

Implementation of Wordwall Application as an Alternative to PAI Learning Media Development at SMKN 1 Purwosari

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Abstract

This study aims to assist students in developing interactive learning media based on the Wordwall application as a means to enhance students' creativity in Islamic Education (PAI) learning. This learning media is highly suitable for use in PAI subjects at SMKN 1 Purwosari, as it can facilitate students in completing tasks quickly. This research employs a qualitative approach, with the method used being a case study where data is gathered through interviews, observations, and documentation. The research findings conclude that the absorption of PAI learning material is more effective when various Wordwall features are utilized, making the classroom atmosphere more enjoyable so that students do not feel bored during material discussions. The benefits for teachers are also related to lesson preparation, as the diversity of Wordwall features makes the teacher's work easier as it can be tailored to the needs of the material.

Keywords : Wordwall App; Learning Media; Islamic Religious Education.

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Abstrak

Penelitian ini bertujuan untuk membantu siswa mengembangkan media pembelajaran yang interaktif berbasis aplikasi wordwall sebagai jalan untuk meningkatkan kreatifitas siswa pada pembelajaran PAI. Media pembelajaran ini sangat cocok digunakan dalam materi PAI di SMKN 1 Purwosari, karena dapat mempermudah siswa mengerjakan tugas dengan cepat. Jenis penelitian ini menggunakan penelitian kualitatif, sedangkan Metode yang digunakan dalam penelitian ini adalah studi kasus yang dimana data diambil dari wawancara, observasi,

dan dokumentasi. Hasil penelitian menyimpulkan bahwa penyerapan materi pembelajaran PAI lebih efektif dengan menggunakan berbagai fitur wordwall, suasana kelas juga menjadi lebih menyenangkan sehingga siswa tidak merasa bosan saat pembahasan materi. Keuntungan pada pendidik juga berkaitan dengan persiapan pembelajaran, yang mana keberagaman fitur wordwall membuat kerja pendidik menjadi lebih mudah karena bisa disesuaikan dengan kebutuhan materi.

Kata Kunci : Aplikasi Wordwall; Media Pembelajaran; Pendidikan Agama Islam.

A. Introduction

As educators, the main task of a teacher is to teach material well to his students. The ability of students in absorbing learning that is explained using various ways, methods and media is the responsibility of educators. In class X ATPH 2 SMK Negeri 1 Purwosari itself, the class conditions are not very good. When the teaching and learning process takes place, many students are not involved in learning. This happens due to many factors, one of which is the lack of effective methods and media used in delivering learning materials. Therefore, many students are not focused and difficult to understand the learning material. Educators should think about how to make students comfortable and focused on learning in the classroom. Educators should provide varied methods

so that learning is not too monotonous which results in students tend to get bored and want to leave the classroom. Educators can use learning methods with various technological tools that are currently very sophisticated such as computers, cellphones, and the internet. The learning technology used can be in the form of applications such as Wordwall, which is an interactive platform that innovates extraordinarily that can allow educators to create a variety of interesting and game-based learning activities. Using technology in education is no longer something extraordinary because the Industrial Revolution 4.0 has produced many major changes in the field of education. It is important for the educational community to use modern learning tools (Sentani et al, 2022).

According to Yusufhadi Miarso, learning media is everything that is used to channel messages and can stimulate thoughts, feelings, attention, and willingness to learn so that it can encourage a deliberate, purposeful, and controlled learning process (Nurrita, 2018). Learning media is also anything that can be used to convey messages or information in the teaching and learning process so that it can stimulate students' attention and interest in learning. The basic use of learning media in the teaching and learning process can also be found in the Qur'an. The word of Allah Almighty in surah al-Nahl verse 44, namely:

بِالْبَيِّنَاتِ وَالزُّبُرِ ۖ وَأَنْزَلْنَا إِلَيْكَ الذِّكْرَ
لِتُبَيِّنَ لِلنَّاسِ مَا نُزِّلَ إِلَيْهِمْ وَلَعَلَّهُمْ
يَتَفَكَّرُونَ

"The explanations (miracles) and the scriptures. And We have revealed to you the Quran, that you may clarify to the people what has been revealed to them and so that they may reflect".

Therefore, learning media in spective Qur'an and Hadith can be viewed as audio, visual, and audio-visual media.

Learning media is also useful as a tool or means that is used as an intermediary for communication to convey messages or information in the form of knowledge from various sources in order to achieve learning objectives (Haris et al, 2018).

The Wordwall app is a game-based learning platform that allows educators to create interactive learning activities for their students. The platform is designed to increase student engagement and develop the learning process through different types of games and exercises. In the Wordwall application, educators can choose the types of games that will be given to students, including crossword games, finding suitable partners and quizzes. The application of wordwall applications in learning such as the use of crossword puzzle games is one of the fun application choices and this game can find out the learning rank. In this game wordwall aims to increase student involvement in learning. Students can participate in competing or collaborative games to increase their motivation in learning. In the wordwall application, the game can be directly shared on social

media and other learning applications such as google classroom, whatsapp, and so on. If internet network conditions do not allow it to be done online in accessing the website, it can be printed in pdf form (Saelan Malewa et al, 2023).

Development of interactive learning media based on wordwall applications as a way to increase student creativity in PAI teaching such as providing material in accordance with the level of expertise and applicable curriculum, also providing space for discussion and collaboration between students. Creative innovation in PAI learning can be done by using learning media or innovative learning processes based on internet technology. With educational innovation, the learning process can be developed and improved with technology (Restu et al, 2023). For this reason, it can encourage the emergence of motivation and enthusiasm for students in following the learning process so that Islamic Religious Education (PAI) is not only considered a subject that is less desirable, but will be the focus of attention and always awaited by students.

Utilizing technology as a means of learning, we can create an environment where every student has the opportunity to grow and develop according to his potential. It is important to emphasize that the use of Wordwall in PAI learning in vocational schools must always be adjusted to the curriculum and learning objectives that have been set. Educators need to ensure that the use of this technology not only grabs the attention of students, but is also effective in delivering learning material. Therefore, Wordwall media is an application used for learning media, through this application can be used educational games, this media can make it easier for educators to make questions that will be answered by students (Redaksi et al, 2021). Challenges that often arise in the learning process in schools include complaints from educators regarding student behavior. For example, educators often feel worried because some students do not complete homework, do not fully listen to the explanations presented, or engage in conversations with classmates when the educator explains the material (Aprilia et

al., 2023).

This study has similarities and differences between previous research and current research. The difference in previous research is that the use of Wordwall Applications is carried out online, while current Wordwall Application research uses more offline or face-to-face. The similarities between previous research and current research are the same using games or features in wordwall applications for PAI learning and making it easier for students to do assignments correctly.

Based on observations examined at SMKN 1 PURWOSARI, there are still weaknesses when learning Islamic religious education using the wordwall application. The use of this wardwall application has been applied during the learning process. The results of the interview asked about the wordwall application during learning to vocational students in class X ATPH 1, they said that the wordwall application was very fun in the learning process. The learning process applied is to use templete games in the Wordwall application such as quiz games

and puzzles. Games in the Wordwall application make students who previously did not like PAI lessons like and make students more focused on learning. Therefore, researchers are interested in conducting research entitled "Implementation of the Wardwall Application as an alternative to the development of PAI learning media at SMKN 1 Purwosari".

B. Research Methodology

The approach used in this study is a qualitative approach, because this qualitative research is descriptive which contains quotations of fact data revealed in the field to provide information on the data to be presented in the form of research reports and descriptions. This approach is very suitable in the discussion of the Implementation of the Wardwall Application as the Development of PAI Learning Media at SMKN 1 Purwosari.

This research is included in the type of case study research because in this study researchers can explore in depth related to the Implementation of the Wordwall Application at SMKN 1 Purwosari with a focus on students who

have low interest in learning and different abilities. Case studies according to John W. Creswell are studies where researchers explore a particular phenomenon in a time and activity and collect detailed and in-depth information using various data collection (Assyakurrohim et al, 2022).

Therefore, qualitative approaches can be used by researchers through observation, interviews, and documentation activities. Researchers can make direct observations so that they can meet face to face with informants. This study delves into the information in depth until the data is really valid and more complete to be described clearly. This research takes primary sources, such as teachers and students, and secondary sources such as manuals, student and teacher data, and other notes that support research such as articles and teaching resources. The data is obtained by observation, interview, and documentation techniques, as well as participating in teaching and applying new things to be used as reports.

C. Results and Discussion

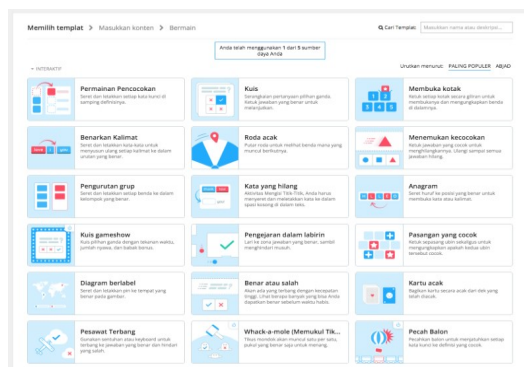
Wordwall application

Wordwall is an interesting application related to programs. The app is clearly included in learning assets, media, and assessment tools that are fun for students (Aeni et al, 2022). A wordwall is a systematically arranged collection of vocabulary displayed in capital letters and pasted on the walls of a classroom. Wordwall is an engaging, interactive and educational application (Khoriyah & Muhid, 2022). Wordwall media is a learning media that has been listed on a website that can be implemented to carry out learning evaluations. The wordwall application is a website-based application that has various templates for educational online games and quizzes that are interesting and exciting. Educational games are one type of game that can be used to increase knowledge for its users. In addition, wordwalls can also be used to design and review assessments in learning (Togatorop et al, 2024).

The choice of using the wordwall application is because the wordwall application can be said to be a technological learning medium that is

easy and interesting to use in elementary or high schools (Yanti et al, 2023). There are various wordwall games that can be used in the learning process, namely (quizzes), crossword puzzles, choose cards or pictures according to the match (match), match the correct answer (match search), etc.

Figure 1. Wordwall Application Games



The delivery that wordwall is oriented towards evaluating learning that can be adapted to the student's class and provides alternative variations in the teaching style of educators. This platform can create interactive learning activities with the help of technology connected to the internet network (Mahyudi, 2022). Therefore, it can be concluded that wordwall is an application that really helps educators to facilitate the learning process in the classroom or outside

school. Wordwall can also be used as a more effective learning method or media.

Learning Media

According to the National Education Association (NEA) explains that media is an object that can be faked, seen, heard, and used as well as possible. Learning media is one of the means or tools used to convey information, messages, or ideas that are feasible and in accordance with facts (Rifdah & Hindun, 2024).

The selection of learning media is very important in the process of teaching and learning activities because determining the right learning media will greatly affect the learning outcomes of each student. In the Qur'an surah al-Alaq verses 1-5 explain about the use of media in education which means:

"Read by mentioning the name of your God who created, He created man from a lump of blood. Read it, and your Lord is the Merciful, Who teaches (man) by the medium of kalam, He teaches man what he does not know." (Al-Alaq:1-5)

The above verse explains that reading is one of the ways to gain knowledge. The essence of reading this is what Allah Almighty wrote with the

intermediary of qalam, the essence of which is a previously unknown science.

According to Nasution, the benefits of learning media as a tool in the learning process (Noor et al, 2023) are as follows:

- a. Students can foster learning motivation with more interesting teaching.
 - b. Students better understand and master the purpose of teaching well if the teaching material is clearer.
 - c. Students will not be bored, educators not only communicate verbally through spoken words, learning methods vary, and teaching staff do not run out.
 - d. The more students do it while learning, the better they understand the information their educators provide.
- After the benefits of learning media, there is an important role in learning media. According to Iwan Falahudin, it is stated that learning media has a very important role to increase the effectiveness of the learning process (Tafonao, 2018), sebagai berikut:
- a. Provide learner learning experiences. Several studies on learning media show that media plays a very important role in enriching the learning experience because students witness and feel directly the discussion themes discussed in class and can facilitate understanding because they are conveyed in an interesting way through certain media.
 - b. Showing the teaching and learning process using media will be able to deliver learning treatises effectively in a relatively fast time compared to without using media, as well as the energy needed to deliver or explain lessons is relatively less as well.
 - c. Increase students' attention to the lesson. Through learning media, the subject matter delivered by educators will be clearer, because the media brings it closer to reality that can be felt directly.
 - d. make students better prepared to learn. By using learning media, students get hands-on experience,

- learning situations become more effective and produce better results.
- e. Include many senses in the learning process. The more members of the five senses who participate in the learning process, the student learning outcomes are expected to last longer so that the quality of learning becomes better.
 - f. Minimize differences in perception between educators and students. Especially in language learning there are often differences in perception in interpreting something, for example lafadz that is not known by students, to reduce differences in perception and bring understanding closer between educators and students, the use of learning media becomes very important, because media can turn something abstract into something that can be felt.
 - g. Increase students' positive contribution to the learning experience. This is because learning media can develop students' ability to think and analyze to find conclusions and solutions to a problem.
 - h. Providing motivation to each student in the class who has different abilities, this diversity sometimes usually causes its own problems in the teaching and learning process, for example there are still students who cannot receive lessons while some others feel that they already understand and of course boring if repeated continuously.

Implementasi Aplikasi Wordwall pada pembelajaran PAI di SMKN 1 Purwosari

Based on the results of research at SMKN 1 Purwosari, it shows that the Wordwall application can be used as a learning medium in the classroom. After researchers observed PAI learning in several classes, there were several problems in research conducted through interviews when educators did not use wordwall learning media, before that students were less interested and tended to feel bored during the learning process. The application of wordwall application learning media can enable competition between students so that it can encourage students to be more active in the learning process and can increase student interest

in following learning (Burhanudin Ata Gusman et al, 2022).

The learning method used by educators in class X ATPH 2 is a conventional method where educators give lectures, question and answer methods, discussion methods and assignment methods. Improper use of teaching methods leads to a suboptimal impact on students' understanding of concepts. Therefore, researchers want to provide new and varied learning methods by applying the Wordwall Application as a PAI teaching medium at SMKN 1 Purwosari.

Material Factors Not Well Understood By Students

1. The methods used are always the same and not innovative, one of which is lectures, short questions and answers and assignments that are carried out continuously and monotonously,
2. Educators tell a lot of things outside of learning so that a lot of time is wasted,
3. Educators are less assertive in bringing order to students while in

class, so the classroom atmosphere is chaotic and disorderly.

Based on the results of the analysis of these observations, researchers finally loaded a solution to liven up the classroom atmosphere, namely by using the wordwall application. The application of the wordwall application has two stages, namely the first stage of preparation and the second stage of implementing learning in the classroom. As for the stages, they are as follows:

Preparatory Stage

The preparation stage in accessing the wordwall application (Amalia Hasanah et al, 2023), as follows:

- a. Enter the Wordwall website address, can be through the browser by typing <http://wordwall.net>, then log in via e-mail,
- b. After that select create activity then select one of the types of games to use,
- c. After determining the type of game to be used, educators can enter material in the form of quiz questions that will later be answered by students,

- d. Quizzes on the Wordwall application can be shared via links to various platforms such as Facebook, Twitter, Google Classroom, E-mail or printed out.

Implementation Stage

At the implementation stage carried out in the PAI learning process using the Wordwall application as follows:

- a. Researchers prepare the material to be discussed along with the method to be used,
- b. Researchers determine the features that will be used in wordwall applications. In this case, researchers use crossword and quiz features,
- c. Researchers determine the necessary tools such as: projectors, markers, cellphones for each student,
- d. At the beginning of learning, educators explain in advance about the objectives and the learning process that will be carried out. This is so that students understand what the course of learning will be like,
- e. After that the educator briefly explains the material to the students.

This is to make it easier for students to answer the questions to be given,

- f. After the projector is turned on, students are given the task to do crossword puzzles about BANK, Insurance and Cooperative materials on their respective cellphones,
- g. Educators share the link to the Wordwall game via Whatsapp group, after that the educator asks students to open the link and tell students to do the questions according to the time that has been determined,

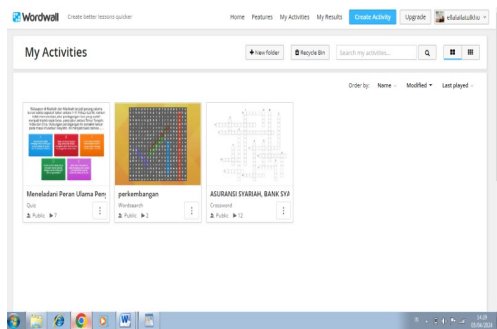
Figure 2. Assignment process



- h. Students work on assignments through the wordwall link that has been sent,
- i. Students are not allowed to leave the wordwall application while working

on assignments because there is a predetermined time,

Figure 2. Student work in wordwall



- j. After finishing the problem, the grade score immediately appears and students can see the score they got on the projector screen,

Figure 3. Scoreboard

Rank	Name	Score	Time
1st	DIVA PUJI LESTARI	15	24:44
2nd	NANANG AFANDI X ATPH 2	14	3:51
3rd	Zakiyatus Zalfa atph 2	14	14:33
4th	Dixye Vath Hii Pinky Mahendra	14	17:11
5th	MERLITA EKA MULANDARI	14	23:17
6th	Nadia comaneci X ATPH 2	14	24:14
7th	Safa Dwi Pandu Dewangga	14	25:36
8th	Ana kristenawati	13	6:25
9th	Martha Agustina Windari	13	10:18
10th	Imas nabila masyari pusti (X ATPH 2)	13	26:10
11th	shahna hunga rossalia	12	11:50
12th	Ambarwati X atph 2	12	15:08
13th	KEYSA AMELIA X ATPH 2	12	16:45
14th	Nabila Ruti dantiari XATPH2	12	20:32
15th	AMIRUH NABILAH Y ATPH-2	12	23:40
16th	safsa billy cikarna	11	17:58
17th	Ika Susanti (atph 2)	11	27:49
18th	NESI DHEA AYU CAHYANI KLS XATPH 2	10	15:18

- k. Researchers provide questions about learning reviews that have been carried out using voting related to the comparison of lecture methods with wordwall application learning methods.

In this study researchers participated in the teaching and learning process, where in the teaching and learning process researchers spent one week teaching students in class X ATPH 2 using the Wordwall Application. For one week researchers saw an improvement in students in the process of receiving learning. With differences in student outcomes and reactions, researchers found things that must be addressed in the teaching that educators do to students. Thirty-four students of grade X ATPH 2 SMKN 1 Purwosari who were the object of research were randomly interviewed when asked whether students felt happy using wordwall learning media? In general, students answered that with wordwall learning media, the learning process becomes more interesting and students become easier to understand the material of banks, insurance, and cooperatives.

According to the analysis of data conducted on the results of the study, there was a significant difference in how effective Islamic learning was between the use of the Wordwall application and

the lecture method. If the lecture method is used, more than 50% of students do not pay attention, which indicates that students are less engaged and may not understand the material. Instead, students using the Wordwall app are actively engaged in the learning process, which shows increased student engagement. This increase in student participation increases students' understanding of Bank, Insurance and Cooperative learning materials. By using the Wordwall application, each student can engage in the learning process in an interactive and engaging way. This allows students to better understand and internalize the ideas taught. Active involvement of students also allows them to talk, collaborate, and answer questions, which can enhance their learning.

The results suggest that the use of technology in Islamic learning, such as the Wordwall app, can increase student engagement and facilitate a better understanding of the material. Therefore, educators should consider incorporating technologies like Wordwall into their

learning approach to improve student learning outcomes.

Advantages and Disadvantages of Wordwall Application in PAI Subjects at SMKN 1 Purwosari

Pros of Wordwall Application

Some advantages of Wordwall Application in learning (Muhammadiyah Mataram et al, 2023), are as follows:

1. Wordwall application is Flexible and can be used easily by various levels of school,
2. Wordwall application is very interesting and not monotonous because there are many various features or games that can be played,
3. Be creative and able to increase student interest in PAI learning,
4. Wordwall applications can be an evaluation tool after learning is complete,
5. Can see the score of grades after completion in doing assignments,
6. Some games such as quizzes can be pdf printed and distributed to students.

Disadvantages of Wordwall App

Some Disadvantages of Wordwall Application in Learning (Mujahidin et al, 2021) are as follows:

1. It takes more time to make it,
2. This Wordwall application can only be seen because it is a visual media,
3. Wordwall application can only be used if using Wifi or Cellular Data,
4. Poor signals also affect learning,
5. Not all features or games that can be used if you don't buy a premium package,
6. If you don't buy a premium package, you can only use 5 features in Wordwall.

D. Conclusion

Based on the results of research that has been conducted, the Wordwall Application is an interactive learning media in PAI subjects that educators can use as a fun and new learning media. This learning media also has a positive impact on the success of student learning at SMKN 1 Purwosari.

In the results of this study, the Wordwall application has two stages

before being used in the PAI learning process in class X ATPH 2, namely the preparation stage and the implementation stage. From this study, researchers can see the development of students' interest in learning who have begun to actively learn in the classroom. Wordwall application media is very useful for problems faced by educators such as being able to do assignments faster, the existence of new learning methods, and providing more efficient grades.

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