A THESIS

META-ANALYSIS : THE EFFECT OF WORD SEARCH, WORDWALL, CROSSWORD, & SCRAMBLE GAMES IN LEARNING ENGLISH VOCABULARY

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Baiq Siti Humaeratul Azizah. 2024. **Meta Analysis : The Effect Of Word Search, Wordwall, Crossword, & Scramble Games In Learning English Vocabulary**

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ABSTRACT

Games are one way to make learning vocabulary fun, especially with attractive games such as Word search, Wordwall, Crossword, and Scramble. By using the meta-analysis research aimed at reviewing the effect of word search games, wordwall, crossword, and scramble games to improve student vocabulary. The results of the research observed as much as 54 eligible data with the number of participants (N), F-count, t-count and r-count. Data analysis conducted with JASP software simulation shows that the effect of Word Search, Wordwall, Crossword, and Scramble for vocabulary learning is 83% significant, that is in the high category. Based on the Forest Plot, Crosswords have the highest influence value of 1.04% more than word search, wordwall, and scramble this indicate that Crossword games are more effective in learning vocabulary. Subsequently, viewed from the variety of participants, participants with less than (40) have the highest effect with an estimate value of (1.009). The results of this research provide strong evidence regarding the effect of the games in improve students' vocabulary learning. The practical use of these findings can be maximized by educators and adopt policies in designing more effective learning to improve students' vocabulary in learning English.

Keywords: Vocabulary, Game, Word Search Game, Wordwall, Crossword, Scramble

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ABSTRAK

Permainan merupakan salah satu cara untuk membuat pembelajaran kosakata menjadi menyenangkan, terutama dengan permainan menarik seperti Word Search, Wordwall, Crossword, dan Scramble. Dengan menggunakan penelitian meta-analisis yang bertujuan untuk meninjau efek permainan word search, wordwall, crossword, dan scramble dalam meningkatkan kosakata siswa. Hasil penelitian mengamati sebanyak 54 data yang memenuhi syarat dengan jumlah partisipan (N), F-count, t-count, dan r-count. Analisis data dilakukan dengan simulasi perangkat lunak JASP yang menunjukkan bahwa efek Word Search, Wordwall, Crossword, dan Scramble terhadap pembelajaran kosakata signifikan sebesar 83%, yang masuk dalam kategori tinggi. Berdasarkan Forest Plot, Crosswords memiliki nilai pengaruh tertinggi sebesar 1,04% lebih tinggi daripada word search, wordwall, dan scramble yang menunjukkan bahwa permainan Crossword lebih efektif dalam pembelajaran kosakata. Selanjutnya, dilihat dari variasi partisipan, partisipan dengan jumlah kurang dari (40) memiliki efek paling tinggi dengan nilai perkiraan (1,009). Hasil penelitian ini memberikan bukti yang kuat mengenai efek permainan dalam meningkatkan pembelajaran kosakata siswa. Penggunaan praktis dari temuan ini dapat dimaksimalkan oleh pendidik dan menerapkan kebijakan dalam merancang pembelajaran yang lebih efektif untuk meningkatkan kosakata siswa dalam pembelajaran Bahasa Inggris.

Kata kunci : Vocabulary, Game, *Word Search Game, Word Wall, Cross Word, Scramble.*

CHAPTER I

INTRODUCTION

This chapter presents the research background of the study, the statement of the problem, the objective of the study, the significance of the study, and scope of the study.

1.1 Background of Study

Vocabulary is a list of words with meanings, which is an important element of language skillability and if people will be mastered vocabulary well, they will speak, listen, read, and write (Amalia et al., 2023; Ngoc Vu et al., 2021; Sadiyah W, Seftiani W, 2019a). In addition, vocabulary is basic component in learning English due to the fact while the students learn English, they must know vocabulary first. If learners can master vocabulary, so they will understand the reading text, they are able to write and they can speak a language (FNW Zaen, F Miftakh, 2022), . Speak a language in learning a foreign language, the main thing that the learners have to know is a vocabulary of the language itself (Noviyanti & Bahri, 2019a).

Vocabulary is an important component for students to learn because includes the content of what they want to say and improves communication (Rosyidi et al., 2022a; Tamba et al., 2022) Therefore, vocabulary cannot

communicate messages or express their views to others, and they are also not able to understand what other say (Rosyidi et al., 2022b). Vocabulary controls everything, everything will be useless if someone does not possess enough vocabulary (Noviyanti & Bahri, 2019b). In addition, a better way and easier to teach vocabulary to students is by using games. Game is one of the effective ways in teaching vocabulary, through the games has become extremely essential since it keeps students interested in what they are learning and encourages them to apply the language creatively and boldly (Noviyanti & Bahri, 2019b; Rohmawati & Masruroh, 2023).

There are so many games that have been research by researcher that we used to improve student's vocabulary. In this research we have select some attractive games that we will research to teach vocabulary, such as word search game, wordwall game, crossword game, and scramble game. Word search games is a type of games that is friendly for students and easiest methods digested by students (Sangia & Tutor, 2022; TN Fitria, 2023). This game is a type of word puzzle that involves searching for words hidden in a grid of letters, which usually has a rectangular or square shape (S Garwan, 2020a).Word search puzzle game aims to foster the students to develop vocabulary and create students feel better in learning process (Fauzani & Ma, 2022; S Garwan, 2020b).

Learning process in class to improve student's vocabulary can also using crossword game. Crossword are a type of game that is related to the formation and discovery of words. By applying crossword puzzle in teaching vocabulary, students will be entertained and stimulated to think of the appropriate words to fill the blank spaces and also the students conducting this study focused on the effect of using crossword (Sunarko et al., 2019; Wefi & Elfiyanto, 2023; Zagoto & Laia, 2022) Crossword puzzle into the learning process can be beneficial in enhancing students vocabulary, provide students opportunities to convey their idea freely, thus gearing them to sharpen communication skill and memory skill (Isnaeni et al., 2023; Nugraha & Wihadi, 2023). Crossword puzzle can train the students brain to recall the new words (Seran, 2021). Word wall is effective learning media that can use by the teacher to create fun and interesting learning activity in learning English (Maindoka et al., 2022; Pradini & Adnyayanti, 2022). Learning English by using the wordwall media students are expected increase the understanding of English vocabulary without always depend on the use of the dictionary or the meaning of the word given by the teacher (M Marhamah, 2020). The teacher can also using scramble game as a strategy in teaching vocabulary effective to make students interesting and fell enjoy to studying the lesson and motivate the students to improve their vocabulary Scramble one of games that is

possible to implement to improve student interest in learning is the scramble words game(Rosanti et al., 2022). This is game is already used in many countries, especially for foreign language, in running the game is plyed by two to four plyers (Sabila & Niswa, 2023).

From All the statements above, the information was gained that a lot of research related to games to improve vocabulary learning especially word search game, wordwall, crossword, and scramble was done in learning. But so far there has been no research that further discusses the significance of the effect of game research which is most effective in improve students vocabulary. In this article, the author explains about the effect of word search, wordwall, crossword and scramble game to improve students vocabulary. In this research, the researcher would like to compare diffrent types of attractive games using meta-analysis data. By conducting a meta analysis of games in vocabulary learning, we can obtain data that indicates which games are the most effective ad suitable for learning vocabulary. In addition, meta-analysis can also serve as a foundation for further research that can continue to enrich our understanding of the use of word search, wordwall, crossword, and scramble games in vocabulary learning.

1.2 Research Question

Which geme is more effective among word search, wordwall, crossword, and scramble games to improve vocabulary in learning English?

1.3 The Objective Study

In relation to the problem statement above, the objective of research is to find out the effect of word search, wordwall, crossword, and scramble games in learning English vocabulary.

1.4 The Significants of Research

The results of this research are expected to be useful for the following :

1. Theoretically

The results from this reseacrh is to inform theories related to learning English vocabulary, improving vocabulary, and the use of games as a learning media.

2. Practically

a. Teachers and Students : After conducting this research, teachers are expected to be able to utilize interesting techniques in teaching vocabulary. Games have been identified as an effective medium for study, improveing students interest and motivation. By making classes more engaging, games allow students to have fun while acquiring new vocabulary.

b. Futher researcher: This study might serve as a resource for scholars who wish to carry out additional research on the subject of the effect of games in learning English vocabulary.

1.5 The Definition of Key Term

Vocabulary

Vocabulary is a list of words with meanings, which is an important element of language skillability and vocabulary is basic component in learning English due to the fact while the students learn English.

Word Search Game

Word search game is a type of word puzzle that involves searching for words hidden in a grid of letters, which usually has a rectangular or square shape.

Crossword

Crossword is a type of puzzle that usually consists of white and black squares arranged in a grid. Each white square must be filled with a letter, and the goal of the player is tofill the squares with letters that form word that match the given clues.

Wordwall

Wordwall is a fun and engaging word game that challenges players to think quickly and creatively. In this game, players are presented with a wall of letters

arranged randomly, and the goal is to form as many words as possible using these letters.

Scramble game

Scramble is an exciting word game where players are given a set of jumbled letters and tasked with unscrambling them to form meaningful words. The challenge is to rearrange the letters in the corresct order to discover all possible words within a time limit.

1.6 Scope of the Study

1. This study delivered about Identify the effect of word search, wordwall, crossword, and scramble games in learning English vocabulary using meta analysis.

2. The results of the research observed as much as 54 eligible data with the number of participants (N), F-count, t-count and r-count.

CHAPTER V

CONCLUSION AND SUGGESTIONS

5.1 CONCLUSION

This chapter present the conclusion of this study.

Based on this research, the study showed that there was the effect of word search, wordwall, crossword and scramble games for vocabulary learning, in the high category with an effect of 83%. From each of these games, researchers found category differences, medium category word searches with an estimate of 0.657, high category word walls with an estimate of 0.823, high category crossword searches with an estimate of 1.038, and finally medium category scrambles with an estimate of 0.664. Based on the Funnel Plot, word search and scramble have the same effect value of 66% and wordwall 82%. Meanwhile, crosswords have the highest influence value of 1.04% this indicate that Crossword games are more effective in learning vocabulary, as they possess the most data and the most comprehensive t-cont. Considering publication years, it is evident that learning vocabulary through word search, wordwall, crossword, and scramble games had a significant effect in 2018 with a high category and an estimate value of 1.068. Whereas the lowest influence is in 2020 with an estimate of 0.532. And finally,

based on the number of participants, participants with less than 40 people have the

greatest influence with an estimate of 1.009.

5.2. SUGGESTIONS

The findings presented in this study significantly contribute to the existing

body of knowledge surrounding the efficacy of incorporating games to enhance

students' vocabulary learning. Through rigorous research and analysis, robust

evidence has been generated, underscoring the positive impact of game-based

approaches on vocabulary acquisition among students. By elucidating the

effectiveness of games in improving vocabulary learning outcomes, this study fills

a crucial gap in educational research and provides valuable insights for

practitioners and policymakers alike. The practical implications of these findings

are manifold and hold immense potential for educational practice. Educators can

leverage this evidence to inform their instructional strategies, integrating game-

based activities more intentionally into their curriculum to optimize vocabulary

instruction. By embracing innovative approaches grounded in empirical evidence,

educators can create dynamic and engaging learning environments that cater to

diverse learning preferences and foster meaningful vocabulary development.

Furthermore, policymakers play a pivotal role in shaping educational initiatives

and curriculum design. In light of the compelling evidence presented in this study,

policymakers are encouraged to prioritize the integration of game-based learning approaches within educational frameworks. By adopting policies that support the implementation of effective vocabulary instruction through games, policymakers can contribute to the enhancement of language learning outcomes on a broader scale, thereby empowering students to achieve greater proficiency in English and beyond.