

# CHAPTER I

## INTRODUCTION

### 1.1 The Background of the Study

Education is the process of changing the attitudes and behaviors of individuals or groups in an effort to mature humans through teaching, training, processes, and educational methods. Education is one of the main elements in shaping individuals who are qualified and highly competitive (Mardhiyah et al., 2021). In general, everyone has the right to receive educational opportunities with the aim of acquiring knowledge and skills. Knowledge can be obtained from various sources, especially through learning in schools. In today's digital era, knowledge can be easily accessed in many ways, one of which is by utilizing technology. Technology is a scientific method used to achieve practical goals or applied science. It can also be understood as any means used to provide goods necessary for the sustainability and comfort of human life. The use of technology in education is crucial for organizing effective learning in schools.

Technology's role is not limited to the social environment but is also important in the educational context, where students need access to various sources of knowledge and information from the internet (Meilinda, 2018:56). One of the tools that has been increasingly developed and used in education is digital media. Digital media is a learning tool created through digital technology that can help make the teaching and learning process more effective and efficient. Digital technology simplifies all the necessary tasks involved in the teaching process, as well as the outcomes of the learning process (Ula, S., Afifa, A. N., & Azizah, S. A., 2021). Technology-based learning provides students with a different experience, where they are no longer entirely dependent on teachers during the learning process (Rahmanita, F., 2020). For instance, technology-based learning can be achieved through the use of learning media. Learning media in today's digital era has greatly evolved and has proven to have significant benefits for education. Digital technology has opened up new opportunities in the learning process, and one interesting tool in this regard is Wordwall (Lailia et al., 2023).

Wordwall is a digital media tool used in education to help educators create fun and varied learning activities, making the learning process more interactive, effective, efficient, and engaging in the classroom. Wordwall is a technology-based learning platform that provides various tools, such as word games, puzzles, and other interactive activities (Sari et al., 2023).

This web-based digital media can be used to create learning materials such as quizzes, matching games, pairing activities, anagrams, random words, word searches, grouping, and more. Interestingly, in addition to allowing users to share the media they have created online, these materials can also be downloaded and printed on paper. This digital media offers 18 free templates that can be easily accessed, and users can quickly switch between activity templates with just one click, making it a highly useful resource for educators. The easy-to-use features and quick feedback can enhance student motivation and participation during learning. This media is especially valuable in high schools, where it can be challenging to keep students engaged as their learning experiences evolve and they exhibit varying levels of involvement. It helps students participate and collaborate more effectively. Wordwall is also accessible on various digital devices such as computers, tablets, and smartphones, providing students the flexibility to learn anytime and anywhere, whether in the classroom or at home. However, there are challenges to using digital tools like Wordwall effectively. Variations in the technical skills of students and teachers, limitations in the paid version beyond the 18 templates, and potential issues with devices and internet access can impact how well the tool functions. It is important for both educators and students to understand how to use Wordwall effectively and troubleshoot any problems that may arise.

At UPT SMP Negeri 37 Medan, we observe that many educators still use traditional teaching methods as usual. This method is also known as the conventional teaching model. Generally, traditional teaching methods rely on simple approaches, such as the lecture method. The lecture method is a monotonous teaching approach that focuses on the educator as the primary source of information during lessons. Typically, the teacher explains the material directly to students without using technology-based learning tools, such as Wordwall and others. As a result, the teacher appears more active than the students. Educators play a crucial role in the learning process. However, the continued use of the

lecture method can make students feel bored, preventing them from fully absorbing the material. This type of teaching approach is less engaging and effective, which leads to shallow and narrow learning outcomes. This issue is reflected in the limited use of various digital media, such as educational videos, interactive simulations, and e-learning platforms, which provide students with a more dynamic and engaging learning experience (Fatimah, 2023).

Based on the results of pre-research observations of Class 7H students at UPT SMP Negeri 37 Medan, it was found that many students showed a lack of interest in learning when traditional teaching methods were used. Among them, many students felt bored and disengaged, lacked enthusiasm for learning, and had low levels of interaction or feedback during the lessons. Therefore, considering the importance of student enthusiasm and motivation as key factors for achieving success in learning, the author is interested in researching: "The Implementation of Wordwall as a Digital Learning Tool to Increase Student Motivation in Class 7H at UPT SMP Negeri 37 Medan."

This study will examine how Wordwall is used as a digital tool to help Class 7H students at UPT SMP Negeri 37 Medan stay motivated in their learning. The study aims to understand students' perspectives on the implementation of Wordwall during the learning process. Additionally, it will explore how the use of Wordwall affects student engagement and learning outcomes throughout the learning process, and aims to provide concrete evidence regarding the contribution of Wordwall in creating a more positive and meaningful learning experience for both educators and students.

## **1.2 The Problem of the Study**

Based on the background of the study above, the problem of the study as the following:

- a. How are students' perceptions of the use of Wordwall in class 7H UPT SMP Negeri 37 Medan?
- b. How does the use of Wordwall affect the involvement and learning outcomes of students in class 7H UPT SMP Negeri 37 Medan?

### **1.3 The Objectives of the Study**

In relation with the problem of the study above, the objectives of the study are :

- a. To determine the perception of Class 7H students regarding the use of Wordwall as a digital learning tool in the classroom.
- b. To assess the impact of Wordwall usage on student engagement in learning activities, particularly in terms of student participation, focus, and enthusiasm for the subject matter.
- c. To evaluate whether the use of digital media, specifically Wordwall, can improve student learning outcomes by providing direct learning experiences through the platform.
- d. To identify the challenges that students or teachers may face when using Wordwall, such as technical limitations, device access issues, or difficulties in understanding how to use the platform.

### **1.4 The Scope of the Study**

This study will examine the use of Wordwall as a digital learning tool in the classroom to enhance students' learning motivation in Class 7H at UPT SMP Negeri 37 Medan. The study will also explore how the use of Wordwall influences students' perceptions, engagement, progress, as well as their desire and motivation to learn. Additionally, the study will assess the impact of Wordwall on students' learning outcomes throughout the learning process. Data will be collected through classroom observations, analysis using questionnaires, and pre-test and post-test assessments. Video recordings will also be used as documentation to support the findings from the analysis of the use of Wordwall as a digital learning tool. This study will focus solely on the use of Wordwall in one class and will not compare it with other digital learning tools.

### **1.5 The Significances of the Study**

This research has important benefits for different people involved in education:

- a. For Teacher:

The findings of this study can help teachers stay updated on technological advancements and use tools like Wordwall effectively to enhance student learning. Teachers can also leverage this research to develop innovative and engaging teaching methods that improve student outcomes.

b. For Student:

The use of Wordwall can increase student motivation, making learning more engaging and enjoyable. With higher motivation, students are likely to have a better understanding of the subject matter and achieve improved academic performance.

c. For Schools:

This study can assist schools in enhancing the quality of education by incorporating modern technology into the curriculum. It also helps prepare students for future digital challenges by integrating technology into their learning experiences.

d. For Researchers:

This research contributes to the field of education, particularly in the areas of technology and learning. The findings can serve as a foundation for more in-depth studies on Wordwall and other digital learning tools.