

## Creating an Education Game Using Wordwall: An Interactive Learning Media for English Language Teaching (ELT)

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### ABSTRACT

Wordwall is a web-based educational game to create fun quiz-based games. This research describes the creation of an educational game (quiz) by using Wordwall as an interactive learning media for English Language Teaching (ELT). This research is descriptive qualitative research. The analysis shows that creating/making an interactive English quiz with Wordwall is easy. We type in the browser and click <https://Wordwall.net>. Look in the upper right corner, if we have an account, click Log In, while if we do not have an account, click Sign Up. Fill in the requested personal data, namely Email address, password, confirm password, and location/country. We tick "I accept the terms of use and privacy policy". Click Create Our First Activity Now. There are 18 available templates for free. Select one of the Quiz templates. Fill in the title of the activity/quiz and start filling in the questions and answers. Add an image by clicking on the image icon. Wordwall provides the images we need. Add a question for adding the next question. We can add up to 100 questions. We can choose the theme, font, and time and we can also change the quiz template. Click share to share the quiz with students.

**Keywords:** *English Language Teaching (ELT), interactive learning media, learning media, Wordwall*

### INTRODUCTION

In the world of education, the use of various learning support media is unavoidable (Mujahidin et al., 2021). Technology and information are developing rapidly, capable of bringing the world of education to move in a more advanced direction, information and communication are increasingly accessible, especially in the world of education (Khoriyah & Muhid, 2022). Technology and information can help the learning process carried out by educators to expedite teaching and learning activities and to make it easier for educators to adapt to something

learning system. It is necessary to engage in innovative learning to both advance and simplify the learning process. so that teachers are forced to be inventive by employing technology as a medium that will contribute to the achievement of learning goals.

According to Pamungkas et al. (2021), the problems that are often faced in the world of education are weak learning processes. In the process of teaching and learning activities, more students learn in theory, which causes boredom in students. More in-class learning is directed at the child's ability to

understand the subject matter. While the theory learned by students lacks application in everyday life. It is finally because students do not understand the subject matter. In teaching and learning activities, teacher presence is expected to be a determining factor in developing potential and student creativity. So that students can have more knowledge not only of theory but can practice useful for the future.

The use of media in education as a means of improving the quality of education is very important in the learning process (Fitria, 2022c). The use of learning media can help the process of student learning in teaching and learning which in turn can enhance the learning outcomes that he achieved. The use of instructional media can foster students' interest in learning new things in the learning material delivered by the teacher so that it can be easy to understand. Because engaging learning materials can serve as a learning stimulant for students. The benefits of learning media are expected to be motivating students to independent, creative, effective, and efficient learning.

Aside from that, media learning is anticipated to reduce student saturation because the majority of teachers use a face-to-face (lecture) method, which causes students to become weary and bored, thereby decreasing their enthusiasm and motivation. Learning media can be used as a tool in learning activities. This statement is supported by Pradani (2022) that Wordwall learning media is one of the interactive media that is easy to use and can increase student interest and motivation in learning. Wordwall learning media can be used as one of

the media used in online learning as it is today. In addition to being easy and cheap to use, this media also has many choices in presenting material and questions. So that educators can use other choices as another variation in packing other subject matter. Fun and varied media will make students more active and more motivated to participate in the learning process. The results of the study indicate that there is a change in attitude that occurs in students after learning to use word wall media (Nissa & Renoningtyas, 2021).

Learning media is one of the most important factors in determining the success of the learning process because it can directly provide students with their learning dynamics (Nuraeni et al., 2023). Learning media can be used as a means to provide educational material delivered by the teacher to students. While the method learns to organize on organizing teaching materials and delivery strategies. The use of media will support the teaching and learning process carried out. Learning variations can be displayed easily by utilizing this learning media. The expansion of this interest is strongly supported by existing educational resources.

The existence of learning media will stimulate students to be active and creative in the teaching and learning process so that the optimization of students' abilities will be easily achieved with optimal learning. Mastery of the material is easier and student learning maturity increases. The use of learning media in the delivery of subject matter will motivate students to be more interested in the lessons to be delivered. The use of learning media will lead to the enthusiasm of

students as long as their use is appropriate and follows the topic being delivered.

Educators must be creative and innovative in their use of all available learning media to prevent students from becoming tired of learning activities. Teachers must be inventive when conveying their knowledge (Fitria, 2021b). The teacher must package learning into a game. Games are played primarily for entertainment, and fun, but can also serve as a means of training, education, and simulation (Sentani et al., 2022).

Wordwall is an application that can be used to create interactive learning media. Wordwall is a web-based application that can be used to construct learning materials such as assessments, matchmaking, pairing, anagrams, random words, word searches, and classification, among others. Interestingly, in addition to providing online access to the media they have created, users can also download and print it. This application provides free access to dozens of activity templates, and users can easily transition from one activity template to another. Teachers can also assign their materials.

As a response to the influence of technology and information in education, we must be up to date in choosing learning media. The use of appropriate learning media will affect maximum learning outcomes. Educators can utilize educational digital media for educational quizzes, reflections, fun games, and simple games to facilitate the delivery of teaching materials (Fitria, 2022b). Making the teaching and learning process more interesting and not boring is the most challenging thing

for many educators. This is what makes educators get an additional burden so they can present their lessons so that they can be interesting and not make students bored and feel bored. There are various kinds of digital applications that you can use in learning. Call it the Kahoot.id, Quizizz, Google Form, Educandy, and Wordwall platforms. One application that can be used to create interactive learning media is Wordwall (Priyono et al., 2023).

Rahardhian (2023) states that Wordwall comes from English, the word means word, and wall means wall. Wordwall is an application that was created to be able to improve student's vocabulary mastery. It is undeniable, that Wordwall is an interactive medium that can make learning more interesting. Wordwall too can be used to enhance learning activities in groups without having to meet face-to-face so that learning can be done actively. In addition, word walls can also be used to improve the reading and writing skills of learners. Educators can create Wordwalls to become material references.

Based on the results of the study from Arimbawa (2021), the application of interactive Wordwall named Qugamee (Quiz and Educational Games) makes learning higher quality, more fun and interesting, can stimulate students' cognitive development, and students respond well to its application in learning science-physics. Wordwall platforms offer various models of educational games for free or paid. Although the provided version is paid, those who will only take advantage of the version free already have more than enough (Marlena, 2021). Besides excellence from an

economic point of view, this platform supports a wide range of use of foreign languages. Wordwall Application-Based Learning can increase cognitive creativity as seen from the excellent learning outcomes of English subjects for students who use these learning media (Novyanti et al., 2022).

Wordwall offers various types of interesting educational games that can be adjusted according to age and subject matter (Yoga, 2022). Wordwall is an application in the form of a digital platform with web-based which has a role in belong educators in the new situation faced today. Wordwall can become a forum for educators to create more innovative and creative as well as fun for learners, so students have an interest in the following era and learning the new normal without boredom. This is caused by the many interesting features that become templates in this application. Besides that, Wordwalls can also be used to evaluate the comprehension of students of the material provided by the educator (Rahardhian, 2023).

Wordwall ([Wordwall.net/](http://Wordwall.net/)) is a web application that contains educational games based on interesting quizzes. Educators can create various quiz models according to creativity (Mudrikah et al., 2022). This web-based application can be used to create a variety of learning materials, including assessments, matchmaking, pairing, anagrams, arbitrary words, word searches, and so on (Akbar et al., 2022).

Wordwall is an interactive game that can be selected by the teacher to test the intelligence of their students. games that are made to be played offline with printable facilities provided. In addition, Wordwall also

supports sharing games to various social media platforms and embedded code. Through Wordwall, we can design our online games or use the games already available on the system (Yunita & Indrajit, 2022). Wordwall has fulfilled the requirements of the gamification element because in it there are level elements that must be completed by each player, completion of the mission/challenge which is the question submitted by the teacher, points, and rewards as rewards for activities what players have done (Fitria, 2022d, 2022a).

There are several previous studies related to the use of Wordwall in teaching and learning activities. Rochmada & Suprayitno (2022) develop learning media Wordwall educational activities for fourth-grade historical heritage resources. The research employs the ADDIE paradigm of development, which consists of five stages: analysis, design, development, implementation, and evaluation. The results of the media validation test are 89.3 percent, while the results of the material validation test are 88.0 percent. Students in the fourth grade were subjected to media tests based on the results of questionnaires yielding an 83.5 percent response rate. Based on the validation test and trial results, it can be concluded that the Wordwall educational game learning media is feasible and effective for elementary school students to use in learning historical heritage materials. Inayati et al. (2023) developed the material and media expert validation questionnaires regarding educational quizzes and games of Wordwall showing an average feasibility percentage of 77.67 % and 74.67 %, respectively.

respectively, which is classified as "Feasible." Utilized techniques for data analysis include feasibility percentage analysis and correlation analysis. The outcomes demonstrated that the product development of exams and educational activities utilizing Wordwall in online learning and the absolute value equation for the linear form of class X was feasible. The implication is that the developed educational games and quizzes can be used as instructional materials, and instructors are encouraged to create additional educational games and quizzes. Parisa et al. (2023) state that quizzes and educational games using Wordwall have been developed following the ADDIE Model which includes five steps, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The results of the validation show that (1) material experts assess the development of this media as very feasible with an average percentage of 77%, and (2) media experts obtain an average percentage of 77.33% with proper qualifications. At the implementation stage, it obtained an average score of in the limited trials 78.67% (including the very interesting category) and the main field trials 84.14% (including the very interesting category); and obtained a positive and significant correlation between student response questionnaire scores and learning outcomes through quizzes ( $r = 0.641$  significant at the 5% significance level). The implication. Quizzes and games produced through this research can be used as learning tools. Therefore, it is recommended that teachers develop quizzes and games using the Wordwall

application for other materials., Wildan et al. (2023) state that (1) the product produced is GAULL (Wordwall Educational Game), a website-based educational Wordwall game presented in the form of a link combined with PowerPoint, (2) GAULL learning media has met the criteria validity (validation by material experts by 88% and media expert validation by 90%), practicality (obtained a score of 90%), and effectiveness (obtained a score of 0.93). The GAULL learning media that has been developed meets the aspects of validity, practicality, and effectiveness, and is intended for educators to use this media for 5th-grade students at SDIT Bina Insani on geometry material.

All previous studies above only focus on paradigm development which consists of five stages: analysis, design, development, implementation, and evaluation. The researcher is interested to simulate and describe how to create an educational game (quiz). Therefore, the objective of this research is to describe the creation of an educational game in the form of a quiz by using Wordwall as an interactive learning media for English Language Teaching (ELT).

## METHOD

This research is descriptive qualitative research. This type of qualitative descriptive research is to describe existing phenomena or facts, both natural and human-made. (Fitria, 2021). Qualitative research deepens and improves process use precisely by requiring more judgments and interpretations (Goodyear et al., 2014). In this research, the researcher describes the research result descriptively. In this

research, the method of collecting data is by using documents. Document analysis is a methodical procedure for reviewing or evaluating printed, electronic (computer-based), and Internet-based documents (Fitria, 2021a). In this research, the researcher simulates and describes the creation of a quiz (educational game) by using an app named Wordwall (<https://wordwall.net>). The method of analyzing data uses qualitative analysis including reducing data, displaying data, and conclusion as stated by Miles et al. (2018). During data reduction, data collected in the field through observation are summarized, selected, and focused on important points. After the data has been condensed or summarized, it is then presented by using a picture/figure. At the stage of data description, researchers draw conclusions supported by substantial evidence.

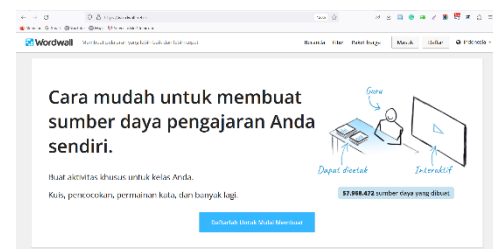
## FINDINGS AND DISCUSSION

This research describes the creation of an educational game in the form of a quiz by using Wordwall as an interactive learning media for English Language Teaching (ELT).

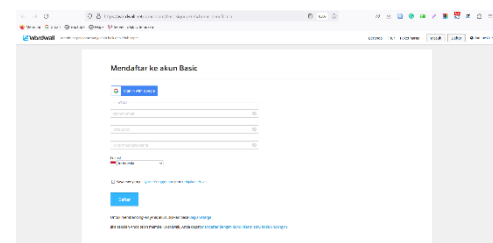
### Findings

The steps to start creating/making an educational game (interactive quiz) with this Wordwall are easy, namely as follows.

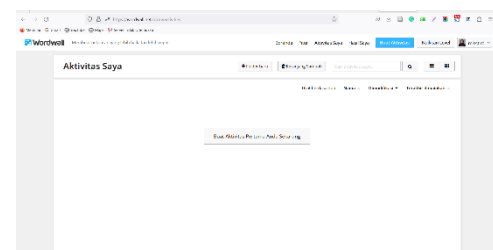
1. Type in our browser and click the link <https://Wordwall.net>
2. Look in the upper right corner, if we already have an account, click Log In, while if we do not have an account, click Sign Up.



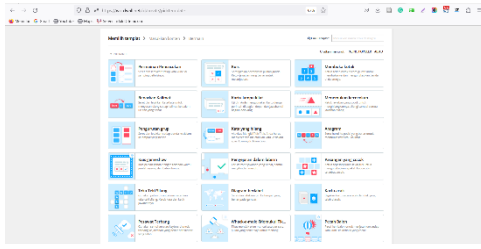
3. Fill in the requested personal data, namely Email address, password, confirm password, and location/country. We tick "I accept the terms of use and privacy policy".



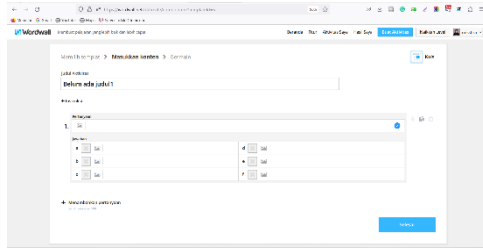
4. Next, click Create Our First Activity Now.



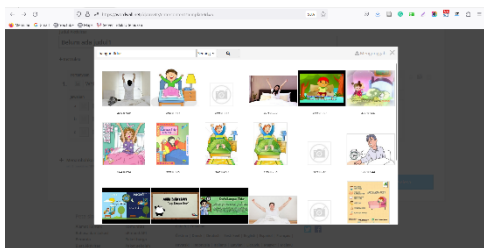
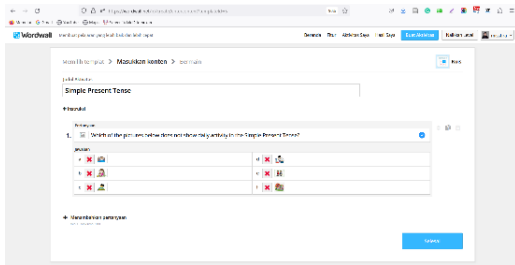
5. Select the template we want, we can choose one of the Quiz templates. There are 18 available templates for free in Wordwall such as Matching Game, Quiz, Open the Box, Justify Sentences, Flash Card, Find a Match, Group Sorting, Missing Word, Anagram, Game Show Quiz, The Chase in the Maze, Matching Pair, Crossword Puzzle, Labeled Chart, Random Card, Whack-a-Mole and Balloon Burst.



6. Fill in the title of the activity/quiz and start filling in the questions and answers.



7. We can add an image by clicking on the image icon. We do not have to search for images in our browser and copy them because Wordwall provides the images we need.



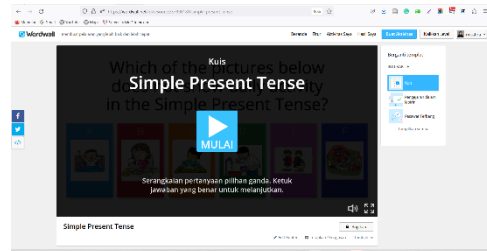
8. To add the next question click to add a question. Add questions according to the desired amount. We can add up to 100 questions.

9. After finishing adding all the questions and answers, check again

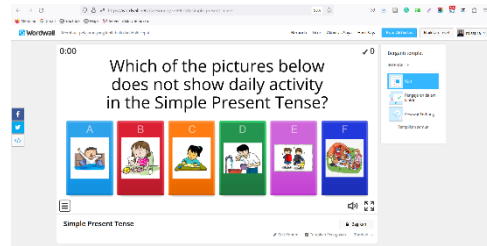
to see if there are any errors or not. Then click done.

10. We can choose the theme, font, and time and we can also change the quiz template.

11. Click Share to share the quiz with students.



12. Choose relevant keywords and click publish.



### Discussion

The steps to start making educational games with this Wordwall are easy. To use the Wordwall application, Register an account at <https://Wordwall.net/>. Click Sign Up then enter our name, email address, password, and location. Select Create Activity then select one of the provided activity templates. Write down the title and description of the game. Type the content of teaching materials according to the type of game we want. In some types such as quizzes, we are allowed to upload images. Click Done when finished. The application is ready to be used and distributed to students. Click share and click publish then later we just have to copy the link and share it with our students.

Media Wordwall is media that can be used for language learning (Pamungkas et al., 2021). A Media Wordwall is a collection of words displayed on a classroom wall, bulletin board, or blackboard. The words are inscribed in large font so that they are visible from every student seat. Teachers and students frequently referred to these terms throughout a variety of activities. The learning process using this media is more focused on emphasizing the child's full understanding of the vocabulary given through media Wordwall. The meaning is made as clear as possible through explanations from the teacher's media Wordwall. It also describes tools for teaching vocabulary that can help the teacher choose vocabulary for the Wordwall in the class to be studied. (Idrus et al., 2021) prove the effective use of Wordwall media to add to the vocabulary of students.

A classroom's Wordwall is a systematized compilation of vocabulary displayed in large letters and affixed to the wall (Agustina et al., 2022). Wordwall is an educational tool that must be utilized, not just displayed or viewed. This media can be designed to enhance group study activities and engage students in production and use activities. Students' English vocabulary will increase considerably through the use of Wordwall without their having to rely on a dictionary or the teacher's explanation of each word. A vocabulary is a collection of words whose meanings are known and can be used by a language user. A person's vocabulary is the set of all the words he or she understands or all the words he or she understands

that are likely to be used by that person to form new sentences (Agustina et al., 2022). This is evidenced by Emaliana et al. (2022) that in vocabulary learning, the Wordwall is known to have a purpose to effectively improve students' vocabulary mastery.

The Wordwall application has been developed for a long time as a website-based program to create various views such as quizzes, word scrambles, and other games that contain educational content. In addition, this website-based application also has many conveniences apart from having access to media games that have been made online, games that have been made can also be printed conventionally. As an application that was developed specifically to make simple games that are more aimed at education, Wordwall also makes it easy for its users in terms of designing and create themes for educational games that they want to make.

Wordwall is a web-based educational game that is used to create fun quiz-based games. On Wordwall, teachers can create various types of games education with various themes ranging from quizzes, matches, find the match, and others (Arni, 2021). Games that have been made, can be shared and shared on various types of platforms. In addition, there are at least 18 special templates for making games that can be chosen by teachers in making and designing an educational game that is interesting, including attractive, to attract students' interest in completing the games that have been made while at the same time inserting educational messages in each game. Another advantage is that



apart from being able to be played online, educational games made through Wordwall can also be played offline, making it easier for students to complete the game process without having to be hampered by the availability of an internet network.

In general, the games developed at Wordwall are more educational games with a quiz model but are presented attractively through various cute characters. By making educational games through this Wordwall as well, teachers can design models of learning approaches that are more interesting as well as different, especially in assessing each student in the learning process. Interesting learning material design will increase our confidence in learning. In addition, a colorful screen display accompanied by a pleasant background song will make it easier for students to remember teaching material. Through interesting games, the classroom atmosphere becomes more interactive, students become enthusiastic about the material provided. Therefore, the ability to make games or learning games is needed by educators in learning.

The features or types provided include match up, quiz, random wheel, open the box, group short, find the match, random cards, matching pairs, missing word, unjumble, anagram, labeled diagram, gameshow quiz, word search, whack-a-mole, maze chase, true or false, flip tiles. The many types of educational games provided by Wordwall allow us to present educational games in learning with various types that are suitable for each element (material) that we study. This of course will create a

different atmosphere in every lesson we do.

Besides having various types of games, using the Wordwall game application is also very easy, that is, We only have to have an account because the Wordwall application is a web-based application. With Wordwall, we can set the level of the game we make and adjust it to the target audience or game players, in this case, students. In addition to these benefits, the Wordwall Educational game, which is an online game application, makes it very simple for us to play it, namely by allowing us to share a link that students use on their laptops and mobile devices.

One of the benefits of Wordwall is that it is free for fundamental features and offers a variety of templates. In addition, created games can be sent directly via WhatsApp, Google Classroom, and other platforms. This software provides a variety of activities, including crosswords, puzzles, and random cards, among others. The activities can also be printed in PDF format, making it simpler for students with network issues to access them. Wordwall can facilitate student comprehension of online content and is simple to use for assessing student achievement.

Wordwall's straightforward appearance makes it simple for educators and students to use; in addition, the supplied features include a variety of free templates, and students can immediately take assessments without having to create an account first. Noviana et al. (2022) state that Wordwall games can provide learning that is more meaningful and easy to follow by elementary school students, especially low-grade students, and

themes that can be adapted to learning styles. The assignment mode can be implemented in the Wordwall software, so students can access it themselves through their own smartphone devices at home. Wordwall is one of the learning media that we use to increase students' interest in learning. By increasing students' interest in participating in the learning process, it is hoped that it can improve student learning outcomes which is one of the goals of the learning process.

By varying the methods and teaching styles, students become unsaturated during learning. The use of applications such as Wordwall opens up space for students to be creative and innovative during learning. In addition, an unsightly display of learning will increase the authority and trust of educators in the classroom. One of the efforts to create fun learning as above is to utilize the features in Wordwall as an educational game. The following are five functions and advantages of Wordwall as an educational game in learning.

1. Stimulate the development of thinking power and sensitivity of students. Game models such as filling in gap sentences, matching games, game show quizzes, anagrams, and matching pairs can increase students' sensitivity to teaching materials. The application of Wordwall is very relevant to learning grammar, educational texts, and grammar. However, of course, it can be applied to various other subjects.
2. Creating an interesting, creative, and innovative play environment. Screen displays that can be varied accompanied by

interesting background sounds make students enthusiastic about learning. In addition, from the point of view of educators, Wordwall can show your authority and confidence in learning. From the student's point of view, an attractive learning environment provides comfort and flexibility in following the lesson.

3. Improving logic and understanding of learners. Missing word games, true or false, group sorting, and random cards can improve students' cognitive abilities. They find it easier to respond to exposure to teaching materials. Students are encouraged to think logically and efficiently during learning.
4. Interactive two-way educational media. Using Wordwall is related to the occurrence of two-way interaction between educators and students. This interaction makes it easy for students to convey their aspirations and views on learning. Class dynamics like this make the class atmosphere come alive.
5. Benchmarks for assessment and ability of learners. Quiz and game features determine right or wrong and can be used as assessment material for educators. Afterward, evaluate the effectiveness of applying the learning method. Thus, you get a new way of testing students' abilities differently.
6. Embed in website. Using HTML code fragments, Wordwall exercises can be embedded on other websites. This operates similarly to the video embedding feature on YouTube and Vimeo, allowing you to include

interactive content on your website. This is an excellent method to improve your blog or the virtual learning environment (VLE) at our school.

While, the disadvantage of Wordwall games, is that when used at a basic level it is prone to cheating, the font size cannot be changed and the size of the user's writing cannot also change the size of the writing. This platform is more suitable for elementary-level education because the learning material is not too complex, so it is not suitable for learning material that is too complex and requires deep understanding.

## CONCLUSION

The steps to start creating/making an educational game (interactive quiz) with this Wordwall are easy, namely as follows. 1) Type in our browser and click the link <https://wordwall.net>. 2) Look in the upper right corner, if we already have an account, click Log In, while if we do not have an account, click Sign Up. 3) Fill in the requested personal data, namely Email address, password, confirm password, and location/country. We tick "I accept the terms of use and privacy policy". 4) Click Create Our First Activity Now. 5) Select the template we want, we can choose one of the Quiz templates. There are 18 available templates for free in Wordwall such as Matching Game, Quiz, Open the Box, Justify Sentences, Flash Card,

Find a Match, Group Sorting, Missing Word, Anagram, Game Show Quiz, The Chase in the Maze, Matching Pair, Crossword Puzzle, Labeled Chart, Random Card, Whack-a-Mole and Balloon Burst. 6) Fill in the title of the activity/quiz and start filling in the questions and answers. 7) Add an image by clicking on the image icon. We do not have to search for images in our browser and copy them because Wordwall provides the images we need. 8) Add a question for adding the next question. questions added according to the desired amount. We can add up to 100 questions. 9) After finishing adding all the questions and answers, check again to see if there are any errors or not, then click done. 10) We can choose the theme, font, and time and we can also change the quiz template. 11) Click share to share the quiz with students. 12) Choose relevant keywords and click publish.

Wordwall is an interesting application on the browser. This application specifically aims to be a fun learning resource, media, and assessment tool for students. The Wordwall page also provides examples of teacher creations so that new users get an idea of what kind of creations they will create. Educational game Wordwall can be interpreted as a web application that we use to make fun quiz-based games.

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