Introduction to Educational Game Learning Media through Word Wall at SD Negeri 200118 Padangsidimpuan

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Abstrak

Tim dari Program Studi Tadris Matematika Fakultas Tarbiyah dan Ilmu Keguruan UIN Syekh Ali Hasan Ahmad Addary Padangsidimpuan menyelenggarakan pengabdian kepada masyarakat berupa pelatihan penggunaan aplikasi wordwall. Pelatihan ini bertujuan untuk menciptakan media pembelajaran interaktif. Kegiatan ini diadakan di sekolah yang telah bekerjasama dengan pihak penyelenggara. Pengabdian ini diselenggarakan dengan tujuan untuk memberikan panduan mengenai penggunaan aplikasi Wordwall dalam menyusun media pembelajaran interaktif. Hal ini diharapkan dapat menjadi solusi untuk menciptakan pembelajaran yang menarik dengan menggabungkan teori dan praktek. Dalam kegiatan ini, peserta diberikan informasi teoritis tentang Wordwall melalui presentasi slide dari pemateri, yang kemudian diikuti dengan praktek langsung oleh para peserta. Hasil dari pelatihan ini adalah peningkatan pemahaman para guru tentang inovasi terbaru dalam penggunaan media pembelajaran interaktif. Setelah pelatihan, para guru dapat mengaplikasikan Wordwall untuk membuat materi ajar, media pembelajaran, dan alat evaluasi dengan kreativitas mereka sendiri. Sebelumnya, mayoritas guru tidak familiar dengan teori dan praktik penggunaan Wordwall, tetapi setelah pelatihan, hampir semua guru yang mengikuti kegiatan ini dapat memahami teori dan menerapkan Wordwall dalam pembelajaran mereka. Dampak positif dari kegiatan pengabdian ini yaitu guru dapat mendesain berbagai game edukatif dengan wordwall sesuai materi yang diajarkan, terjalinnya kerjasama antara tim pengabdian dengan pihak sekolah SD Negeri 200118 Padangsidimpuan.

Kata Kunci: *Pengabdian, Pengenalan Media Interaktif, Wordwall*

Abstract

The team from the Tadris Mathematics Study Program, Faculty of Tarbiyah and Teacher Training UIN Syekh Ali Hasan Ahmad Addary Padangsidimpuan organized community service in the form of training on the use of wordwall applications. This training aims to create interactive learning media. This activity was held at a school that had collaborated with the organizers. This service was held with the aim of providing guidance on the use of the Wordwall application in compiling interactive learning media. This is expected to be a solution to create interesting learning by combining theory and practice.In this activity, participants were given theoretical information about Wordwall through slide presentations from presenters, which were then followed by direct practice by the participants. The result of this training is an increase in teachers' understanding of the latest innovations in the use of interactive learning media. After the training, teachers can apply Wordwall to create teaching materials, learning media, and evaluation tools with their own creativity. Previously, the majority of

teachers were not familiar with the theory and practice of using Wordwall, but after training, almost all teachers who participated in this activity were able to understand the theory and apply Wordwall in their learning. The positive impact of this service activity is that teachers can design various educational games with wordwalls according to the material taught, the establishment of cooperation between the service team and the SD Negeri 200118 Padangsidimpuan.

Keywords: Devotion, Introduction to Interactive Media, Wordwall

Introduction

Current developments in technology and information require all individuals to continue to follow developments. It is important to attract attention by presenting the latest innovations, especially in the field of learning media. In an era where digital applications are developing rapidly, teachers are expected to always follow technological developments, especially in making optimal use of digital media. Today's learning media can be designed easily and quickly through the use of digital applications, according to students' needs and conditions (Mu'ah et al., 2020).

The use of digital applications as interactive learning tools for elementary school students has become commonplace. Most students are accustomed to using and applying digital applications. However, to ensure that students use digital applications that are useful, it is necessary to introduce interactive learning media that have educational value (Ningrum & Lia, 2021). To always make students more enthusiastic in the learning process and increase interactivity in the teaching and learning process.

Nowadays, there are a number of digital applications that function as learning tools, which are able to attract students' interest in learning, facilitate the learning process, and create interactive learning experiences. One example is a digital application called Wordwall. This application operates online via the link http://www.wordwall.net. Wordwall is an online learning application that offers various types of learning game templates that can be used, for example unjumbled, maze chase, airplane, brainstorm, seating plan, hangman, drag and drop and others.

There are 18 types of games available on Wordwall that can be used to support the teaching and learning process. In addition, this application can be accessed for free and allows users or teachers to easily switch from one activity template to another. Teachers only need to fill in the questions and answers, and after saving, a link will be created that can be shared with students to work on via applications such as WhatsApp, Google Classrom, and other platforms. According to Putra et al. (2021), using Wordwall is very easy, interesting and interactive, so that participants are happy to be involved in the learning process using Wordwall.

According to research conducted by Zulkifli & Mariah (2019), Wordwall has certain advantages and disadvantages. The advantage is that it is able to provide more meaningful learning and makes it easier for students to understand the material, both at the elementary and intermediate levels. Apart from that, wordwall also provides assignment procedures that can be accessed by students via their cellphones, and has creative and interesting features. Wordwall also has the advantage of creating educational quizzes with the various features available (Fitri Nuraeni et al., 2022).

However, there are several drawbacks to using this Wordwall application. One of them is that it is susceptible to fraud. In addition, the font size cannot be changed and the design of media or evaluation tools takes quite a long time. Even using Wordwall requires an optimal internet network, so network problems can become

an obstacle. In line with Wafiqni & Putri (2021), Wordwall can make it easier for students to understand lesson material and make it easier to evaluate student learning achievements.

Based on previous research findings regarding the importance of using digital media as a learning tool, school facilities, such as multimedia rooms, projectors and computer screens at SD Negeri 200118 Padangsidimpuan, should be utilized optimally. However, teachers at these schools rarely use these facilities in the learning process. Teachers still use traditional methods which make learning feel monotonous because the activities carried out do not attract students' interest in learning. Therefore, Mathematics Tadris Postgraduate students at UIN Syahada Padangsidimpuan held training activities to help teachers utilize the available facilities.

Method

This community service activity is aimed at all teachers at SD Negeri 200118 Padangsidimpuan, including teachers from various subjects. The focus of this activity is to introduce the concept of educational game learning media through the use of Word Walls in elementary school environments. This community service process is carried out through three stages, namely preparation, implementation and evaluation.

In the initial phase, namely the preparation stage, activities begin with arranging permits and administrative documents needed to hold service at an elementary school. Next, the team coordinated to determine the schedule, namely the day and time for the service with the head of SD Negeri 200118 Padangsidimpuan. After that, the team prepared all the equipment and materials needed during the service activities.

The second phase is the core of community service activities, where at this stage, the main focus is providing material about using the wordwall application. This material was delivered by the service team

through a presentation using Power Point slides containing information related to using the Wordwall application.

Figure 1. Service Team Delivering Material

After delivering the material, the moderator opened a question and answer session to support teachers who wanted to clarify or deepen their understanding of this digital application. The teachers responded enthusiastically in asking questions, and the team of presenters carefully answered their questions. After the question and answer session, the teachers immediately practiced using the digital wordwall application with team assistance. When teachers face difficulties, the team quickly provides assistance so that teachers really understand it. Teachers are given the task of creating their own learning materials using this wordwall application. They are asked to choose a template that suits the subject they teach and adapt it. In this way, teachers demonstrate their ability to use the wordwall application for learning. The third phase is the final stage, where there are activities to evaluate and provide conclusions and input regarding the entire process that has been carried out.

Figure 2. Question and Answer with the Presenter

Figure 3. Teachers Practice Directly Using Wordwall

Results and Discussion

Training on using the digital wordwall application which took place on September 22 2023 at SD Negeri 200118 Padangsidimpuan was attended by 27 teachers from various subjects. This activity is divided into three systematic stages, namely the preparation stage, core stage and closing stage. In the first stage, namely the preparation stage, a series of activities were carried out which included obtaining permits from the partner school, namely SD Negeri 200118 Padangsidimpuan. This involves direct coordination with the school principal Mrs. Hj. Yushanifah, S.Pd. The team agrees on a date for carrying out community service activities and submits a permit letter. Apart from that, in the preparation stage, the team also prepared the necessary tools and materials such as attendance lists, projection equipment (infocus), power point presentations, materials, and so on.

At the core stage, an important activity is carried out, namely delivering material about the use of wordwalls. The moderator opened the material delivery session and then gave the presenters the opportunity to explain in detail how to use the wordwall application and how to use it in learning. The material is presented using presentation slides. The participants were very enthusiastic in listening to the explanation from the presenter. The following are the steps for using the Wordwall digital application:

a. Type in google search https//: wordwall.net
b. A dialogue window will appear for the login process. Please fill in an active email address and password.
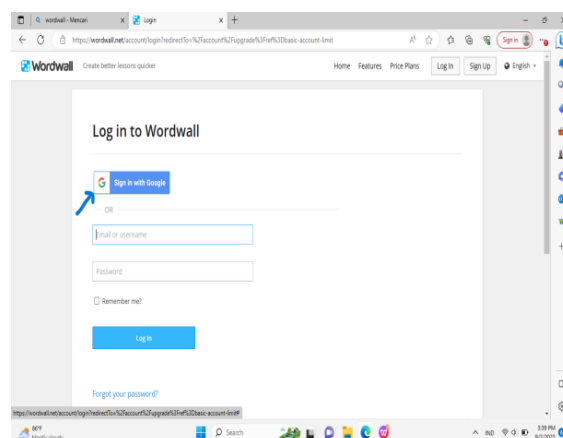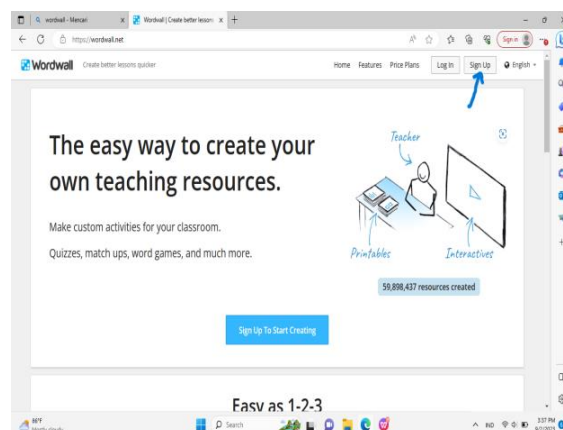

Figure 4. Login Display in the Wordwall Application

c. Select "Create Your Activity Now"
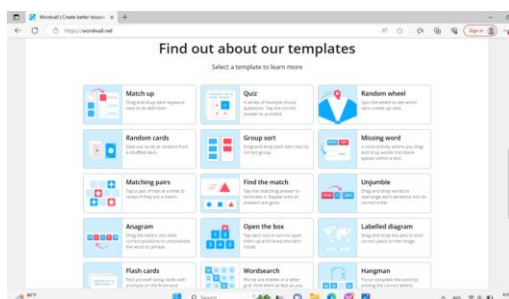d. Next, the Wordwall Dashboard display will appear

Figure 5. Wordwall Application Dashboard

e. Please select the desired template

Once the template is available, we have the freedom to choose the desired template according to the subject and material to be taught. The digital wordwall application can also be used as a learning evaluation tool. When delivering the material, the presenter immediately shows how to create learning material through this application by selecting a template and practicing it via a projector. Next, there is a question and answer session where participants can ask questions with the help of a note taker and moderator. Participants' questions were answered directly by the presenter, so that participants' doubts or lack of understanding could be resolved immediately. At this core stage, there is also a direct practice session on using the wordwall application. Participants are asked to practice creating interactive learning materials using the wordwall application with the guidance of the presenter and the service team. The wordwall application is an interactive learning tool because it is able to create beneficial interactions for students. Wordwall is an interesting application used as a learning and assessment medium in the learning process.

Based on observations during practice, the teachers or participants succeeded in understanding the explanation of the material from the presenter. They are able to create or design learning media, use the wordwall application as a learning tool, and use wordwall as a learning evaluation tool. At the final stage, this service activity was concluded by giving appreciation in the form of mementos from the service team to the teachers of SD Negeri 200118 Padangsidimpuan who had wholeheartedly

participated in the activity from start to finish. As well as closing and taking a group photo.

Figure 6. Appreciation from the Service Team

Figure 7. Group Photo

This training has a positive impact on partners as subjects of community service. According to interviews with teachers before the service event, many of them have not used technology optimally to create interactive learning, including the use of digital wordwall applications. However, after this training, it was seen that the teachers were now able to operate the wordwall application, create learning materials, and use this application as a learning evaluation tool. In addition, based on input from participants who want more similar activities, this kind of training is expected to be held frequently. With activities like this, teachers have the opportunity to develop and improve their knowledge and skills. Suggestions and input from these participants will become the basis for evaluation for future service activities.

Conclusion

From this service activity it can be concluded that the implementation of Community Service (PkM) ran successfully

and smoothly. This happened because all teachers had gained new knowledge about using Wordwall. This is evident from the comparison of partners' conditions before and after the implementation of the service. Previously, almost all teachers did not have the knowledge and skills to use wordwalls. However, after implementing the service, all teachers understood and were able to use the wordwall well.

The suggestion for the future is to continue Community Service (PkM) activities so that teachers can continue to learn about technology-based learning approaches.

Blibiography

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