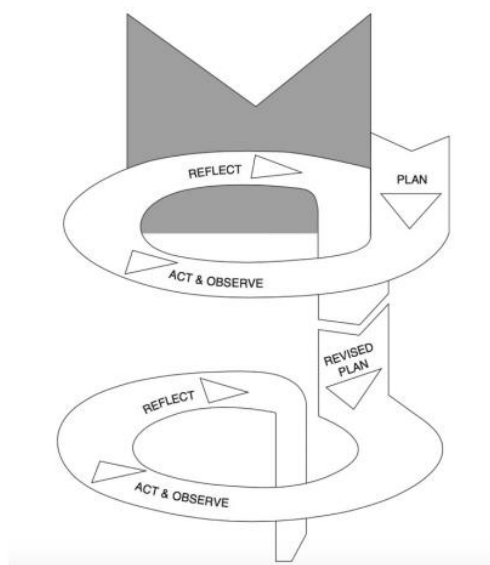


Figure 1: Action Research by Kemmis and McTaggart
(Kemmis & McTaggart, 2007)

Population, Sample, Sampling

The subjects of this study were 22 female grade VII students of SMP Plus Raudlatut Tholabah. Based on observations made by researchers at SMP Plus Raudlatut Tholabah, the learning process carried out by teachers before the action (pre-cycle) is more likely to be conventional, and students are less interested in following it. Thus, student acceptance of the subject matter becomes less than optimal.

Intervention Procedure

Classroom Action Research (CAR) is a research methodology educators use to enhance classroom teaching and learning processes. Classroom action research usually involves several processes, including defining the research topic, choosing the objectives, choosing the research sample, planning the study, gathering and analyzing data, and applying the findings (Khasinah, 2013) (Bancin, Darwin, & Siagian, 2019). Typically, the research is carried out in cycles that include preparation, execution, observation, and reflection (Khasinah, 2013). Although the precise methods and processes may differ, the overall goal is to resolve problems that come up in the classroom and enhance instructional strategies.

Preliminary study

One important component in learning English is vocabulary mastery. Some students of SMP Plus Raudlatut Tholabah are less interested in following the learning process because teachers are more likely to be conventional. However, with the advancement of technology, learning apps like Educandy offer an engaging and interactive way to help students improve their vocabulary mastery.

Planning

Apply vocabulary learning using game techniques, compile vocabulary learning materials with the theme of the learners to be taught, distribute LKS, organize various activities, namely classically, individually, and in groups, increase learning interaction and use of English in class, and manage classes optimally.

Acting/Implementing

This research was implemented during school hours. In the second semester of the academic year 2023/2024, researchers acted out the study process using the Educandy application.

The researcher opened the class by introducing some material related to guessing vocabulary, which was related to the subject to be taught. The researcher then explained how to play using the Educandy application. The students just opened and focused on the Educandy platform, and they directly answered in the Educandy application.

Observing

In the classroom action research method, observation is observing or recording something using all the sensory devices. Observation is carried out to measure individual behavior or the process of occurrence of an activity. In classroom action research, observation must be made directly by the researcher to measure the success process of an action. (Purnomo, 2011)

Reflection

In classroom action research, the reflection phase is crucial in the investigation process. The objective is to ascertain whether the vocabulary improves the caliber of instruction in the classroom. To reflect, researchers evaluate several factors, including vocabulary guessing skills, the usage of electronic media, and learning results while applying the Educandy application to learning.

Instrument

Research instruments are tools used to collect data for a study. According to (Widayati, 2008) claims that gathering data is the fundamental goal of conducting research and that data collecting is the critical source

of research. In the context of studies on vocabulary acquisition using the Educandy program, tools like questionnaires, vocabulary tests, and observation sheets can be used. Questionnaires gather opinions and firsthand accounts about Educandy, while vocabulary tests assess students' proficiency before and after using the program. Observation sheets track student engagement and behavior.

RESULTS AND DISCUSSION

Cycle 1

The vocabulary test in the first cycle will be conducted on April 29, 2024. Researchers conducted this test to determine the extent of vocabulary skills in class VII A at SMP Plus Raudlatut Tholabah. This test is carried out after students learn to use Educandy learning media.

The results of the analysis for vocabulary classification are as follows: the calculation formula is taken from the average score of students

$$X = \frac{\sum x}{n} \qquad X = \frac{1525}{18} = 84$$

X = average rating

$\sum x$ = The Total of students' scores

N = number of students

Based on the calculation above, the average score in cycle 1 is 84 points; it shows that the implementation of cycle 1 has yet to succeed in adding that the average value in cycle 1 has increased from the previous value in the preliminary study value. By using Educandy learning tools, many students actively participate in the learning process. However, some students still need clarification about answering questions because they must consider explanations during learning. In addition, joint discussion sessions help students think critically. These results suggest that electronic-assisted learning can help improve vocabulary; thus, electronic assistance can be considered an appropriate tool for teaching English. Researchers also show the results of cycle 1.

Here are the results of learning vocabulary classification in cycle 1.

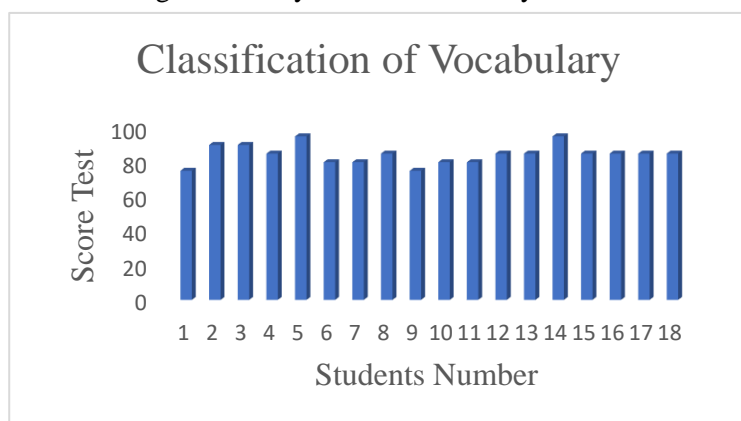


Figure 2: the students' score in cycle 1

It was found that students had several perceptions of Educandy learning media when learning English in the classroom. The questionnaire distributed covered various aspects of perception. The results are shown below.

Table 1. Questionnaire result cycle 1

No	Statement	Strongly Disagree	Disagree	Agree	Strongly Agree
1	The experience of using the Educandy application is enjoyable in learning English.	0%	0%	55,6%	44,4%
2	The use of the Educandy application helps you understand English subject matter better.	0%	5,6%	38,9%	55,6%
3	The Educandy app is very effective in improving your understanding of English vocabulary.	0%	5,6%	16,7%	77,8%
4	The Educandy application makes the learning process more interactive and exciting.	0%	5,6%	33,3%	61,1%
5	The Educandy app is very easy to use.	0%	11,1%	66,7%	22,2%
6	I recommend the Educandy app I use to others.	0%	0%	77,8%	22,2%

The percentage of answers given by respondents is shown in the figure above. This relates to student comments about how Educandy is a helpful learning tool for improving English vocabulary in the classroom. The first question showed that 55.6% of students agreed and 44.4% strongly agreed with the statement stating, "The experience of using Educandy is very enjoyable ."The second question showed that 5.6% of students disagreed, 38.9% agreed, and 55.6% strongly agreed with the statement, "The use of Educandy helps students understand vocabulary well." The third question showed that 5.6% disagreed, 16.7% agreed, and 77.8 strongly agreed with the statement, "Educandy is very effective in improving student understanding." The fourth question stated that 5.6% disagreed, 33.3% agreed, and 61.1% strongly agreed that using Educandy makes learning more exciting and interactive. The fifth question stated that 11.1% disagree, 66.7% agree, and 22.2% strongly agree that the Educandy app is easy to use. The last statement states that 77.8% agree and 22.2% strongly agree to recommend the Educandy application to others for learning media.

Observations during the first cycle show excellent student attendance, with 22 fully present. Most actively participate in class discussions, with 19 actively participating. As indicated by quizzes, most students demonstrate a good understanding of the material. Teachers' friendly and supportive approach encourages active participation and technology use, resulting in positive interactions.

Cycle 2

The tests performed in cycle 1 are conducted at the last meeting of the learning cycle. In this study, the first cycle did not reach the success criteria with 84 points, but researchers continued on cycle 2 to get higher points. Here are the results of cycle 2 in applying learning media using Educandy.

The results of the analysis for vocabulary classification are as follows: the calculation formula is taken from the average score of students.

$$X = \frac{\sum x}{n} \qquad X = \frac{1675}{18} = 93$$

X = average rating

$\sum x$ = The Total of students' scores

N = number of students

The result of cycle 2 is 93 points. It shows that learning media using Educandy can make students active in learning and is very effective. These results also show that electronic assistance increases students' vocabulary, which means that electronic assistance meets students' needs in learning English.

Here are the results of learning vocabulary classification in cycle 2.

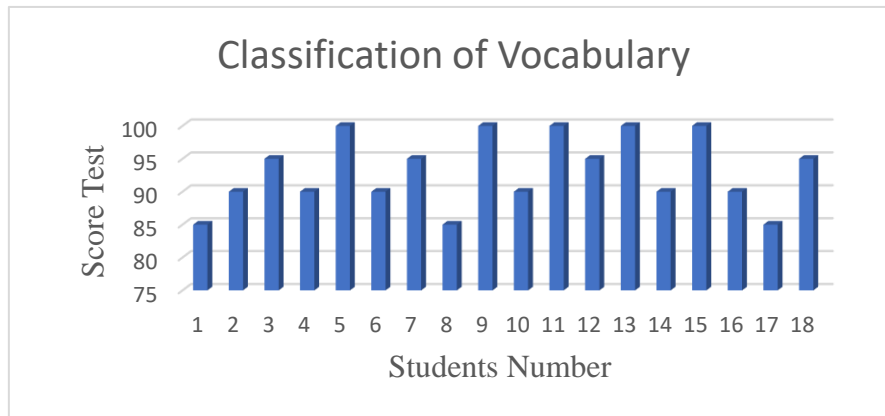


Figure 3: the students' score in cycle 2.

In cycle 2, there are different student perceptions from the previous cycle of Educandy learning media when learning English in class. The questionnaire distributed was the same as the questionnaire in cycle 1. The results shown in cycle 2 are in the table below.

Table 2: Questionnaire result cycle 2

No	Statement	Strongly Disagree	Disagree	Agree	Strongly Agree
1	The experience of using the Educandy application is enjoyable in learning English.	0%	0%	55,6%	44,4%
2	The use of the Educandy application helps you understand English subject matter better.	0%	0%	38,9%	61,1%
3	The Educandy app is very effective in improving your understanding of English vocabulary.	0%	5,6%	66,7%	27,8%
4	The Educandy application makes the learning process more interactive and exciting.	0%	5,6%	22,2%	72,2%
5	The Educandy app is very easy to use.	0%	5,6%	61,1%	33,3%
6	I recommend the Educandy app I use to others.	0%	0%	66,7%	33,3%

The percentage of answers respondents gave in cycle 2 is similar to that of the first cycle. The content of this questionnaire relates to students' comments on how Educandy is a helpful learning tool to improve English vocabulary in the classroom in this second cycle. The first question showed that 55.6% of students agreed and 44.4% strongly agreed with the statement stating, "The experience of using Educandy is very pleasant." The second question showed that 38.9% of students agreed and 61.1% strongly agreed that using the Educandy application can help students better understand English vocabulary. The third question showed that 5.6% disagreed, 66.7% agreed, and 27.8 students strongly agreed that the Educandy app was very effective in helping students increase their vocabulary. The fourth question showed that 5.6% disagreed, 22.2% agreed, and 72.2%

agreed that Educandy apps make learning more enjoyable. The fifth question was that 5.6% disagreed, 61.1% agreed, and 33.3% strongly agreed that the Educandy application is easy to use. Lastly, 66.7% of students agree, and 33.3% strongly agree that the Educandy application is highly recommended to others for learning media.

As a result of observations made during the second cycle, the attendance rate of students was excellent at the first meeting of the cycle. Attendance rates dropped at the second cycle meeting, with 18 of the 22 students present and 4 students who did not attend giving confirmed reasons for illness. In this cycle, most students participate in classroom learning. Most students demonstrate that they understand the material and instructions provided. The results of the daily quizzes show that 80% of students have scores above 80. Students become more interested in learning with Educandy, which makes learning more accessible and easy to understand.

According to classroom action research, researchers found that technology can help learning using Educandy to increase vocabulary. Using games for practice questions can strengthen memory when guessing or answering questions physically involved with the media. As a result, these researchers reduced English learning difficulties, especially vocabulary acquisition, by using this classroom action research.

Discussion

This chapter discusses using Educandy learning media to improve the speaking skills of SMP Plus Raudlatut Tholabah students in grades VII-A. Based on the results of two cycles of research use, this study shows that Educandy learning media can improve the vocabulary skills of grade VII A students. Researchers will discuss what grade VIIA students of SMP Plus Raudlatut Tholabah learned from the results of cycles 1 and 2. Then, it shows that the Educandy App helps students learn English well by improving their vocabulary. This platform allows students to learn language learning.

CONCLUSION

Based on the results of tests, questionnaires, and observation sheets given by researchers after conducting analysis, it can be concluded that the use of Educandy media to teach English at SMP Plus Raudlatut Tholabah went smoothly and very well. In addition, this medium is considered more fun and engaging for students to use. This impacts students who are more motivated to learn in school. The use of Educandy media is also considered more effective in increasing student understanding. The results showed that using Educandy press is very helpful for students in learning English in class.

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