

## LITERATURE REVIEW: WORDWALL GAME APPLICATION IN ENGLISH LANGUAGE LEARNING TO DEVELOP A DISCIPLINED CHARACTER IN THE MILLENNIAL ERA

**Fikky Aulia Novianti, Fitrotul Mufaridah**

Universitas Muhammadiyah Jember

[fikkyaulia@gmail.com](mailto:fikkyaulia@gmail.com), [mufaridah@unmuhjember.ac.id](mailto:mufaridah@unmuhjember.ac.id)

### **Abstract**

Wordwall game application is one of the interactive learning media and has a variety information of text, animated videos, sound, and is packaged in the form of fun games or quizzes, especially in the ESL class. Implementing Wordwall Game Application in this study aims to develop a disciplined character among the millennial era in English Language Learning. This study utilizes qualitative research using descriptive analysis techniques accompanied by a literature review. There are several steps to describe the data collection from various sources such as research papers, books, and other relevant literature. The finding shows that the use of wordwall game application for learning can be used as an alternative to promoting disciplined character in the millennial era. If the learning process is fun and interesting so students can learn meaningfully. It means they will also get used to doing things nicely and in an orderly manner. Therefore, teachers can be able to innovate in using other digital media in order to build student character.

**Keywords:** *Wordwall Game Application, English Language Learning, Disciplined Character, Millennial Era*

### **Introduction**

Education is one way to improve human quality. Education in Indonesia can reach a higher level with strong participation from all parties such as parents, schools, and society. The goal is to produce an integral individual of all aspects, from attitudes, knowledge, to skills. The fundamental of national education in Indonesia positions character education as the primary soul in educational institutions (Ibrahim, Safitri, Marini, et al, 2020). It means that the purpose of national education is not only focused on intellectual enlightenment, but also how to growth of character and moral values. In this age of globalization, developing positive character is the most crucial thing to do. This is due to the fact that this era will present a wide range of problems that require everyone to have a positive attitude, be independent and disciplined, work well with others, and have a good sense of teamwork in order to face a variety of challenges around the world and generate ideas and solutions to problems. So that, education is therefore seen as one of the keys to bringing about change and creating a transition of progress that has good and durable qualities in society (Dlouha & Pospisilova, 2018). The school has a big responsibility in attaining this character development in terms of resolving these issues. In times of development, character strength becomes a significant and dominant factor in lifen (Wagner et al, 2021).

At the learning activities nowadays, the character is important to develop in the student itself is discipline. Discipline is one of the positive characteristics that a person has. Through disciplinary attitudes it will help students to control themselves and even build positive attitudes. Discipline is an attitude or behavior held by an individual that shows compliance, obedience, and compliance with applicable rules and norms of life. Discipline within a person is a form of consciousness within the individual to do something according to the values, norms and rules that apply in society. Discipline plays an important role in determining the student's learning success and many other benefits when the student applies a disciplinary attitude (Melati et al, 2021). At the moment, however, the disciplinary problem of students still exists. This can be reviewed on research (Fajriani et al, 2016) in SMAN 5 Banda Aceh before being given treatment with Self-Management Techniques students 80% experienced low level of

discipline. Similarly, a study from (Dani et al, 2018) in SMAN 1 Kuta Long showed that students still violate disciplinary behaviors such as coming to school not on time, smoking, flogging, fighting, not doing public relations (school duties), being dishonest and bullying. Moreover, this has also been felt when learning during online or virtual learning that was discovered by (Nurjannah et al, 2022) in SMK Muhammadiyah Secang, that at the time of the pandemic showed the discipline of the students bad, who did not go to school despite there was official distribution from the school side. Therefore, there is a need for appropriate alternative aid or innovation to build a disciplinary character.

In this study to build a disciplinary character is to use media wordwall game application which is one of the forms of use of digital media today. Learning media has been frequently used and popular in all levels of education especially in this millennial era. Wordwall is an interactive game learning medium that is accessible online and has an attractive look. It is expected to attract student interest in learning because the game can be answered by students. (Gandasari & Pramudiani, 2021). Using these media will create an exciting atmosphere as students can collaborate using the Wordwall app, which will gradually shape the student's disciplinary attitude. Pleasant and unimpressively rigid activities will encourage students to become more disciplined and eventually become good habits.

There are several research results related to research like this from Hadi et al., (2023) the results showed that the use of Kahoot application effectively increased students' engagement in English learning and strengthened their understanding of related religious values. However, this research only focuses on student learning outcomes and student religiosity. The second research from Sulistiani (2022) that the Application of Powtoon Video-Animation-Based Learning Media for Class XI Students of English Language and Literature at SMA Negeri 1 Samarinda shows that student learning outcomes increase and student activity in learning also increases. However, this research only focuses on student learning outcomes and student activities. From the research above, there are still not many who link the application of digital technology to fostering the disciplinary character of students.

Based on various kinds of facts from relevant research and problem data related to the character of the discipline, this is the reason for the importance of this research being carried out. The use of game applications, such as Wordwall, in English language learning to develop a disciplined character among millennial learners is a relatively new area of research. The available sources provide valuable insights into the potential of using game applications to enhance language learning experiences and improve vocabulary learning among primary school pupils. However, further research is needed to explore the effectiveness and impact of Wordwall game application in developing disciplined character traits among millennial learners. The novelty of this research lies in its potential to contribute to the development of innovative and effective teaching and learning strategies that meet the needs of millennial learners and teachers.

## **Method**

This study is a type of qualitative research that uses descriptive analysis techniques along with literature studies. This literature study includes the process of collecting data through various sources, analysis and recording, and managing the research materials collected (Zed, 2014). After the data is collected, analysis is carried out to determine the facts of the incident and then written in the form of a statement based on research data. There are a number of steps taken to describe the data in the study. The first stage was to collect data from various literature, books, and research articles related to the Wordwall game application, disciplinary character, English language learning and in the millennial era. All theories collected will be used to support research topics, and all data will be processed, processed and related to relevant theories. Therefore, it can provide results in the form of concepts in this study.

## **Findings and Discussions**

### **Wordwall Learning Media**

Wordwall is a game-based website application that can be used as a learning tool. Wordwall media consists of several types of games that can be used including quizzes, matchmaking, anagrams, random words, word searches, grouping, and so on (Kunto, 2021). This media is very good to use in the current situation, to realize a student-centered independent curriculum so that teaching and learning activities in schools become active.

Khairunisa (2021) states that Wordwall is a web-based digital game application used by teachers to provide questions and material evaluation games. The Wordwall application is developed by Visual Education Ltd. from United Kingdom. The app's main strengths are the ability to play printed games and the ability to access them offline. By using resources like this Wordwall game, teachers and students will indirectly foster their creativity. They will also have many opportunities to learn because they are invited to combine the various experiences they have learned to produce something better. It will also increase students' abilities in knowledge and character.

From the various opinions above, using learning media such as Wordwall will make learning more active and fun. According to Bacon & Kearney (2020), when students go to school, they will improve all their skills, which will have a positive impact on their lives in the future. This is due to the fact that students will be directly involved in the learning system, learning will be better focused, they will obey the rules of the game better, and they will have the opportunity to talk directly with the teacher and other students about the material being studied. Wordwall media has many interesting features, so the teacher must be able to make the best use of it so that learning becomes meaningful. If this is achieved, the learning objectives will also be achieved, no exception to the growth of disciplinary character as well.

### **The Urgency of Integrating The Character of Discipline in The Millennial Era**

In this era it is very important to apply and develop character education in everyday life, especially for today's young generation. One of the many characters that must be mentioned in schools is the character of discipline, especially in high school students, who are in a transitional period and are easily influenced by their environment (Khusnullia & Maslahah, 2019).

According to Suradi (2017), discipline is a condition that can be formed through various behavioral processes which include values such as obedience, loyalty, order, and order. Discipline, according to Nurwanti (in Sari & Rofiyanti, 2017), is defined as behavior or actions that comply with every rule that has been applied in certain environmental situations.

In this millennial era, the formation of the character of discipline is very important to be instilled in students from an early age. Because the value of character education has begun to fade in everyday life, especially at school. According to Faradiba and Royanto (2018), the school environment has a significant influence on the formation of student character, because students spend more time with peers who have different characters every day.

According to Maksudin (in Mariyani & Gafur, 2018), all elements must be used simultaneously to achieve the goal of forming a disciplinary attitude in students. The component in question consists of two factors. The first is external factors, which include family, community and school; the second is internal factors, which include awareness, motivation, and desire. Each factor has a unique way of instilling discipline in students, both at home and at school. Thus, discipline is behavior that shows order and order without disturbing oneself or the environment.

Thus, it can be concluded that the habituation carried out by students in the millennial era can contribute to the formation of their disciplinary character. In addition, this discipline will also create control from within. Whatever students do will depend on the discipline that already exists within them.

## **Wordwall Game Application as a Stimulus in the Growth of Disciplinary Character in the Millennial Era**

The Indonesian education system is very focused on the growth and formation of positive characters in students. There are so many characters that must be possessed in students, one of which is the character of discipline. Education which is one of the vessels in the formation of this character must maximize its role, especially the teachers in schools. Teachers must have strong innovation and collaboration in the formation of the disciplinary character of these students. This is supported by the opinion of Edwita et al, (2020) that in character building, teachers should not only integrate the cognitive field, but also the social life of students.

One that can be used in the formation of disciplinary character is by implementing the Wordwall game application in learning which can have an influence on the formation of student character. The results of research by (Sentani et al, 2022) show that in the use of the Wordwall game media, it can be seen from the results of learning achievement that it has been running effectively with the completeness of students. from 14 students, 13 students get a complete score with a percentage of 92.85%, 1 person for an incomplete score with a percentage of 7.15%. In the use of Wordwall media the results of the respondent's value of 31.7% with very effective criteria. This means that indirectly this wordwall application can shape the disciplinary character of students. Research from Hartatiningsih (2022) that through the use of wordwall media in class VII MTS students obtained the results of data analysis the average score of students' vocabulary tests in cycle I was 66.00 and the average score of students' vocabulary tests in cycle II was 81, 00. Cycle II experienced an increase of 15.00. So, student learning outcomes in vocabulary mastery related to pronouns: subjective, objective and possessive adjectives increase. It can be said that this also forms the disciplined character of students because they have been able to follow the stages of learning to succeed.

The same thing was obtained from research by Puspita and Budiyanto (2014). From the results of this study it can be seen that the use of wordwall picture card media can improve English vocabulary mastery in autistic children because the subjects are interested in this media so that children are able to concentrate on following English teaching until this teaching is finished and there is a good improvement. This can be said to shape the character of student discipline because being able to concentrate on teaching English can even improve English vocabulary mastery.

The research by Ilahi et al (2022), regarding EFL Students' Perception Of Wordwall.Net Usedas Media For Learning English Grammar, the findings showed that the use of Wordwall.net was convincingly positive for the EFL students on the aspects of feeling (89.6%), attitude(67.3%), and engagement (77.4%). This also shows the character of student discipline which is marked by a very positive attitude and student engagement.

Other research written by Sukmawati & Pujiani (2023). From the results of his research on enhancing classroom engagement using online games, which also mention wordwall media, this result gave significant evidence that the use of online games effectively improved the students' engagement toward the learning process. This shows the characteristics of good discipline because the research found that students actively participated during the learning activities. Even more, the students also had positive interaction with teachers and peers. Of course this can be said that students turn into discipline after the teacher implements the Wordwall application. Looking at some of the research results and expert opinions, it can be concluded that the Wordwall game can be an auxiliary tool in learning to foster disciplined character. With the existence of this digital technology, it is much easier to strengthen the cultivation of student discipline characters. Therefore, this utilization must be maximized and fully supported by all elements of education.

## Conclusion

Wordwall, an interactive learning media application based on digital technology, has the ability to improve student discipline. Students are more interested in learning because of its interesting and varied features. The Wordwall game application can be used to improve student discipline. By using Wordwall media, learning becomes more fun for students. As a result, they get useful learning. By getting meaningful learning, students will also learn to do things well, comply with regulations, be on time, and be orderly in their surroundings. Students can be disciplined in their learning activities because Wordwall media can increase their interest and motivation in learning. Teachers can optimize digital technology such as Wordwall games by using various features as supports. It can be concluded that the use of wordwall game applications for learning can be used as an alternative to promoting disciplined character in the millennial era.

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