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Enriching EFL Classroom Activities with Online Games

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Abstract

Technology has been used more and more into educational environments in recent years. Teachers have been utilizing technology to enrich classroom activities and promote student learning. One of the ways in which teachers have incorporated technology is through the use of online games. Online games have been found to increase student interest and motivation, making education more interactive and enjoyable. This paper explores the most popular online games used for education and its impact for the learning achievement. A survey on literatures was conducted to obtain the data. The top 5 online educational games were overviewed in this paper. They were selected based on the number of articles mentioning these games and their effectiveness in promoting the English as Foreign Language (EFL) learning. Considering the benefits of online games for educational context, educators are challenged to be more creative, innovative and adaptive toward the advance technology and its application to enrich the EFL practice.

Keywords: Classroom Activities; EFL; Gamification; Online Games

INTRODUCTION

Technology has been used more and more in educational settings in recent years (Nikmah, 2020; Yu & Gao, 2020). Modern education depends heavily on technology to give students access to information, individualized learning possibilities, collaboration chances, and interactive learning experiences. Additionally, it promotes learning in the digital age by assisting students in becoming independent learners (Nikmah, 2020). Educators will need to keep up with innovations as technology develops and come up with creative methods to incorporate technology into the learning process.

The use of online games is one instance of technology integration into educational activities. According to Mee et al. (2022), "games" are defined as interactive activities carried out by competitive and cooperative persons who serve as the decision-makers and aim to attain their goals within the confines of a set of rules. Games that may be played online

require an internet connection. Gamification is the process of applying game components to situations that are not gaming, such as education (Iaremenko, 2017; Khaleel et al., 2020).

Many researchers and practitioners believe that games have great educational value by providing students with a fun and stress-free learning environment (Iaremenko, 2017; Licorish et al., 2017; Nikmah, 2020; Yu & Gao, 2020). Whether aimed at teaching adults or young learners, the game never fails. An ideal game could potentially draw the learner's attention to the game context itself, leading to the need to achieve the game's goal (Mee et al., 2022). Games that improve the accuracy and speed of calculations are used in the classroom to improve communication skills, resourcefulness, and adaptability (Barr, 2017). When games are incorporated into lessons, the focus is not only on the fun factor but also on developing language skills. In Iaramenko (2017), I-Jung argues that games enhance communication skills and promote the creative and spontaneous use of language.

Online games, on the other hand, are better for learning since they are more adaptable, accessible, and private. The learners may change their learning style and speed with this anytime, anywhere resource. Since the game gives players rapid feedback and outcomes, it also encourages players to finish the game and concentrate on learning (Licorish et al., 2017; Nikmah, 2020). The learners' drive and interest in what they are studying are indicators of their involvement in the learning process.

One of the key factors in the effectiveness of the learning process is learner engagement (Dixson, 2015; Hew, 2016). According to Kahn et al. (2017), Khaleel et al. (2020), and Ma et al. (2015), it may be described as the amount of time, dedication, and effort put into the learning process. Inline, Miller in Jonathan and Recard (2021) states that student engagement is defined as their willingness to actively engage in the learning process, as well as their prolonged involvement and positive emotional response to learning situations. Learners who participate in this type of learning engagement typically achieve more than those who merely take classes to meet graduation requirements.

Many studies have reported the important role of game-based learning in engaging learners (Inayati & Waloyo, 2022; Jonathan & Recard, 2021; Nikmah, 2020; Nuci et al., 2021). Jonathan and Recard (2021) suggest at least three reasons why gamification is effective in improving learning engagement. First, learning through play is more effective than just learning. Secondly, when playing a game, one feels challenged rather than pressured. Third, gamification has been proven through various research studies in various fields to increase engagement, including education. On the other hand, Inayati and Waloyo (2022) stated that students are more enthusiastic about learning English and mastering its practice when materials are presented in a playful approach. This means that using games can attract students' attention, which is the first stage of engagement.

Some previous research proved the effectiveness of online games in EFL. The first is research conducted by Situmorang and Simanjutak (2023). This research is concerned with the EFL teachers' perceptions of Kahoot as an online platform for promoting basic English vocabulary. This study declared that Kahoot is a valuable tool for teaching vocabulary. Its features facilitate vocabulary learning more effectively and motivate students to participate eagerly. Another research conducted by Hardiana (2021) proved that Quizziz is good to teach reading since it has fun features such as memes, audio, pictures, and animation. It also has a leaderboard that can motivate students to get better scores and decrease anxiety. The

next study was action research done by Rohmatin (2023) to reveal the effectiveness of Wordwall in teaching vocabulary. The result showed a significant increase in the student's average score as much as 23,3%. Experimental research carried out by Nguyen and Le (2023) suggests that Quizlet should be implemented in teaching vocabulary since it improves the students' scores significantly. Regarding the other skill like listening, turahmah, et. al. (2023) applied Nearpod to increase students' listening ability. The result confirmed that there was a significant difference on the students' posttest after taught by using Nearpod.

Most of the previous studies focused on the effectiveness of one game only. It is nonetheless vital to explain and provide a summary of the top online educational games to enhance classroom activities so that teachers can compare the benefits of each game and choose the best game that meets their needs. A creative teaching approach has to be developed since traditional teaching approaches are ineffective in the digital age and tend to make students bored, unmotivated, and disengaged (Mee et al., 2022). Therefore, the purpose of this study was to identify the most popular online educational games proven effective to enrich EFL learning. This research might serve as a guide for teachers looking to create engaging and interesting lessons.

LITERATURE REVIEW

English for Foreign Learners (EFL)

In learning a language, there are several terms need to understand such as first language, second language, and foreign language. First language refers to the language that a person learns first, typically in childhood (Ortega, 2013; Troike, 2006). It is the language that a person is exposed to at home, and it is the language that they use to communicate with their family and community. In many cases, the first language and the mother tongue are the same, but not always. Mother tongue refers to the language that a person is exposed to in their earliest years of life, typically from birth to about age three. It is the language that a person learns naturally and effortlessly, through interactions with their family and community.

Second language and foreign language are terms that are often used in the context of language learning, but they have slightly different meanings. Second language refers to a language that is learned in addition to a person's first language (Ortega, 2013; Troike, 2006). This can include languages that are learned in childhood, such as when a child moves to a new country and learns the language of the new country, or languages that are learned later in life, such as when an adult learns a new language for work, travel, or personal enrichment. Foreign language, on the other hand, refers to a language that is not commonly spoken in a person's country or region of origin (Fadillah, 2009). For example, English may be considered a foreign language in many non-English speaking countries, while Chinese may be considered a foreign language in many English-speaking countries.

Classroom Activities

Classroom activities can be defined as techniques or the real things done in the classroom. It is the implementation of the teaching methods and procedure planned in the lesson plan. Classroom activities are designed in such a way to facilitate learning process and

to engage the learners. A key factor in the success of the learning process is learning engagement (Dixson, 2015; Hew, 2016). According to Kahn et al. (2017)Khaleel et al. (2020), and Ma et al. (2015), it can be described as the amount of time, commitment, and effort put into the learning process. According to Miller in Jonathan and Recard (2021), student engagement is defined as their willingness to actively engage in the learning process, as well as their prolonged involvement and positive emotional response to learning situations.

Online Games

Mee et al. (2022) describes "games" as interactive activities undertaken by adversarial and cooperative individuals who act as the decision-makers and try to achieve their objectives within the limitations of a set of rules. Online gaming requires a working internet connection. The process of incorporating game elements into contexts that are not gaming, such as education, is known as gamification (Iaremenko, 2017; Khaleel et al., 2020).

METHOD

The research used a theoretical approach and was descriptive-qualitative. According to Inayati and Waloyo the descriptive qualitative approach is suitable for this study because it naturally depicts a phenomenon from the context in which it is seen(Inayati & Waloyo, 2022). The theoretical method entails the creation of theories, models, and frameworks based on previously acquired information, logic, and intuition. A review of the literature was undertaken to analyze the many research publications on the subject, determine the nature of the fundamental idea, and gather data regarding the relationship between the topic researched (Iaremenko, 2017). To get an overview of the most frequently used online games in EFL courses, a quick survey was distributed to teachers and lecturers in many areas of Indonesia. Based on the result of this quick survey, some research articles from the past five years were examined by using keywords from the survey results.

FINDINGS

Based on the result of a quick survey the most used online games in classroom activities are Kahoot, Quizizz, Wordwall, Quizlet, and Nearpod. These games are arranged in order based on the number of articles discussing them. The following is the distribution of articles focusing on online games in the last five years.

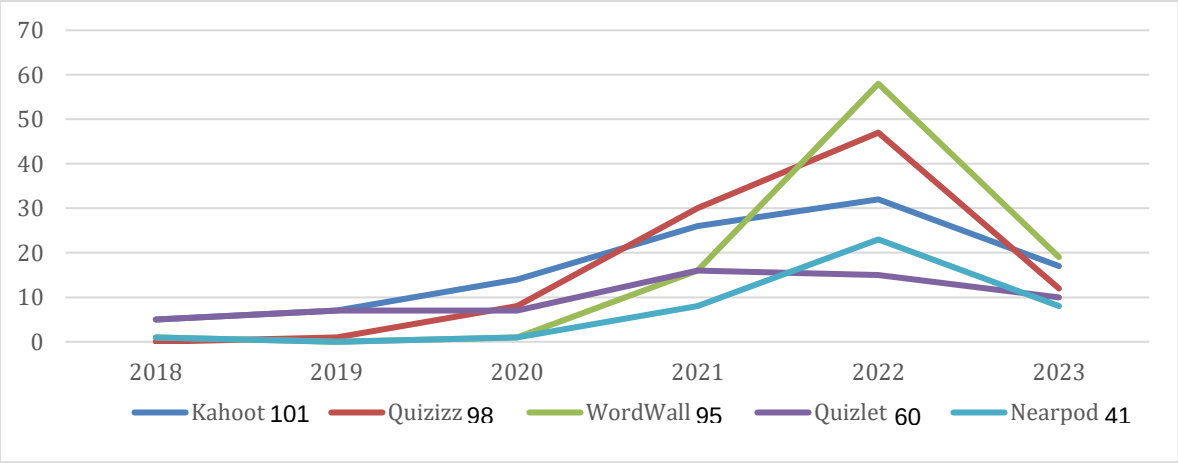

Figure 1. The Distribution of Articles about Online Games

The figure above depicts the growth in research into online games from 2020 to 2023, with a peak in 2022. There has been a minor decrease in 2023 since this study was conducted at the beginning of the year, and it seems to keep climbing through the end of this year due to the popularity of online games as a useful tool for raising education quality.

Based on the graph in Figure 1, it can be seen that the most popular online game is Kahoot, which is also proven by the number of articles about this game, which is the largest of all as many as 101 articles, and it has continued to grow from 2019 to 2022. The second most popular online game is Quizizz with 98 articles found. Like Kahoot, Quizizz has steadily grown in popularity since 2019. But between 2020 and 2022, the growth was quite steep. However, in 2022, WordWall became the most popular with 95 articles found. WordWall is a fairly new online game because the oldest articles about this game were found in 2020 and it grew rapidly until 2022. Overall, this game is the third most popular game based on the survey. The fourth is Quizlet, with a total of 60 articles. Indeed, Quizlet has existed for a long time in the context of education, but this study focused only on scientific articles from the last 5 years. Based on the literature review, the popularity of this game increased slightly but steadily between 2018 and 2022. Fifth, it is Nearpod. Articles about this game were found in 2018, although the number is not significant which is only 41 articles. The use of this game slowly increased between 2020 and 2022. The following sections describe the detail of these games.

DISCUSSION

Kahoot!

Kahoot! is a game-based learning platform that is employed in educational institutions including schools and universities. Learning games on this platform are multiple-choice tests created by users that may be accessed by a web browser or the Kahoot app. Kahoot! can be used as a formative assessment, as a review tool for students, or even as a break from routine lessons. Kahoot! has a trivia quiz as well (Wikipedia, 2023a).

In 2012, Johan Brand, Jamie Brooker, and Morten Versvik developed Kahoot! as part of a collaboration with the Norwegian University of Science and Technology. They linked up with Professor Alf Inge Wang, and afterward, businessman Asmund Furuseth of Norway joined them. In March 2013, Kahoot! debuted in private beta at SXSWedu. In September 2013, the beta was made available to the general public (Wikipedia, 2023a).

To use this platform, we can visit kahoot.com for making a user account or visit kahoot.it to play the game only. When first visiting kahoot.com, we are required to sign up. Once clicking the signup button on the top corner, there will be four options for account type: teacher, student, personal, and professional. For educators, we can choose teacher type. Again, we will be offered four types of workplaces: school, higher education, school administration, and business. Next, we need to enter our email and password. Then, we must choose the payment mode. To get the free tier, we can click "Get Basic for Free", and then we

will be directed to fill in the personal data like name, username, country, and school name. After that, we will arrive at the homepage.

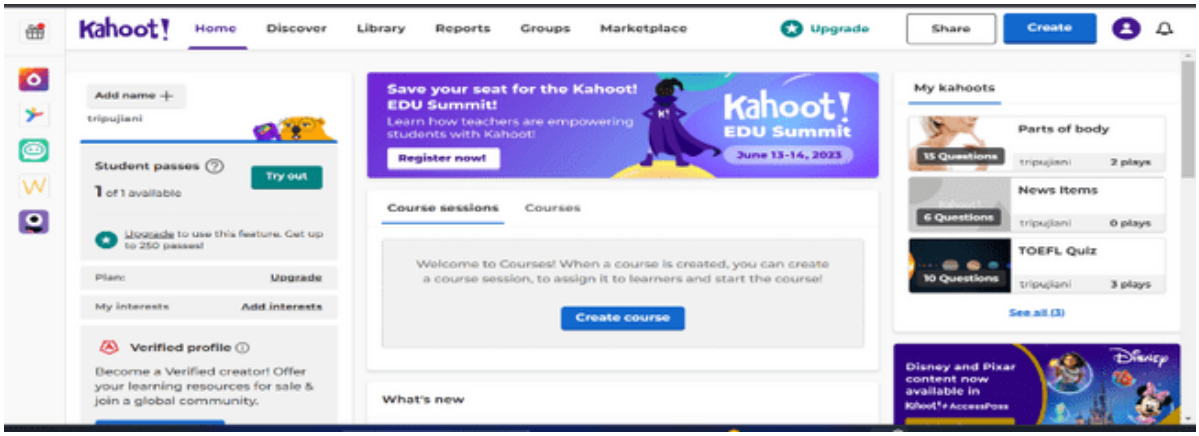

Figure 2. Kahoot Teacher's Homepage

Once the registration is completed, we can start designing our learning activity by clicking the "create" button on the top right corner. Here, we can make a Kahoot quiz or create a course. The course includes the whole package of learning with many varieties of activities like uploading videos, sharing documents, and having assessments. Most users use Kahoot for the interactive quiz. To make the quiz, just choose New Kahoot and we can start typing the questions and the answers. For the free tier, we can only use multiple-choice and true/ false types of questions. Here, we can set the theme, the time limit for each question, the point (standard/ double/ no point), and the answering method (single selection/ multiple selections). After finishing the quiz, we can back to the homepage and click the quiz we have just made. We can start the quiz to play the game, or we can also assign the quiz to be done independently by the students as homework.

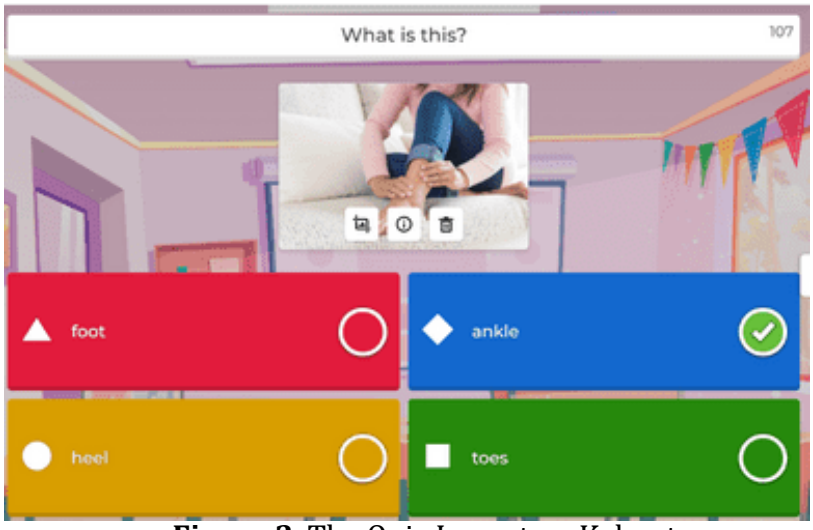

Figure 3. The Quiz Layout on Kahoot

If we want to access Kahoot to play the game only, we can type Kahoot.it on our browser. Then, enter the PIN shared by the game owner or the teacher. Once entering the PIN, we can join the game directed by the teacher. The control of the game is on the teacher.

The teacher decides when to start the game and when to move to the next question. The students read the question on the teacher's screen and choose the answer on their gadget. This is challenging since the students can see the scoring board to know the top students.

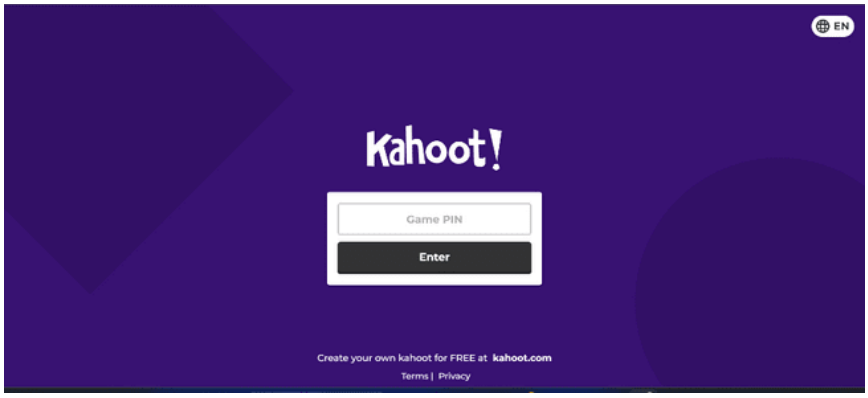

Figure 4. Kahoot Student's First Page

Most of the research reviewed shows a positive impact of the use of Kahoot on the learning process. Academically, Kahoot is proven effective to improve the student's vocabulary, grammar, and reading skills (Barus et al., 2023; Katemba et al., 2022; Mala et al., 2023; Rojabi et al., 2022; Samsudin et al., 2022; Situmorang & Simajuntak, 2023). Moreover, Kahoot also promotes the affective factors of learning such as motivation, engagement, involvement, creativity, collaboration, competition, enjoyment, and HOTS (Cortés-Pérez et al., 2023; Figuccio & Johnston, 2022; Hidayad et al., 2023; Rojabi et al., 2022; Salfadilah et al., 2023; Situmorang & Simajuntak, 2023).

As an innovative learning activity, Kahoot has strengths and weaknesses. Most teachers or researchers use Kahoot since it is easy to access, it provides a free account, it has a user-friendly interface, it has interactive and interesting features, it provides an easy scoring system, it stimulates competitiveness and is challenging, and it is effective to attract the students' attention, to get the students involved in the learning process, and to motivate the students (Fithria & Sajari, 2023; Kohnke et al., 2021).

However, due to the varying demographic conditions, Kahoot cannot be applied effectively in all areas. Some schools in Indonesia still have limitations on supporting facilities such as internet connections and computers (Fauzi, 2023). Although, students can use their gadgets, in fact not all students are facilitated with the supported gadget. It is feared that this could lead to gaps between students. From the teacher's side, not all teachers are familiar with this kind of online game-based application. They need time to learn how to use it, how to transform the learning activity into game-based quizzes, and how to adjust the learning indicators to this game. Therefore, somehow, they need more time to prepare for the course (Fauzi, 2023). Additionally, for the free tier, this application has some limitations such as the limitation of the type of question (only multiple choice and True or False), the limitation of the number of characters (120 characters for the questions, and 75 characters for the answers), and also the limitation of the number of participants (10 for personal account, 40 for K-12 teachers, and 10 for higher education teachers) (Fithria & Sajari, 2023; Salfadilah et al., 2023).

Quizizz

While Kahoot was first developed in 2012, Quizizz was created in 2015 by Indian teachers, Ankit and Deepak (Rolina & Efendi, 2023). First made for teaching Math at school in Bangalore (India), this application is currently used by millions of teachers and students from more than a hundred countries and has headquarters in India and USA.

Quizizz is an educational game based-application that enables multiplayer activities and transforms classroom exercises into joyful and interactive experiences. With game elements, Quizizz gives a new atmosphere of learning. It can improve both, student's cognitive skills and student's learning motivation (Rolina & Efendi, 2023).

Just like Kahoot, Quizizz offers many facilities for teachers to create a presentation, quiz, formative assessment, homework, and reward. The reward is not only in the form of points or scores but also in the form of PowerUp. By using PowerUp, players may get double points for the next question or a chance to revise the wrong answer, and so on (Tumurang & Chandra, 2022). As the assessment tool, Quizizz provides several types of questions and the result can be downloaded in Excel format. This file shows the students' scores and the statistic of each question to know the most difficult and the easiest questions.

To start using this application, we are required to sign up, and it is free for teachers. We can register by using Gmail, phone numbers, and other emails. Then, we will be directed to the dashboard. On this page, we can find available quizzes by searching using the "explore" button. The available quizzes can be used for free. Here, we can also see our library containing the quizzes that we have made, the students' reports showing the student's scores and the statistics (this report can be downloaded in Excel), our classes (we can create our class manually or import from google classroom, and our collections containing the saved quizzes (Fitriah et al., 2023; Ramadhani & Ardi, 2022; Saputra, 2023).

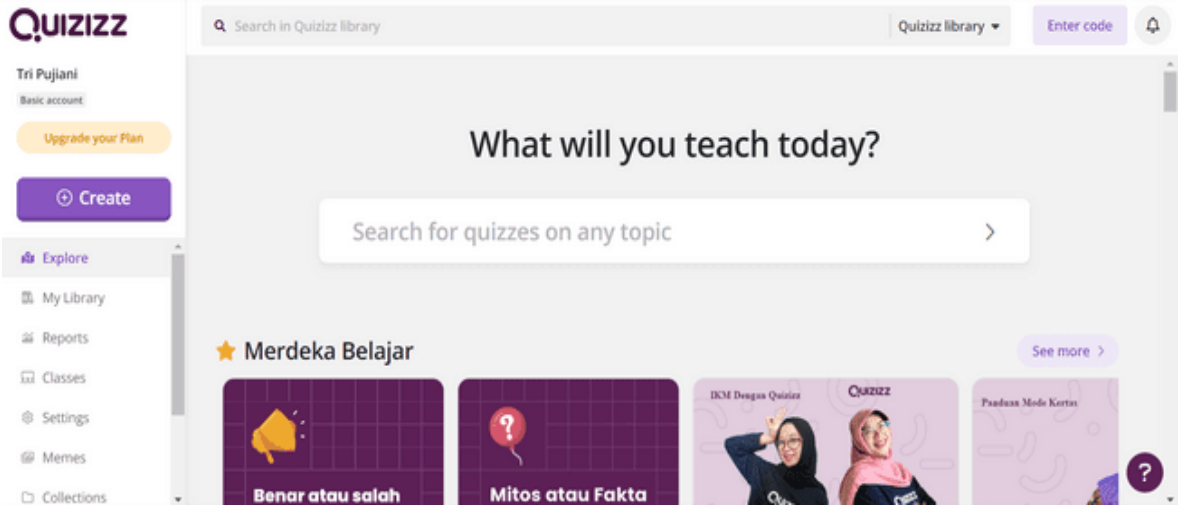

Figure 5. The Dashboard of Quizizz

To make a new activity, just click the "create" button. There will be two options, Quiz, and lesson. The lesson is similar to the PowerPoint application enabling the teacher to make an interactive presentation. To make the quiz, we can choose Quiz and then choose question type. For the free version, we can make multiple-choice, fill-in-the-blank, draw, open-ended, and poll questions. Once we choose the question type, we can write our question, provide

the correct answer, adjust the timing, and decide on the score (Fitriah et al., 2023; Ramadhani & Ardi, 2022; Saputra, 2023).

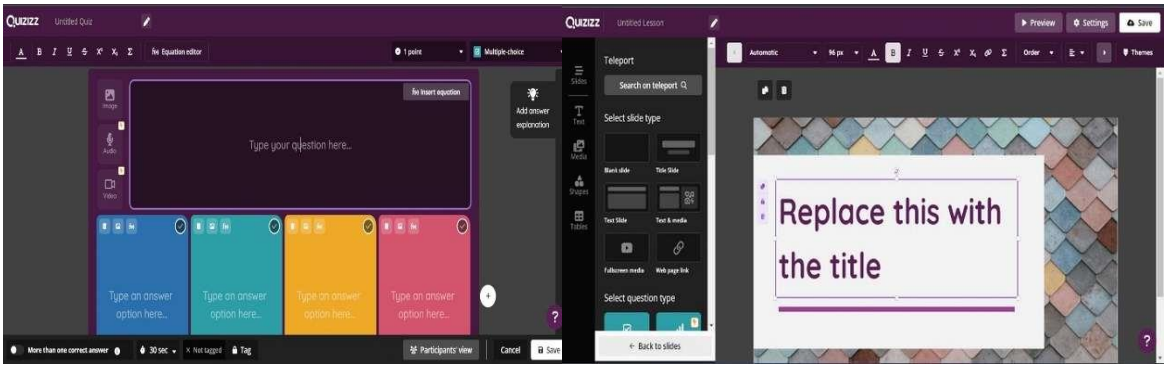

Figure 6. The Quiz and Lesson Editor of Quizziz

To join the quiz, we can visit joinmyquiz.com and enter the code. Once the quiz is started, players can do the quiz by themselves and the teacher monitors the progress on the teacher's page. The quiz is challenging because it is like a competition. Players may get the benefit of having a PowerUp reward to get double points on the next questions or a chance to revise the wrong answers. At the end of the quiz, the players can see the scoring board and the podium of the winners.

Figure 7. The Student's Page when Playing the Quiz

Some research proved that Quizizz has many benefits such as effectively improving the students' achievement, increasing students' interest and learning motivation, and accommodating various learning styles (Ramadhani & Ardi, 2022; Sagala, 2023; Tumurang & Chandra, 2022). Additionally, Ramadhani and Ardi (2022) explain that Quizziz accommodates listening, reading, writing, and speaking quizzes.

From the students' point of view, they like Quizizz since it is easy to learn, it can be accessed anytime and anywhere, it is easy to access by using personal gadgets, and learning through Quizizz is a unique method (Ardianto et al., 2022). Meanwhile, from the teachers' side, they prefer to use Quizizz because it provides many ready-to-use quizzes, it is easy to access, it is flexible, it enables teachers to create their quiz easily, it provides scoring statistics showing students' scores, and the analysis of each question (Ramadhani & Ardi, 2022).

Apart from its advantages, this application has several weaknesses. First, the student may cheat by opening a new tab and joining the quiz by using more than one account. Second, the scoring system is designed not only based on the correct answer but also on the speed of

answering the questions. It makes bias in determining the students' achievement because there are many factors affecting their scores. Third, if the students are late, the duration for doing the quiz becomes shorter or the other students have to wait until all students join the quiz (gurubelajar.id, 2023).

Wordwall

Wordwall is a network-based digital gamification application that provides various game and quiz features. Wordwall is useful as a learning resource, media, and fun assessment tool for students. This game can be used via a laptop or smartphone. In the Wordwall application, there are pictures, audio, animation, and interactive games that can make students interested (Akbar & Hadi, 2023).

In the Wordwall application students can do the task repeatedly if they answer the wrong question or fail the challenge until they get a high score. There are so many templates provided in this application. Players can find out whether the answers they have chosen are right or wrong by clicking show answer. In addition, students can also see directly the score and the ranking obtained by clicking on the leaderboard. The highest ranking is determined based on speed and accuracy in passing challenges and answering the correct questions (Akbar & Hadi, 2023).

In this digital application, there are many educational games including classic games such as Quiz which is a presentation of questions in the form of multiple choices by including several answer choices. There are also types of modern games such as; Find the Match, namely matching the available images with the choices offered; Random Wheel, namely selecting answers by rotating the random wheel; Missing Word, namely matching the available empty boxes by dragging the box and released at the position we want; Random cards namely guessing cards that have been randomly randomized; True or False, statements with options true and false; Match up namely adjusting the questions to the function or definition given; Whack- a-mole in which moles will appear one by one then only hit on the correct answers; Group short namely by dragging and dropping to group the answers for each group; Anagram that is arranging the letters according to the correct position; Open the Box or guess the box; Ballon pop, dropping each keyword to the appropriate definition; Unjumble, namely arranging sentences by sliding and welding according to their position; Labelled diagram, namely arranging pictures by sliding; Gameshow Quiz, a multiple choice game presented with a time limit, lives and bonuses; Matching Pairs, namely a game by pairing the available squares until the answers match; Maze Chase, namely searching for the correct answer by avoiding the enemy that is facing; Airplane, namely choosing an answer by using an arrow that is flown towards the correct answer choice by avoiding the wrong answer (Sahanata et al., 2022).

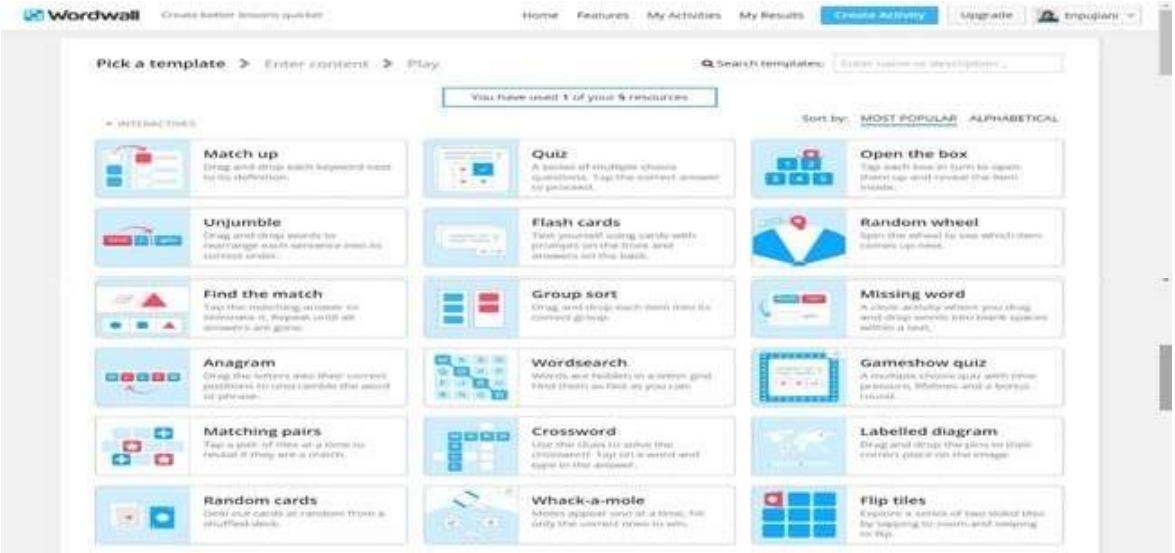

Figure 8. The Free Template of Wordwall

To use this application, just visit wordwall.net on your browser and then sign up by using your email. To make a new game, just click create activity and then you will be shown the templates that you can use. Some of them are free and the other are for professional users. Once you choose the template you can start typing the questions and also the answer options. Next, just follow the steps, somehow it is different for each template but it is easy to follow. After finishing the questions, we can change and adjust the template without repeating all the steps (Sahanata et al., 2022).

When the quiz is ready, it can be shared via link, Google Classroom, or QR code so that our game can also be used by the other teachers. If we want to ask our students to do this quiz, click Set Assignment. Then, set up the assignment by naming the result title, and choosing the registration requirement by name, anonymous, or Google Classroom. After that set the deadline, if we want to play it in real-time just click None, but if we want to give a time limit so that the students can do the quiz later, we need to set the time and date. Next, set how the game ends. It can be by showing answers, a leaderboard, or a button to start again. Finally, click Start.

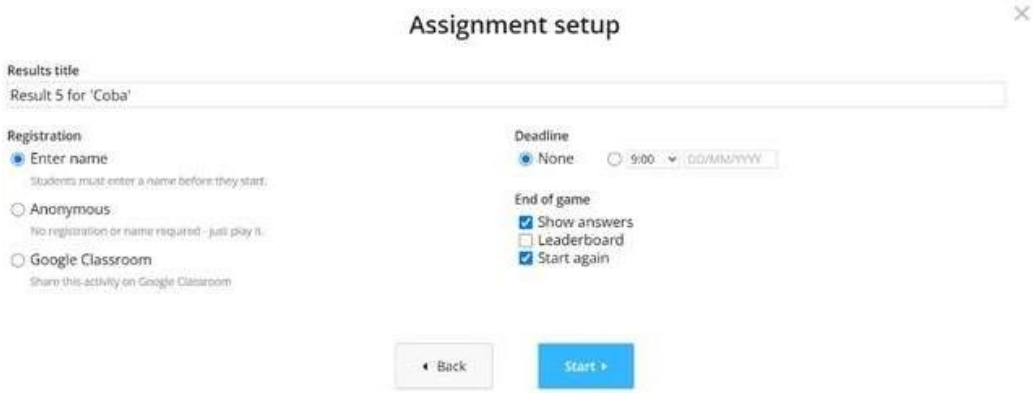

Figure 9. The Assignment Setup

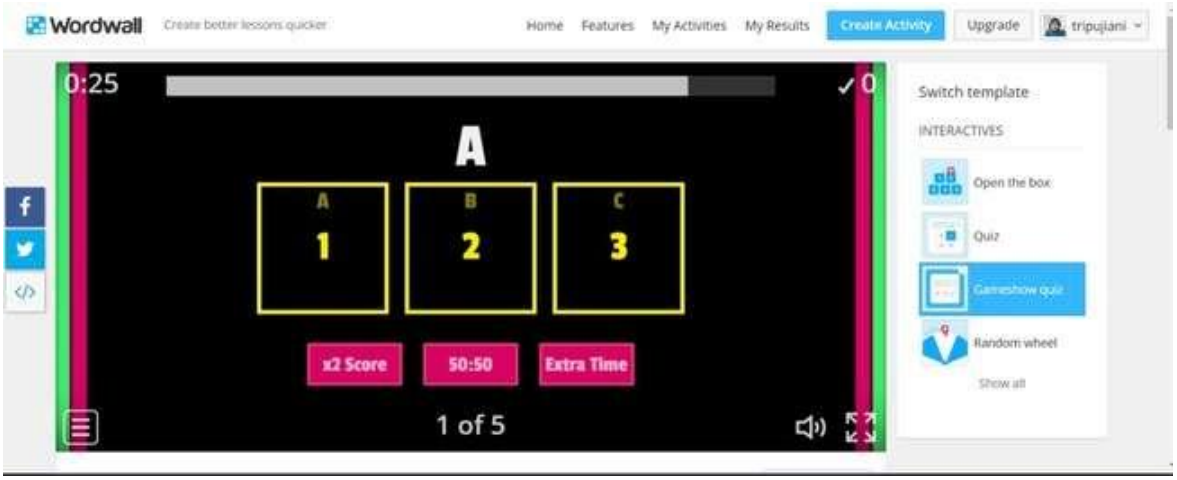

Figure 10. Example of the Quiz (Gameshow Type)

Many studies have proven that the use of the Wordwall game is beneficial for the learning process. It can enrich the learning activities, increase classroom interaction, and improve students' motivation as well as their learning achievement (Marensi & Syahza, 2023; Nisa, 2023; Paksi et al., 2023; Sahanata et al., 2022). Additionally, Jannah in Paksi (2023) states that the Wordwall game is effective to enhance the students' vocabulary mastery.

Indeed, this application has some advantages such as it is free to access, it can be accessed easily without downloading the application, it provides varied templates or types of quizzes, the quiz is printable, and it is flexible as it can be used in an offline or online class (Akbar & Hadi, 2023; Sahanata et al., 2022). By using User Experience Questionnaire (UEQ), Darmawan (2023) proved that the Wordwall application is excellent for its attractiveness, averaged good for its perspicuity, excellent for its dependency, excellent for its efficiency, good for its stimulation, and excellent for its novelty.

The disadvantages of this Wordwall application are that in its use, it is prone to fraud and the font size is not available and cannot be changed, designing media or quiz tools takes a long time, and internet network constraints because its use requires an optimal internet network (Sahanata et al., 2022).

Quizlet

Quizlet is a free website for learning through flashcard sets and a range of game-like learning techniques. It is also compatible with Android and iOS, allowing users to access it at any time and in any location via mobile phones (Dani et al., 2023; Nguyen & Le, 2023). It was founded by Andrew Sutherland in October 2005 and released to the public in January 2007 by a multi-national American company. Quizlet has over 500 million user-generated flashcard sets and more than 60 million active users (Wikipedia, 2023b).

Quizlet users can play as teachers or students. In the teacher role, users may design courses to control and observe the other users playing as students who enroll in the courses and also create new learning material in the set of cards (Nguyen & Le, 2023). The features provided by this application are Flashcards, Learn, Test, and Match. Each feature has its difficulty. The "Flashcard" feature contains a series of cards that can be played by clicking a button or by autoplay. These Quizlet cards contain lesson material determined by the

teacher. The "Learn" feature contains a series of related questions using the materials provided in flashcards. The Learn feature provides questions in the form of Multiple Choice (MC), allowing students to select the answer they think is correct. The correct answer choice will be immediately displayed on the screen. The "Test" feature is Quizlet's most complex assessment tool. This feature includes an essay, matching, multiple choice, and true/false questions. The "Match" feature is one of the match-testing tools where the game functionality disappears as a user/student attraction. The disappearing feature is that when the student draws two matching words, they disappear. If the participant can cross out all the words, the student has completed all the tests in this feature. Students can choose what they want to do first, but most often use the flashcards feature first to memorize words used in other features. The quiz results are available at the end when you complete the quiz (Salsabila et al., 2023).

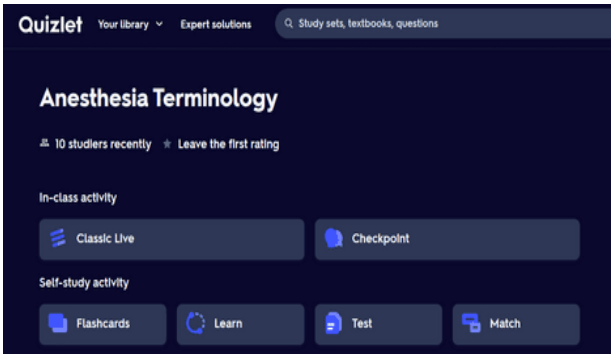

Figure 11. Quizlet Homepage

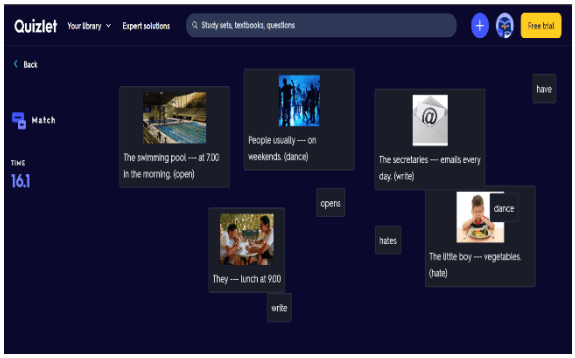

Figure 12. Example of the Activity (Match)

To create a new learning material, a teacher user needs to visit quizlet.com in the browser or download the application on a smartphone. Then, we need to make an account or just sign in by using Google or Facebook account. Next, click the button "Create". After that, we are required to type the title and the description. Once the title and the description are entered, we can add the cards by typing the terms and the definitions on the boxes provided. Here, we can add pictures or audio. Next, we can add keywords so that our cards can be found easily by other users. After that, we need to organize the setting option. Here, we can set the privacy policy, access type, and additional study options. Last but not least, click "Create Set" to save and publish the cards. These card sets can be shared with students or other colleagues by email, social media, or other learning platforms (Quizlet, 2023).

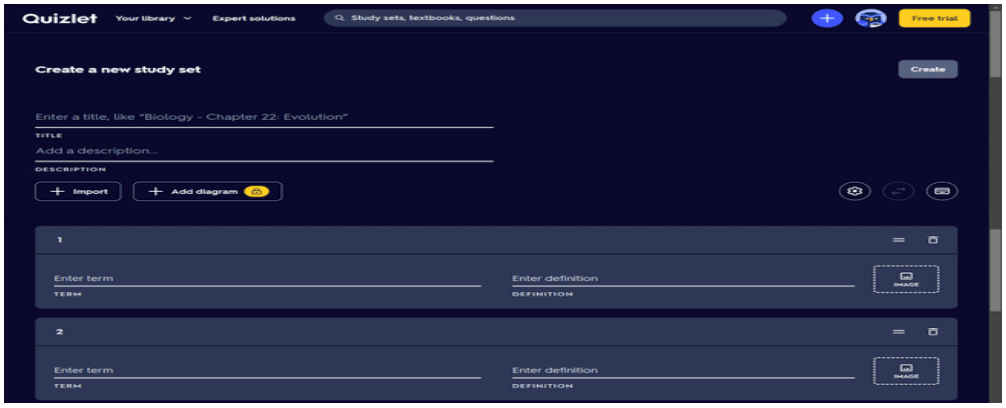

Figure 13. Creating a New Card Set in Quizlet

Several studies have investigated the potential benefits of using Quizlet for language acquisition with a special interest in vocabulary development. Most of them proved that Quizlet is effective to improve students' vocabulary mastery (Damayanti & Rakhmawati, 2023; Dewi, 2023; Mykytka, 2023; Sriati et al., 2023). Besides, Quizlet can also enhance the students' motivation, attention, persistence, engagement, and autonomous learning (Mykytka, 2023). Moreover, it facilitates various learning styles, visual, audio-visual, and kinaesthetic (Sriati et al., 2023).

Although it has so many advantages and is effective to enhance the learning process, it cannot replace the importance of active and interactive learning in the classroom. Nonetheless, students need a teacher to guide them in learning. Through interaction, the students learn social skills like leadership and teamwork, communication skills, and Higher Order Thinking Skills (HOTS). It is because the activity in Quizlet tends to focus on memorization which facilitates lower thinking skills only. Moreover, the success of learning depends on the student's motivation. When the students are not active, then the learning goals cannot be achieved. Quizlet is an open platform that can be accessed by anyone. Thus, the quality of the content is sometimes incredible. Last but not least, the free tier features contain some limitations, not all features can be used for free.

Nearpod

Nearpod is a learning platform that presents a unique interaction between students and teachers (Fatimah, 2022). Founded in 2012 by Guido Kovalskys, Felipe Sommer, and Emiliano Abramzon, an education technology company in Aventura Florida, this application can be used for online and offline learning which allows teachers and students to interact directly or indirectly (Fadilah, 2021). This application can be easily accessed with any kind of smart device or personal computer connected to the internet connection.

To start using this application, we need to create an account at https://nearpod.com. First, open the website and click the "sign up" button. Nearpod offers different account types for educators, students, and administrators. After choosing the suitable account type, we need to enter our personal details, including name, email address, and password. Once the registration is completed, check the email for verification (Paramita & Effendy, 2023).

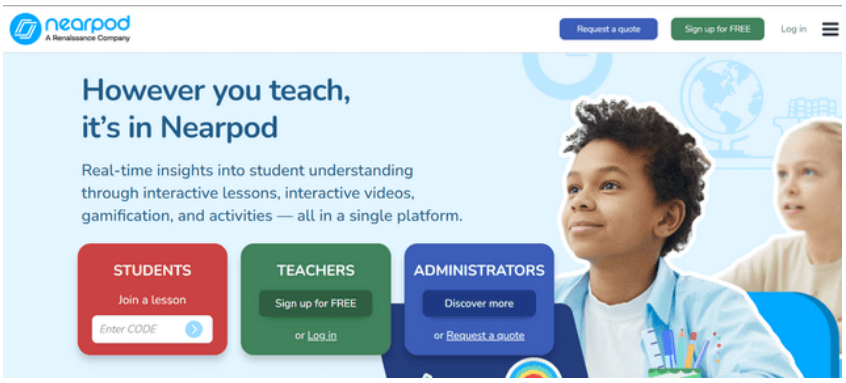

Figure 14. The Initial Page of Nearpod

The dashboard is the first page that we will see when we log in to our account. Here, we can see our recent activities, upcoming lessons, and the student's progress. There are several navigations on this page such as My Lessons, My Profile, Reports, Sub Plans, School Library, Nearpod Programs, Nearpod Library, and Teacher Resources. My Lessons contain the works that we have created. In My Profile, we can see our personal detail and we can edit it as well. The Report shows the student's progress. In the Teacher Resources, we can find any information for teachers to develop our professional skills such as our teaching skills.

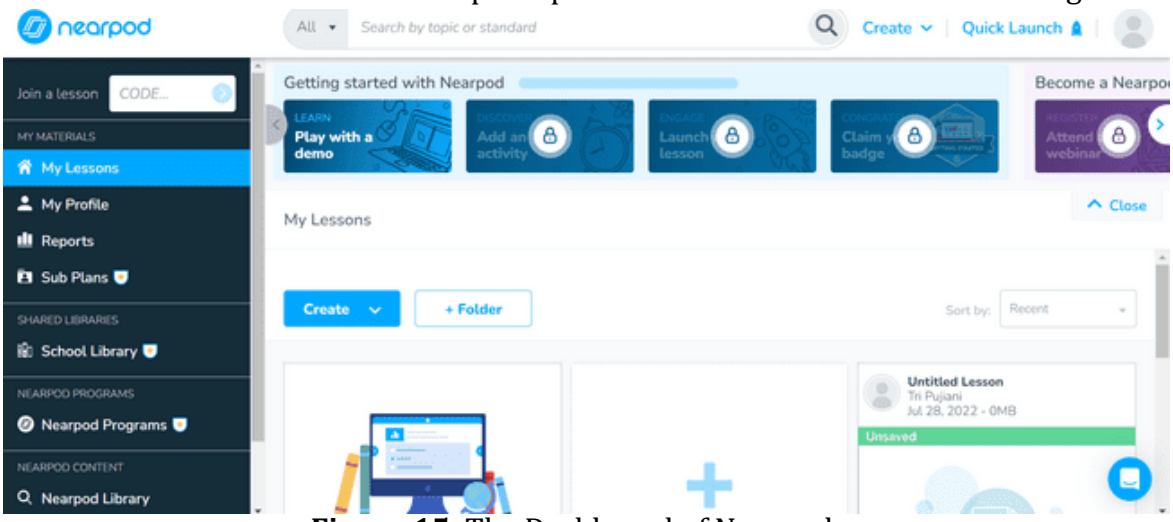

Figure 15. The Dashboard of Nearpod

To create a new lesson, teachers will be directed to the lesson editor in which where we can add interactive activities, multimedia, and assessment to our lesson (Paramita & Effendy, 2023). Then, the teacher can utilize the "Media" feature to create new slides or interactive learning. In creating new slides, the teacher may add multimedia presentations like slides (classic), slideshow, sway, pdf, PowerPoint, Images, and audio. To make the class more interactive, the teacher can integrate external sources such as video, web content, BBC video, Nearpod 3D, Simulation, and VR Fieldtrip. The teacher can also combine all features to be one package of interesting and interactive learning presentations (Aslami & ZA, 2022; Gustini et al., 2023).

Besides, Nearpod is also facilitated with many interesting activities like quizzes, games, and discussions. In Quizzes and games, there are a lot of types of questions that can be used such as Quiz, Draw It, Fill in the Blank, Memory Test, Time to Climb, and Matching Pairs. Meanwhile, in the discussion, the teacher may utilize Collaborate Board, Flipgrid, Poll, and Open-Ended Question. These features can be used to measure the student's proficiency so that it can be the learning assessment tool (Aslami & ZA, 2022).

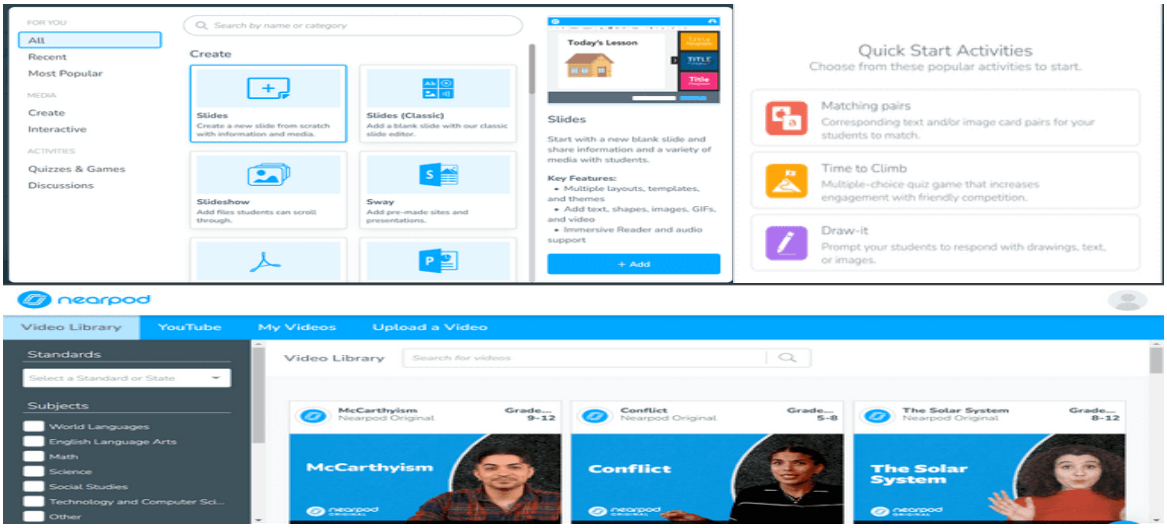

Figure 16. How to Create New Activity (Lesson, Quiz, Video)

Many studies have proved that Nearpod is worthwhile for the learning process. It can increase the cognitive and affective aspects of the learners. Cognitively, it improves the students' learning scores in general since it facilitates visual, auditory, and kinesthetic learning styles (Gustini et al., 2023). Specifically for language learning, Nearpod is effective to teach language skills including speaking, reading, writing, listening, and vocabulary (Aslami & ZA, 2022; Herwawan & Panjaitan, 2022; Turahmah et al., 2023). Affectively, it can stimulate the students to develop their learning motivation, learning engagement, learning satisfaction, learning autonomy, satisfaction, self-efficacy and critical thinking (Abdullah et al., 2022; Fiki Abdullah Afif & Zulherman, 2022; Gustini et al., 2023; Pramesti et al., 2023).

Viewed from the application itself, it is user-friendly because it is easy to navigate with a neat and intuitive layout. It also facilitates teachers with immediate feedback and support to students so that the learning activities become more interactive (Paramita & Effendy, 2023). In the research conducted by Supiani, et.al. (2022), it is stated that some of the benefits of using Nearpod are facilitating interactive distance learning, providing features that are creative, innovative, and educative, having a report feature that is helpful for the teacher to conduct an assessment; and the last but not least, it is free to access although with limited features.

Just like the other applications, Nearpod also has some disadvantages. First, it is an online platform so that internet connection is needed to operate this application. For those living in rural areas, it can be an obstacle. Second, it is not flexible for distance learning. It is more appropriate to be used as alternative media in face-to-face learning. Since the activities should be done in order and following the flow, some students may have a problem managing their time and exploring the material deeper. Third, there are some limitations to the free version. So, to get the optimum features we are required to upgrade our account to the premium version.

CONCLUSION

Based on the result of reviews on previous studies, all research proved that the use of online game-based activities gives a positive impact on the learning process, academically and non-academically. The top 5 most applied applications are Kahoot, Quizziz, Wordwall,

Quizlet, and Nearpod. Each of these applications provides various features that can be used to enrich the learning process. The teacher can try them all to make variations in the classroom to avoid boredom.

Although online-based games are proven beneficial for learning, they have some disadvantages. The most common weaknesses are the dependence on the internet connection, the limitation of free versions, and the available facilities to play these games such as computers, students' gadgets, LCD projectors, and so on. Therefore, it is suggested to teachers consider the usability, practicability, and flexibility of the games before applying them in the classroom. In general, the things to consider in choosing the learning activities are the learning objectives, the characteristics of the students, the learning materials, and the supported facilities.

This research focused on online educational games mostly used within 2018 – 2023. Most of these games are good for drilling and memorization that facilitate lower-order thinking skills only with very limited teamwork activity, especially in the free tier. For further research, it is recommended to develop an activity that stimulates Higher Order Thinking Skills (HOTS) and teamwork.

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