

## THE BENEFITS OF WORDWALL GAMES FOR TEACHING AND LEARNING MANDARIN LANGUAGE

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### **Abstract**

This article aims to discuss the application of the benefits of the wordwall game as an innovative learning alternative for Mandarin language subjects. In the digital era, the integration of technology in learning is becoming increasingly important to increase student engagement and learning outcomes. One tool that stands out in the context of learning Mandarin is wordwall, a game-based learning platform that provides various interactive activities. This article aims to explain and evaluate the benefits of using wordwalls in the context of Chinese language teaching and learning. The implementation of online learning is still experiencing problems, especially students' enthusiasm for learning has decreased. To overcome this obstacle, one interesting way to increase student enthusiasm for learning is to use the wordwall game. This wordwall game is an online learning media (E-Learning) which has game, quiz, discussion and survey features. This research examines the wordwall game which has the benefit of being an effective learning medium to increase students' mastery and motivation in learning Mandarin online. Quantitative research with an experimental approach, with a pre-test and post-test design with a control group and an experimental group. Population took 60 students taking MKU Mandarin courses, divided into 2 groups, namely the control group and the experimental group. Data collection for this research used a language mastery test instrument to measure the ability of four aspects of language, namely listening, speaking, reading and writing. To measure the level of student motivation, a questionnaire technique using Google Forms was used. The independent variable is the use of the wordwall game as a learning medium. Mastery of Mandarin and student motivation are the dependent variables. The results of research on learning with wordwall make the learning process easy, fun and can help students understand Mandarin. Apart from that, learning by applying playing techniques using wordwall games is very appropriate for beginner Mandarin learners.

**Keywords:** word wall game ; teaching : learning mandarin

### **Abstract**

Tulisan ini bertujuan membahas penerapan manfaat *game worldwall* sebagai alternatif pembelajaran inovatif untuk mata pelajaran bahasa Mandarin. Dalam era digital,



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integrasi teknologi dalam pembelajaran menjadi semakin penting untuk meningkatkan keterlibatan siswa dan hasil belajar. Salah satu alat yang menonjol dalam konteks pembelajaran Bahasa Mandarin adalah *wordwall*, sebuah platform pembelajaran berbasis game yang menyajikan berbagai aktivitas interaktif. Artikel ini bertujuan untuk menjelaskan dan mengevaluasi manfaat penggunaan *wordwall* dalam konteks pengajaran-pembelajaran Bahasa Mandarin. Pada penerapan pembelajaran secara daring ini masih mengalami kendala terutama pada antusias mahasiswa untuk belajar mengalami penurunan. Untuk mengatasi kendala ini, salah satu cara yang menarik dan menumbuhkan semangat mahasiswa pembelajaran yang dilakukan yaitu menggunakan *game wordwall*. *Game wordwall* ini merupakan media pembelajaran online (E-Learning) yang memiliki fitur game, kuis, diskusi, dan survei. Penelitian ini mengkaji tentang *game wordwall* yang memiliki manfaat sebagai media pembelajaran yang efektif guna meningkatkan penguasaan dan motivasi mahasiswa dalam belajar bahasa Mandarin secara daring. Penelitian kuantitatif dengan pendekatan eksperimental, dengan desain pre-test dan post-test dengan kelompok kontrol dan kelompok eksperimen. Populasi mengambil 60 mahasiswa yang mengambil perkuliaan MKU bahasa Mandarin, dibagi menjadi 2 kelompok yaitu kelompok kontrol dan kelompok eksperimen. Pengumpulan data penelitian ini menggunakan instrumen tes penguasaan bahasa untuk mengukur kemampuan empat aspek kebahasaan yaitu mendengar, berbicara, membaca, dan menulis. Untuk mengukur tingkat motivasi mahasiswa menggunakan teknik angket dengan google formulir. Variabel bebas adalah penggunaan *game wordwall* sebagai media pembelajaran. Penguasaan bahasa Mandarin dan motivasi mahasiswa sebagai variabel tergantung. Hasil penelitian pembelajaran dengan *wordwall* proses pembelajaran menjadi mudah, menyenangkan dan bisa membantu mahasiswa untuk memahami bahasa Mandarin. Selain itu, pembelajaran dengan menerapkan teknik bermain menggunakan *game wordwall* sangat tepat bagi pembelajar pemula bahasa Mandarin.

**Keywords:** game wordwall; teaching ; learning mandarin

## 1. INTRODUCTIONS

Mandarin, as one of the most widely spoken languages in the world, attracts the attention of global students. Teaching Chinese requires an innovative and engaging approach to motivate students. In this context, wordwalls emerge as a promising tool for creating engaging and effective learning experiences. Innovative educational technology has been proven to provide opportunities for students to engage and acquire important skills, knowledge and values. Coskun(2021)

The competencies in learning Mandarin that students need to master are the ability to write, read, listen and speak. Teaching and learning activities are generally supported by books, delivery of material from the teacher, and carrying out written or oral exercises. This kind of learning method is considered very outdated and monotonous, thereby reducing students' motivation to learn. With the development of technology and the internet, it is natural for educators to utilize technology-based online learning applications, one of which is the wordwall game. Romantin(2023)

The wordwall game is an online learning media based on unpaid games, used in teaching and learning activities in order to increase enthusiasm and

provide motivation and results from the student learning process, to stimulate students' interest in reviewing lesson material and conducting group discussions. According to Mei Yan (2018), the wordwall game is able to improve learning outcomes and student motivation.

The wordwall game is an online educational page that is available online so that students involved in this game do not need a new account because it can be accessed directly via a web browser, namely [www.wordwall.net](http://www.wordwall.net) and can download the application on Playstore which is already available on smartphones and can also be accessed from link provided. (Mayang., 2012). based. With an internet network, lecturers and students can access the Wordwall Game page from computers and smartphones anywhere and anytime for free, including all the advanced features available. According to Arsyad (2013), technology-based learning such as computers can stimulate students to learn and do exercises because there are various animations, graphic illustrations and colors that can add realism. Wordwall games can be a means of supporting relevant teaching and learning activities, both at secondary school and college levels. The Wordwall Game page has two website addresses, namely [www.wordwall.net](http://www.wordwall.net) which is specifically for teachers as a place to design online quizzes, discussions or surveys. While the address [www.wordwall.net](http://www.wordwall.net) is the page that students use to take part in game-based learning, the [www.wordwall.net](http://www.wordwall.net) tool can be downloaded easily on each smartphone.

This research focuses on the use of online quizzes on the wordwall game page. How to use the wordwall game as a learning or evaluation medium is very easy. Before using this application, the teacher creates an account first, after creating an account on the wordwall game page he can design an online game by utilizing the existing features. After that, students are directed to log in to the internet network and access the wordwall game page while the learning activity is taking place. The teacher's main device will display questions in the game that have been designed, students can choose the appropriate answer from their smartphone within a predetermined time duration.

The wordwall game page is a technological innovation that makes learning interactive and interesting, and helps teachers make evaluation assessments of students. The wordwall game is an alternative choice from various types of online learning multimedia which makes teaching and learning activities fun and not boring, because this device prioritizes a learning style that involves active relationships between students and their friends in a competitive manner regarding the learning that is being or has been studied. . Apart from that, the online quiz model on the Wordwall Game page regarding the ability to compete and collaborate can influence children's social emotional development.

The use of wordwall game media, apart from helping students remember the material that has been given, can also give rise to competition among students so that they are challenged to be the best in class Yulianti(2020). Online learning uses online media as a form of technology utilization that makes it easier for teachers and students to managing, conveying information and providing different and non-monotonous learning experiences Huong(2021). Technology-based interactive learning media can generate new desires and interests, increase motivation and stimulation

## 2. METHOD

Research Procedure:

Initial data collection (pre-test) for both groups.

Giving treatment to the experimental group using the Wordwall game for 4 weeks.

Do not provide treatment to the control group.

Final data collection (post-test) for both groups.

Processing and analysis of data.

How to Process Data:

1. Descriptive Analysis:

Calculate the mean, median, mode, and standard deviation of the pre-test and post-test scores for each group.

2. Statistical Test:

T test: Used to compare the average pre-test and post-test scores between the control group and the experimental group. Creswel (2014)

3. Motivational Analysis:

Using descriptive statistics to analyze motivation questionnaire data.

Identifying factors that influence student motivation in using the wordwall game.

## 3. RESERCH

### 3.1 *Wordwall introduction:*

Wordwall is a game-based learning platform that offers a wide variety of customizable games and activities to teach vocabulary, grammar, and speaking skills. With a user-friendly interface, wordwall allows teachers to easily create quiz games, word puzzles, and other activities. Wordwall is a word wall, a collection of words arranged systematically displayed using large letters attached to the classroom wall or other large media in the classroom Trisnawati (2013). In this study, researchers used consonant letters in Mandarin as key words using certain themes according to the curriculum and writing them in large letters in Mandarin.

A. Increased Motivation and Participation:

The use of wordwalls in teaching Mandarin can increase student motivation. Interactive games and activities provide an element of healthy competition and instant rewards, creating a fun and challenging learning environment. This can stimulate students' active participation, which in turn, improves information retention.

B. Independent Learning:

Wordwall enables independent learning by providing resources that students can access outside of the classroom. Teachers can create online quizzes, flashcards, and other interactive activities that students can access anytime and anywhere. This gives students the flexibility to learn at their own pace.

### C.Improved Vocabulary Mastery:

Through a variety of word games and visual quizzes, wordwall helps students strengthen and expand their Chinese vocabulary. Structured repetition through games allows students to remember vocabulary better, making learning more effective and challenging. Yuan(2019)

### D.Improved Speaking Skills:

Wordwall not only focuses on the passive aspect of learning, but also provides an opportunity to improve speaking skills. Activities such as word games and role plays allow students to practice speaking in a fun and supportive context.

### F.Formative Evaluation:

The wordwall platform allows teachers to track student progress through formative evaluation features. This gives teachers insight into areas that need further attention and allows for better instructional adjustments.

## 3.2 Analysis and Discussion

Before carrying out the research, the researcher first carried out preparation stages to support the research process. The preparation focused on designing a wordwall game, in Mandarin language which was taken from module material that the researcher created in accordance with the material provided by MKU Mandarin lecturers at Padang State University. basic material which according to researchers is the basic material that must be mastered before proceeding to more difficult material. These two steps are the most important steps, as well as collecting data from students as respondents via Google Form and the point results which appear on the leaderboard display with their names written on them. -wordwall game player ranking name.

The quiz models designed are very diverse and certainly interesting, because they contain clear explanations that make it easier for students to recall the material that has been taught. Game-based learning methods such as wordwall games are very suitable for online learning which is applied to make the learning atmosphere easier and more enjoyable.

The wordwall game is able to adapt quiz models created with Chinese online teaching materials by providing facilities to design quiz models freely. The wordwall game page can be accessed via the address <https://wordwall.net/enus/community/classroom>, teachers must first register on the page to get an account and can then design the desired game model. The models/patterns contained in the wordwall game researchers can choose multiple choice patterns, match the hanzi letters with the pinyin and their matching sounds, arrange the vocabulary into sentences. Apart from that, we can also add media in the form of images or audio to each question or answer.

In one game the teacher can convey or assess linguistic aspects, for example listening, reading, writing. If the wordwall game is finished playing, the results of the player's points will be saved, automatically on the wordwall game page and the ranking will be visible by typing the player's name on the nameplate, then it will appear, the ranking order.

The advantage of the wordwall game is that apart from being used for assessment, it can also be used to deliver lesson material, making it easier for teachers and students to carry out online teaching and learning activities such as

currently in MKU Mandarin lectures.

#### **4. CONCLUSION**

The use of wordwall games in Chinese language teaching brings a number of significant benefits, from increasing student motivation and participation to strengthening speaking skills and vocabulary mastery. With technology continuing to develop, the integration of game-based learning tools such as wordwalls can be the key to creating a more engaging, effective and powerful Chinese learning experience.

Based on the research results and discussion in this study, it can be concluded that:

- 1) The implementation of wordwall games during online learning is very appropriate as an E-learning medium for learning Mandarin because it makes learning activities interactive, easy, fun and helps students to understand Mandarin,
- 2) Using wordwall games can make it easier for lecturers to monitor student learning outcomes.
- 3) Game-based learning media with the wordwall game application is very appropriate for beginner Mandarin learners.

#### **5. RESULT**

Conclude whether the use of the wordwall game is effective in increasing students' mastery of Mandarin and student motivation.

With the right methods and methods of data processing, this research can provide empirical evidence about the effectiveness of the Wordwall game as a medium for online Mandarin learning. The results of this research can be a reference for educational institutions to enrich creative and innovative Mandarin language teaching methods.

A.Results of descriptive analysis and statistical tests

Pre test

29	YMV	0	0	1	1
Jumlah Benar		21	22	23	23
r hitung		0,1036	0,5291	0,2042	0,4410
r tabel		0,3550	0,3550	0,3550	0,3550
Validitas		Tidak Valid	Valid	Tidak Valid	Valid
Tingkat Kesukaran		0,72	0,76	0,79	0,79
Mean/Rerata Skor		31,97			
Simpangan Baku		5,75			
Reliabilitas		0,826			

Post Tes

28	VTFG	1	0
29	YMV	1	1
Jumlah Benar		22	19
r hitung		0,3688	0,4289
r tabel		0,3550	0,3550
Validitas		Valid	Valid
Tingkat Kesukaran		0,76	0,66
Mean/Rerata Skor		25,31	
Simpangan Baku		5,94	
Reliabilitas		0,755	

B.Motivational analysis results

No	Pertanyaan	Jumlah menjawab			
		SS	S	KS	TS
1	Kenyataan bahasa Mandarin cukup sulit.	1,2	59,6	30,8	8,4
2	Materi angka	11,5	76,9	9,6	2
3	Materi nama tahun	26,9	61,5	11,5	0
4	Materi nama bulan	23,1	71,2	5,7	0
5	Materi nama hari	17,3	61,5	21,2	0
6	Materi nama sebutan keluarga	17,3	65,4	17,3	0
7	Cara baca pinyin kosakata	11,5	75	13,5	1
8	Cara baca huruf hanzi	7,7	71,2	17,3	3,8
9	Susun kata menjadi kalimat	15,4	63,5	21,2	0
10	Bantu perjelas belajar b. mandarin	40,4	51,9	6	2,7
11	Lebih suka belajar mandarin	32,7	61,5	5,8	0
12	Terlatih mendengar nada	32,7	57,7	9,6	0
13	Lebih fleksibel	25	69,2	10	5,8
14	Materi nada /shengdiao	26,9	61,5	9,6	1
15	Penguasaan aspek kebahasaan	23,1	69,2	7,7	0
	Rata-rata dalam persen	20,85	65,12	11,86	1,17

Total Variance Explained

Component	Initial Eigenvalues			Extraction Sums of Squared Loadings			Rotation Sums of Squared Loadings
	Total	% of Variance	Cumulative %	Total	% of Variance	Cumulative %	Total
1	7.470	49.799	49.799	7.470	49.799	49.799	4.281
2	1.355	9.031	58.830	1.355	9.031	58.830	3.290
3	1.198	7.984	66.814	1.198	7.984	66.814	2.451
4	.986	6.574	73.388				
5	.781	5.207	78.595				
6	.663	4.419	83.014				
7	.549	3.658	86.671				
8	.417	2.783	89.454				
9	.392	2.613	92.066				
10	.313	2.086	94.153				
11	.272	1.812	95.965				
12	.205	1.365	97.330				
13	.191	1.276	98.606				
14	.135	.899	99.505				
15	.074	.495	100.000				

Extraction Method: Principal Component Analysis.

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