

**THE EFFECT OF BAAMBOOZLE PLATFORM ON VOCABULARY
ACHIEVEMENT OF THE 7TH GRADE STUDENTS IN SMPN 3
BANJARMASIN**

SARJANA'S THESIS

NOOR SYIFA

REG. NUMBER: 2110117220017



**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF LAMBUNG MANGKURAT
BANJARMASIN**

2025

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ACHIEVEMENT OF THE 7TH GRADE STUDENTS IN SMPN 3
BANJARMASIN**

***SARJANA'S* THESIS**

**Presented to Faculty of Teacher Training and Education as a Partial
Fulfilment of the Requirements for Completing the *Sarjana Pendidikan*
Program in English Language Education Study Program**

NOOR SYIFA

REG. NUMBER: 2110117220017

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FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF LAMBUNG MANGKURAT
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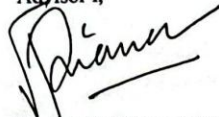
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LETTER OF APPROVAL

LETTER OF APPROVAL

This is to certify that the Sarjana's thesis proposal of Noor Syifa reg. number 2110117220017 entitled "THE IMPACT OF BAAMBOOZLE PLATFORM ON VOCABULARY ENRICHMENT OF 7TH GRADE STUDENTS IN SMPN 3 BANJARMASIN" has been approved by the advisors for oral examination.

Banjarmasin, 30 September 2024.
Advisor I,



Dr. Novita Triana, S.Pd., M.A.
NIP. 197411192000122001

Second Advisor II,



Dr. Jumariati, M.Pd.
NIP. 19760806200112 2 002

Approved by:
Coordinator of English Language Education Program,



Dr. Moh. Yamin, M.Pd
NIP. 19800716 201012 1 003

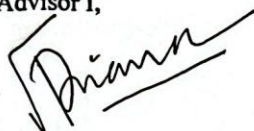
REVISION APPROVAL FORM

The undersigned hereby declares that:

Name : Noor Syifa
Student's ID : 2110117220017
Degree : Bachelor of Education
Study Program : English Language Education
Thesis Title : The Effect of Baamboozle Platform on Vocabulary Achievement of the 7th
Grade Students in SMPN 3 Banjarmasin

Has completed the revision of the thesis manuscript in accordance with the suggestions given by the Examiner Board, therefore, this thesis is ready to be submitted for the Research Result Seminar.

Banjarmasin, Juni 2025
Advisor I,



Dr. Novita Triana, S.Pd., M.A.
NIP. 197411192000122001

Second Advisor II



Dr. Jumariati, M.Pd.
NIP. 19760806200112 2 002

Approved by:
Coordinator of English Language Education Program,



Dr. Moh. Yamin, M.Pd.
NIP. 198007162010121003

**REVISION APPROVAL FORM
RESEARCH RESULTS SEMINAR**

The undersigned hereby declares that:

Name : Noor Syifa
Student's ID : 2110117220017
Degree : Bachelor of Education
Study Program : English Language Education
Thesis Title : The Effect of Baamboozle Platform on Vocabulary Achievement of the 7th Grade Students in SMPN 3 Banjarmasin

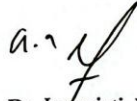
Has completed the revision of the thesis manuscript in accordance with the suggestions given by the Examiner Board therefore, this thesis is ready to be submitted for the thesis examination.

Banjarmasin, July, 2025
Advisor I,



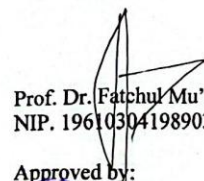
Dr. Novita Triana, S.Pd., M.A.
NIP. 197411192000122001

Advisor II,



Dr. Jumariati, M.Pd.
NIP. 19760806200112 2 002

Examiner,



Prof. Dr. Fatchul Mu'in, M.Hum
NIP. 196103041989031003

Approved by:
Coordinator of English Language Education Program,

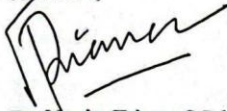


Dr. Moh. Yamin, M.Pd
NIP. 19800716 201012 1 003

LETTER OF APPROVAL

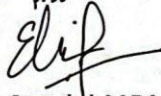
This is to certify the *Sarjana*'s Thesis of Noor Syifa, Reg. Number 2110117220017 entitled "The Effect of Baamboozle Platform on Vocabulary Achievement of the 7th Grade Students in SMPN 3 Banjarmasin" has been approved by the Board of Examiners as the requirement for completing *Sarjana Pendidikan* Program in English Language Teaching.

Banjarmasin, July, 2025
Advisor I,



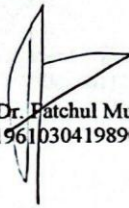
Dr. Novita Triana, S.Pd., MA.
NIP. 197411192000122001

Advisor II,
a.n. Prodi



Dr. Jumariati, M.Pd.
NIP. 197608062001122002

Examiner,



Prof. Dr. Patchul Mu'in, M.Hum.
NIP. 196103041989031003

Approved by:
Secretary of English Language Education Program,



ABSTRACT

Noor Syifa. 2024. *The effect of Baamboozle Platform on Vocabulary Achievement of the 7th Grade Student in SMPN 3 Banjarmasin*. Sarjana's Thesis. English Language Education, Lambung Mangkurat University, Banjarmasin. The first advisor: Dr. Novita Triana, S.Pd., M.A., the second advisor: Dr. Jumariati, M.Pd.

Keywords: baamboozle, gamification, teaching vocabulary, vocabulary achievement.

Vocabulary plays a vital role in learning English and is essential for effective communication. However, many seventh-grade students at SMPN 3 Banjarmasin struggle with vocabulary due to traditional and monotonous teaching methods, which hinder their language development and classroom participation. As digital technology and gamification grow in popularity, platforms like Baamboozle present new opportunities for enhancing vocabulary learning.

This study aimed to investigate the effect of the Baamboozle platform on students' vocabulary achievement. A quasi-experimental design with a quantitative approach was employed. Seventy-two seventh-grade students were selected through cluster random sampling and divided into two groups: an experimental group taught using Baamboozle and a control group taught using Kahoot. Both groups completed a vocabulary pre-test and post-test. The data were analyzed using the Mann-Whitney U test in SPSS version 26.

The results showed that the experimental group achieved significantly higher post-test scores than the control group, with a significance value of 0.000 ($p < 0.05$). This indicates that Baamboozle had a positive effect on vocabulary achievement. The findings suggest that Baamboozle enhances student engagement and supports better vocabulary retention, making it a useful tool for English language instruction.

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This thesis was certainly not perfect. Therefore, any constructive feedback and suggestions for improvement are highly appreciated. It was sincerely hoped that this research may provide a valuable contribution to the development of English language teaching, especially in vocabulary learning through digital media.

Banjarmasin, 2025

The Researcher

TABLE OF CONTENT

LETTER OF APPROVAL.....	i
ABSTRACT.....	v
ACKNOWLEDGMENT.....	vi
TABLE OF CONTENT.....	ix
LIST OF TABLES.....	xii
LIST OF FIGURES.....	xiii
LIST OF APPENDICES.....	xiv
CHAPTER 1.....	1
INTRODUCTION.....	1
1.1 Background of the Study.....	1
1.2 Statement of the Problem.....	5
1.3 Objective of the Study.....	5
1.4 Scope of the Study.....	5
1.5 Significance of the Study.....	6
1.5.1 Theoretical Significance.....	6
1.5.2 Practical Significance.....	6
1.6 Hypothesis.....	7
1.7 Definition of the key terms.....	7
CHAPTER II.....	9
REVIEW OF LITERATURE.....	9
2.1 Gamification in The Teaching of English.....	9
2.1.1 Types of Gamifications in Education.....	12
2.2 Baamboozle Platform.....	13
2.2.1 Definition of Baamboozle.....	13
2.2.2 Features of Baamboozle.....	14
2.2.3 How to Create a Learning Game using Baamboozle Platform.....	16
2.2.4 Benefits of Using Baamboozle.....	17
2.3 Kahoot Platform.....	18
2.3.1 How to Create a Learning Game using Kahoot Platform.....	19
2.4 The Comparison Between Baamboozle and Kahoot Platform.....	20
2.5 Vocabulary.....	22
2.5.1 The definition of Vocabulary.....	22

3.5.2 Vocabulary Achievement.....	23
2.5.3 Teaching Vocabulary	24
2.5.4 Teaching Vocabulary in Junior High School.....	25
2.5.5 Teaching Vocabulary with Baamboozle.....	26
2.6 Previous Studies	28
CHAPTER III	32
METHODOLOGY.....	32
3.1 Approach and Type of Research	32
3.2 Subject of the Research	34
3.2.1 Research Population	34
3.2.2 Research Sample.....	35
3.3 Research Instrument	37
3.3.1 Writing Test Items	37
3.3.2 Validity of Instrument.....	39
3.3.3 Reliability.....	41
3.5 Data Collection.....	42
3.5.1 Procedure of Data Collection.....	42
3.5.2 Technique of Data Collection	45
3.6 Data Analysis	45
3.6.1 Descriptive Statistic	46
3.6.2 Inferential Statistic	46
CHAPTER IV	49
FINDINGS & DISCUSSION	49
4.1 Description of The Data	49
4.1.1 Teaching Vocabulary in the Experimental Group	50
4.1.2 Teaching Vocabulary in the Control Class.....	52
4.2 Research Findings	53
4.2.1 Descriptive Statistics.....	54
4.2.2 Inferential Statistics	56
4.3 Research Discussion.....	61
CHAPTER V.....	65
CONCLUSION AND SUGGESTIONS	65
5.1 Conclusions	65
5.2 Suggestions.....	65

5.2.1 English Teachers.....	66
5.2.2 Students.....	66
5.2.3 Future Researchers.....	66
REFERENCES.....	67
STATEMENT OF ORIGINALITY.....	71
APPENDICES	72
CURRICULUM VITAE	116

LIST OF TABLES

Table 3.1 The Design of Quasi-Experimental Research.....	34
Table 3.2 The Total of The Population	35
Table 3.3 Diagram of Cluster Random Sampling.....	37
Table 3.4 The Result of Reliability Testing of Pre-Test and Post-Test	42
Table 4.1 The Research Schedule	50
Table 4.2 Sumamary of Vocabulary Test Data	54
Table 4.3 Students' Achievement in Minimum Criteria	55
Table 4.4 The Result of Normality Test.....	56
Table 4.5 Ranks of Wilcoxon Test.....	59
Table 4.6 The Result of Wilcoxon Test	59
Table 4.7 Ranks of Mann-Whitney U Test	60
Table 4.8 The Result of Mann-Whitney U Test.....	61

LIST OF FIGURES

Figure 2.1 Baamboozle Features.....	14
Figure 2.2 Page for Make a New Game.....	15
Figure 2. 3 Classic Game Mode in Baamboozle.....	15
Figure 2.4 Game Settings in Baamboozle’s Bowling Mode.....	16
Figure 2.5 Kahoot Features.....	18
Figure 2.6 Kahoot Platform.....	19
Figure 2. 7 Capaian Pembelajaran of fase D for junior High School Students.....	25
Figure 2. 8 Select a Game Mode.....	26
Figure 2.9 How To Play Baamboozle Game.....	27

LIST OF APPENDICES

Appendix 1: Capaian pembelajaran of Fase D for Junior High School Students .	72
Appendix 2: Blueprint of Vocabulary Achievemnet Test.....	73
Appendix 3: Expert Validation Sheet for Instrument	74
Appendix 4: The Result of Validity Testing	75
Appendix 5: Vocabulary Achievement Test (Pre-Test).....	78
Appendix 6: Vocabulary Achievement Test (Post-Test)	83
Appendix 7: The Test Result of Experimental Group	88
Appendix 8: The Test Result of Control Group.....	89
Appendix 9: Lesson Plan (<i>Modul Ajar</i>)	90
Appendix 10: Documentation	105
Appendix 11: Letter of Research Permit.....	106
Appendix 12: Letter of Advisors Appointment	109
Appendix 13: <i>Sarjana</i> 's Thesis Consultation Record.....	110