

Implementation of the Game Based Learning Model Using Baamboozle Media as an Evaluation of students

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Abstract

This study aims to evaluate the effectiveness of the application of game-based learning model using Baamboozle media in sociology subject in class X K SMAN 1 Pontianak. This game-based learning model is expected to increase students' active involvement and deepen their understanding of the material through an interactive, innovative, and fun approach. This learning method aims to combine educational elements with game elements to create a more interesting learning atmosphere, thus encouraging students to participate more actively in learning activities. This research uses a descriptive method with a qualitative approach, which focuses on evaluating the use of Baamboozle during the learning process. The data sources in this study consisted of a sociology teacher who taught in class X K and five students who became research subjects. Data were collected through direct observation in the classroom, interviews with teachers and students, and analysis of student evaluation results after the application of Baamboozle as a learning medium. The results show that the use of Baamboozle as an evaluation media has a significant positive impact in increasing student involvement in the learning process. Students are not only more active, but also show a deeper understanding of the material taught, especially when an interactive game-based evaluation is conducted. It also provides a variety of evaluation methods, which fosters student enthusiasm and creates a more interesting and vibrant learning atmosphere. The use of game-based learning is proven to be effective in developing evaluation methods, as well as making a positive contribution to improving the achievement of student learning outcomes, especially in sociology subjects in class X K SMAN 1 Pontianak.

Keywords : Baamboozle, Evaluation, Game based learning, Learning Implementation, and Sociology

INTRODUCTION

Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and skills needed by themselves, society, nation and state (Law No. 20 of 2003). The times demand that the world of education must adapt to the needs of the times. According to that the changing times have an impact on the developing science, so that the process of organizing education must follow the needs of the times (Ulfah & Arifudin, 2021).

At the cognitive level, mastery of conceptual understanding must provide a solid foundation for students, because conceptual understanding is known to be the most basic level of learning (Mohamed *et al.*, 2021). One of the most basic problems in education is the monotonous and less varied learning process that causes students to lose interest in learning and affects concept understanding. The use of appropriate and effective learning models and media will have a positive impact on the success and learning process, especially in producing good learning evaluations. Game-based learning model is a learning approach that uses game elements to attract and engage participants. The end goal is to improve knowledge and skills. It is self-paced, has a clear beginning, a play process, and a defined end (Azan & Wong, 2008).

Therefore, this will have an impact on the overall outcome of all the learning processes that have been undertaken. Game-based learning (GBL) is gaining attention as an effective model in modern education. Game-based learning can increase student motivation and engagement by providing instant feedback and relevant challenges. They emphasize that game

elements such as point systems and leaderboards can trigger intrinsic motivation and increase student participation (Hamari *et al.*, 2014).

Learning media is a teacher's need to make it easier for students to understand a learning concept. Using learning media will make the interaction between teachers and students more effective and can create enjoyable learning according to the needs of students. Teachers can utilize technology-based learning media, namely baamboloze. This game uses quizzes as its game, the quizzes used can make their own manually or quizzes that have been made by other members. Of course, the quizzes that will be used in the game are quizzes that have been made by educators (Mariani *et al.*, 2024).

Baamboozle Game is a web-based application that can be used to hold or conduct quizzes. This Baamboozle game can be used as a learning media because of the availability of one core game, namely quizzes, which aims to make learning more fun and motivate students to be excited when entering the learning process (Gultom, 2023). Baamboloze also has features that make it easy for teachers and students to access as needed. With the use of this learning media, when giving evaluations, students are expected to increase their interest in learning.

In the journal “Application of Interactive Media in Learning” found that the use of interactive media such as Baamboozle can increase student interest and motivation to learn. This is because the application is able to present learning material in a more interesting and fun way (Rahmawati *et al.*, 2024).

Learning media is a tool used by teachers to help students understand a learning concept. The purpose of learning media is to support the learning process and clarify the meaning of the information conveyed so that learning objectives are achieved (Wahyuni *et al.*, 2020). In general, learning media facilitate interaction between teachers and students, making learning more effective and efficient. Therefore, teachers must design fun learning according to the needs of students so that the learning process becomes interesting and enjoyable (Hasan *et al.*, 2023). This study aims to determine how the game-based learning model lesson planning using baamboozle media as a student evaluation, the implementation of game-based learning model lesson learning using baamboozle media as a student evaluation, and the evaluation results of game-based learning model lesson implementation using baamboozle media.

METHOD

The research method used in this study is a qualitative method with a descriptive approach, which focuses on evaluating the use of Baamboozle during the learning process. The research location that the researcher will conduct is SMAN 1 Pontianak located at Jl. Gusti Johan Idrus, Akcaya, South Pontianak sub-district, Pontianak City, West Kalimantan 78133. The data sources in this study consisted of a sociology teacher who taught in class X K and five students at SMAN 1 Pontianak who became the research subjects.

Data were collected through direct observation, in-depth interviews, as well as documentation of classroom activities and analysis of student evaluation results after the application of Baamboozle as a learning medium. Observations were conducted to see how students responded to the use of Bamboozle media in the learning process, while interviews aimed to explore students' views and experiences related to this learning method. Data analysis techniques were carried out by reducing data, presenting data, and drawing conclusions. Data triangulation is used to increase the validity of the findings, by verifying the results from various sources, such as observation, interviews, and documentation.

RESULTS AND DISCUSSION

Learning planning of game-based learning model using baamboozle media as an evaluation of class X K students of sociology subject of SMAN 1 Pontianak.

Lesson planning is the main foundation for success in the learning process. With a good learning plan, it will get optimal results in the learning process. In addition, lesson planning also involves analyzing students, selecting relevant materials, and adjusting the learning approach according to the characteristics of students (Johnson, 2022).

Planning is the process of initiating various goals, strategy boundaries, policies, and very detailed plans to achieve them (George, 2016). In the context of learning, planning can be interpreted as the process of preparing subject matter, using learning media, using learning approaches or methods, and assessing the learning process.

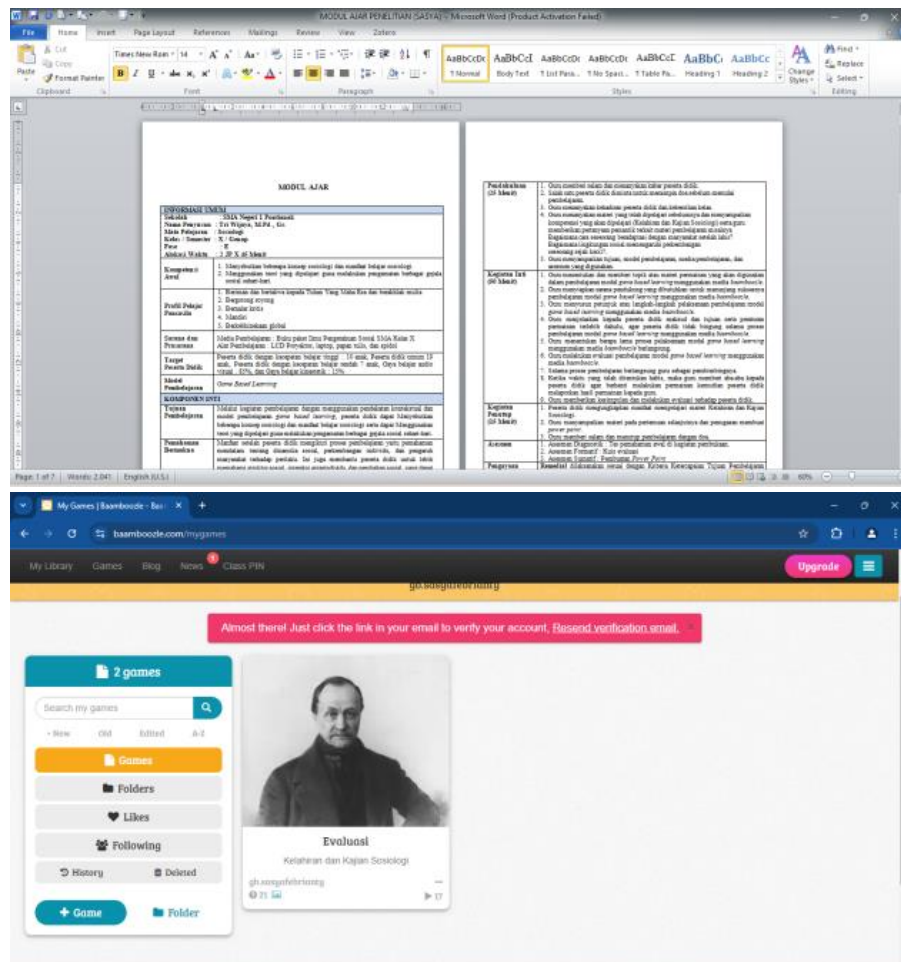


Figure 1. Teaching Modules and Evaluation Questions

Based on Figure 1, sociology subject teachers who teach in class X K SMAN 1 Pontianak make preparations in planning lessons such as by designing and preparing teaching materials, compiling and designing learning tools in the form of Teaching Modules, and making evaluation questions.

Planning in learning is a critical stage to ensure effectiveness and efficiency in the educational process. Learning planning is also a fundamental element in the educational process that allows the achievement of learning objectives effectively and can adjust learning models and media according to the needs of students, with careful learning planning, the learning process can take place in a more structured manner so as to optimize learning outcomes.

Implementation of game-based learning model using baamboozle media as an evaluation of students in class X K sociology subject SMAN 1 Pontianak

Learning implementation is an activity that has educational value, educational value colors the interactions that occur between teachers and students (Djamarah & Zain, 2020). Learning implementation is the implementation of lesson plans which include introductory, core and closing activities (Wiyono & Triwiyanto, 2018).

In the implementation of learning, teachers must determine and provide game material, prepare supporting facilities, explain the purpose, objectives, time and rules in learning game-based learning models using baamboozle media.



Figure 2. Learning Implementation of game-based learning model using baamboozle media

Based on Figure 2, researchers made observations on August 29, 2024 at 08.40-10.00, the sociology teacher was conducting teaching and learning activities and evaluations according to the lesson schedule. The sociology teacher uses a game-based learning model using baamboozle media with material on Introduction to Sociology: Birth and Study of Sociology.

In the implementation of learning, teachers must determine and provide learning materials in the context of game-based learning so that students can get relevant and effective learning. Based on the theory of constructivism by Piaget and Vygotsky, learning occurs when learners are actively involved in the learning process through interaction with their environment. Piaget emphasized that learners construct knowledge through exploration (Huang, Y.C. 2021).

Evaluation results of the implementation of game-based learning model using baamboozle media as an evaluation of class X K students of sociology subject of SMAN 1 Pontianak.

Evaluation in education is one of the important components in the learning process. Evaluation in general is a systematic process to determine the value of a goal, activity, process or object (Ratnawulan, 2014). Evaluation is an activity to find the value or benefit of something.

In this process, it also involves collecting information that is useful for assessing success or effectiveness in the learning process (Ismail, 2021).

In the implementation of the evaluation, the teacher gives questions at the end of the lesson to students to assess the extent to which students understand the material that has been delivered in the learning process. Understanding cognitive concepts, Bloom in (Anggraeni *et al.*, 2021) refers to the ability to absorb the meaning of the material being studied. This shows the extent to which students can receive, absorb, and understand the lessons given by the teacher, or how deeply students can understand what they read, see, experience, or feel as a direct result of their experiences.

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Based on the result of students' evaluation on the cognitive aspect of learning game-based learning model using baamboozle media. The results of the evaluation of the implementation of learning with the Game Based Learning model using Bamboozle media as an evaluation tool for students of class X I Sociology subject at SMAN 1 Pontianak show some important findings. Overall, the application of this learning model was able to increase the involvement and active participation of students in the learning process. Participants became more enthusiastic and motivated in answering questions and completing evaluation tasks given through Bamboozle. Bamboozle media makes the evaluation more interesting and challenging, so that learners not only learn, but also feel more motivated during the evaluation process.

In terms of learning outcomes, there was a significant increase in understanding of the material. Most learners showed an increase in evaluation scores compared to previous results. In addition, learners' responses to the use of Bamboozle as an evaluation tool were also very positive. They stated that it helped them understand the material better due to its interactive and competitive nature. However, there were some technical challenges, such as internet access and technology mastery, which became obstacles for some students. Overall, the Game Based Learning model based on Bamboozle is considered effective in improving the quality of Sociology learning in class X K SMAN 1 Pontianak.

CONCLUSION

This research shows that the application of Game Based Learning model with Baamboozle media as a student evaluation tool has a positive impact on the learning process in class X K of Sociology subject at SMAN 1 Pontianak. Through careful planning and effective implementation, Baamboozle media succeeded in increasing students' interest, motivation, and active participation during learning. The interactive and competitive nature of Baamboozle made the evaluation more interesting and challenging, so that students did not only learn passively, but also felt encouraged to engage more deeply during the evaluation process.

The evaluation results showed an improvement in learners' cognitive concept understanding, where most learners obtained better grades after the implementation of this learning media. Despite some technical constraints such as internet access and technology mastery, overall the Baamboozle-based Game Based Learning model proved effective in improving the quality of learning and students' learning outcomes. The use of appropriate

learning media, such as Baamboozle, can create a more enjoyable, interactive and relevant learning environment for students.

Thus, this model can be adapted and further developed to improve the quality of learning in schools. The application of this model proves that innovation in evaluation through technology integration can provide a more enjoyable, effective learning experience and motivate learners to actively engage in the learning process.

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