



The Efficacy of Wordwall to Enhance Seventh Grade Students' Vocabulary Mastery at MTsT Al-Qudwah Blitar

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Abstract— Vocabulary is a fundamental aspect of English learning that directly influences reading comprehension and communication skills. Many students struggle with vocabulary mastery due to limited exposure, monotonous learning strategies, and low motivation. This study investigates the efficacy of Wordwall, a game-based digital platform, in enhancing the vocabulary mastery of seventh-grade students at MTsT Al-Qudwah Blitar during the academic year 2024/2025. Using a quantitative pre-experimental design with a one-group pretest-posttest, 35 students were administered vocabulary tests before and after treatments involving Wordwall activities, including Anagram, Balloon Pop, Whack-a-Mole, Group Sort, and Crossword. Data were analyzed using SPSS 25, including normality tests, homogeneity tests, and paired sample t-tests. Findings revealed a significant improvement in students' posttest scores compared to the pretest ($p < 0.05$), indicating that Wordwall effectively enhances vocabulary mastery. The results suggest that interactive digital media not only increase motivation and engagement but also support long-term vocabulary retention.

Keywords—Wordwall, vocabulary mastery, English learning

I. INTRODUCTION (HEADING 1)

Vocabulary plays a crucial role in second language acquisition, as it provides the foundation for communication and comprehension (Zeng et al., 2025). Without sufficient vocabulary, students struggle to express their ideas, comprehend written texts, and participate effectively in classroom discussions and interactions. At MTsT Al-Qudwah Blitar, many seventh-grade students demonstrate limited vocabulary mastery due to several challenges, including a lack of exposure, reliance on rote memorization, and low motivation caused by monotonous teaching methods.

To overcome these challenges, integrating interactive media into English learning is necessary. Wordwall, a digital platform offering quizzes, matching games, and word puzzles, provides an engaging and student-centered approach to learning vocabulary. Previous studies have shown that Wordwall significantly improves vocabulary retention and

motivation (Purwitasari, 2022; Rohmah, 2023). This study focuses on examining whether Wordwall can effectively enhance seventh-grade students' vocabulary mastery at MTsT Al-Qudwah Blitar.

II. RESEARCH METHOD

This study employed a **quantitative approach** with a **one-group pretest-posttest design**. The sample consisted of **35 seventh-grade students** selected through purposive sampling.

- **Instrument:** A vocabulary test consisting of 25 multiple-choice questions focused on the topic *Home Sweet Home*.
- **Procedure:** Students took a pretest, received treatments through Wordwall-based learning (Anagram, Balloon Pop, Crossword), and then completed a posttest.
- **Data Analysis:** Data were analyzed using **SPSS 25**, including normality and homogeneity tests, followed by a **paired sample t-test** to examine the significance of score differences.

III. RESULT AND DISCUSSION

The analysis revealed a significant improvement in students' vocabulary mastery after the implementation of Wordwall.

- **Pretest mean score:** lower than posttest
- **Posttest mean score:** significantly higher
- **Statistical test:** The paired sample t-test confirmed a significant difference ($p < 0.05$).

These results demonstrate that Wordwall effectively enhanced students' vocabulary mastery. Its interactive nature increased student motivation, participation, and retention compared to traditional memorization-based methods. This finding aligns with those of Purwitasari (2022) and Fatimatuzzahra (2024), who also found Wordwall to be effective in improving vocabulary achievement.



Furthermore, the gamification elements in Wordwall fostered a positive learning environment, reducing students' anxiety and encouraging active involvement.

IV. CONCLUSION

This study concludes that **Wordwall is an effective digital tool** for improving seventh-grade students' vocabulary mastery at MTsT Al-Qudwah Blitar. The use of interactive games significantly increased students' vocabulary scores and enhanced motivation in learning English.

Implications:

- For students, Wordwall provides an enjoyable and interactive way to practice vocabulary.

- For teachers, it offers a practical strategy to improve vocabulary instruction and classroom engagement.
- For future researchers, comparative studies involving other digital tools or long-term effects are recommended.

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