

CHAPTER I

INTRODUCTION

Student interaction and participation in class are key to successful learning. Interaction is the process of socializing, expressed through actions. Individuals involved in interaction are those who reciprocate actions with one another. Interaction can be understood as the relationship between individuals. It occurs when the behavior of one individual influences, or is influenced by, the behavior of another individual (Thibaut & Kelley, 1959).

Meanwhile, Participation refers to an individual's engagement in a situation, whether mentally, intellectually, or emotionally, which drives them to contribute toward the achievement of predetermined goals and to assume responsibility for the activities associated with reaching those goals (Syamsuddin Adam in Prasetya 2008:54). In class, Student participation reflects their active involvement in various learning activities, such as discussions, asking questions, sharing ideas, and group work (Cothran & Ennis, 2000).

The use of learning media in schools is often underutilized. Many teachers depend primarily on textbooks, which can make learning less effective and contribute to students feeling bored. This boredom can result in students becoming disengaged, inactive in class, and reluctant to participate in their education.

Bamboozle is an interactive digital platform designed to support learning through educational games. With proper use, this platform can be a useful tool to improve the quality of learning in the classroom. *Bamboozle* enables teachers to create engaging and dynamic classroom environments, fostering active student participation. With features such as interactive quizzes and group games, *Bamboozle* aligns well with strategies aimed at increasing student engagement.

Characteristics of *Bamboozle* in Learning:

Gamification-Based: It uses game elements to enhance students learning motivation.

Interactive and Collaborative: It encourages students to actively participate through team based games.

Easily Accessible: No login is required for students and it can be accessed from various devices (computers, tablets, or smartphones).

Flexible: It can be used for different subjects and educational levels.

Bamboozle has several advantages over other learning platforms like Quizizz and Kahoot, especially in interaction and game variety. Here are some key benefits:

1. **Team-Based Play** – Bamboozle is designed for team play, encouraging student collaboration, unlike Kahoot and Quizizz, which focus on individual speed-based games.
2. **Unique Game Options** – It offers different game formats, including strategy elements like "power-ups" that can change the game.

3. Free with Many Features – The free version has many features, while Kahoot and Quizizz often limit access in their free versions.

The researchers have determined and believe that *Bamboozle* is a suitable learning medium to enhance interaction and participation among students. This is supported by the gamification theory by Kapp (2012):

1. Gamification increases learning motivation by applying game elements, such as competition, rewards, and challenges.
2. *Bamboozle*, as a gamification platform, encourages students to participate more actively through interactive and score-based games.

UPT SMP Negeri 37 is one of state schools located in Medan, North Sumatra. This school implements both of the curriculum which is K-13 and Merdeka curriculum. At this school, English is taught as a subject; however, students still struggle with it. The authors observed this firsthand during their Field Teaching Practice at the school. Through observations and discussions with the English teacher, it became evident that students lacked motivation to learn English. Many students found the subject difficult, became easily bored, and often checked their watches to see when the lesson would end. Their interaction and participation in class were also minimal. In response to this, the authors decided to introduce *Bamboozle* as a way to engage students and improve their involvement in the learning process.

But before doing the research, the researcher searched for some references that were relevant to the research. One of the studies published in 2022, which related to this research "Literature Review: *Bamboozle* as an interactive learning media" A literature analysis on *Bamboozle* shows that this platform, with its gamification approach, significantly enhances students' learning outcomes and conceptual understanding across various subjects. In other words, the significant improvement in learning outcomes indicates that student interaction and participation also increase.

Considering these key issues, the researcher find effective solutions to enhance interaction and participation of students by using *Bamboozle*. *Bamboozle* is considered to be effective in enhancing interaction and participation because it engages users through interactive gameplay, fosters collaboration, provides instant feedback, and makes learning fun and competitive, keeping participants actively involved. Therefore, the author conducted this study entitled "The implementation of Bamboozle to enhance interaction and participation of Grade 7 students at UPT SMPN 37 Medan."

1.2 Identification of The Research

In accordance with the research background as described above, the researcher found the problems are:

1. Students have lack motivation to learn English.
2. Students show low interaction and participation in learning activities.
3. There is a lack of interactive teaching strategies to engage students effectively.

1.3 Research Problem

1. Why the Interaction and participation low in class?

2. How does the implementation of Bamboozle influence student interaction and participation in Grade 7 at UPT SMP Negeri 37 Medan?

1.4 Objective of The Research

The main objectives of this study are:

1. To examine the effectiveness of Bamboozle in increasing student interaction in the classroom.
2. To assess how Bamboozle impacts student participation in learning activities.

1.5 Scope of The Research

The research focuses on the use of *Bamboozle* as the primary interactive learning tool.

1.6 Significance of The Research

This research benefits both readers and the author. For readers, especially teachers, it provides insights into how *Bamboozle* can improve student participation and offers new teaching strategies using gamification. It also serves as a reference for future studies on interactive learning. For the author, this research expands knowledge of gamified learning, enhances research skills, and contributes to better teaching methods.