



## The Implementation of Bamboozle to Enhance Interaction and Participation of Grade 7 Students in English Subjects at UPT SMPN 37 Medan

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### ABSTRACT

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This study explores the use of Bamboozle, a gamified digital platform, to enhance interaction and participation among Grade 7 students in English subject at UPT SMP Negeri 37 Medan. The research responds to low student engagement due to traditional textbook-based methods. In today's digital era, technology presents opportunity to create more dynamic and effective learning experiences. Using a qualitative approach, data were collected through observation, bamboozle implementation, questionnaires, and interviews. Findings show that Bamboozle significantly improved student motivation, interaction, focus, and enjoyment in learning. Most students found the platform engaging and expressed a desire to use it more frequently in class. Overall, Bamboozle proved to be an effective tool in promoting active and collaborative learning.

*Bamboozle, Game-Based Learning, Gamified Learning, Interactive Learning, Interaction and Participation in Class*

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## INTRODUCTION

English stands as an essential international language, facilitating communication and connection among diverse cultures across the globe. English plays a significant role in various aspects of life, including education. Proficiency in English is a crucial skill that enables individuals to adapt to globalization and broaden their career opportunities worldwide. In the era of globalization, English proficiency is not just an advantage but a necessity. Student interaction and participation in class are key to successful learning. Interaction is the process of socializing, expressed through actions. Individuals involved in interaction are those who reciprocate actions with one another. Interaction can be understood as the relationship between individuals. It occurs when the behavior of one individual influences, or is influenced by, the behavior of another individual (Thibaut & Kelley, 1959).

Meanwhile, Participation refers to an individual's engagement in a situation, whether mentally, intellectually, or emotionally, which drives them to contribute toward the achievement of predetermined goals and to assume responsibility for the activities associated with reaching those goals. (Syamsuddin Adam in Prasetya 2008). In class, Student participation reflects their active involvement in various learning activities, such as discussions, asking questions, sharing ideas, and group work (Cothran & Ennis, 2000). Learning media serve as tools, methods, or techniques to facilitate the teaching and learning process. It also play an essential role in addressing these challenges by enhancing the teaching-learning process.

In the digital era, technology offers new opportunities to transform education. In today's digital age, staying informed enables educators to engage students more effectively and enhance their learning experiences. The use of learning media in schools is often underutilized. Many teachers depend primarily on textbooks, which can make learning less effective and contribute to students feeling bored. This boredom can result in students becoming disengaged, inactive in class, and reluctant to participate in their education.

*Bamboozle* is an interactive digital platform designed to support learning through educational games. With proper use, this platform can be a useful tool to improve the quality of learning in the classroom. *Bamboozle* enables teachers to create engaging and dynamic classroom environments, fostering active student participation. With features such as interactive quizzes and group games, *Bamboozle* aligns well with strategies aimed at increasing student engagement.

Characteristics of *Bamboozle* in Learning: Gamification-Based: It uses game elements to enhance students learning motivation. Interactive and Collaborative: It encourages students to actively participate through team based games. Easily Accessible: No login is required for students and it can be accessed from various devices (computers, tablets, or smartphones). Flexible: It can be used for different subjects and educational levels. *Bamboozle* has several advantages over other learning platforms like Quizizz and Kahoot, especially in interaction and game variety. Here are some key benefits:

Team-Based Play *Bamboozle* is designed for team play, encouraging student collaboration, unlike Kahoot and Quizizz, which focus on individual speed-based games. Unique Game Options It offers different game formats, including strategy elements like "power-ups" that can change the game. Free with Many Features The free version has many features, while Kahoot and Quizizz often limit access in their free versions.

The researchers have determined and believe that *Bamboozle* is a suitable learning medium to enhance interaction and participation among students. This is supported by the gamification theory by Kapp (2012): Gamification increases learning motivation by applying game elements, such as competition, rewards, and challenges. *Bamboozle*, as a gamification platform, encourages students to participate more actively through interactive and score-based games.

UPT SMP Negeri 37 is one of state schools located in Medan, North Sumatra. This school implements both of the curriculum which is K-13 and Merdeka curriculum, but for the seven grade they already implemented the Merdeka curriculum which is our target research. The Merdeka Curriculum is designed to create a more engaging and participatory learning environment by implementing strategies that promote active student involvement. Its focus on flexible, project-based, and technology-integrated learning approaches directly correlates with enhanced student interaction and participation. At this school, English is taught as a subject; however, students still struggle with it. The authors observed this firsthand during their Field Teaching Practice at the school. Through observations and discussions with the English teacher, it became evident that students lacked motivation to learn English. Many students found the subject difficult, became easily bored, and often checked their watches to see when the lesson would end. Their interaction and participation in class were also minimal. In response to this, the authors decided to introduce *Bamboozle* as a way to engage students and improve their involvement in the learning process.

But before doing the research, the researcher searched for some references that were relevant to the research. One of the studies published in 2022, which related to this research "Literature Review: *Bamboozle* as an interactive learning media" A literature analysis on *Bamboozle* shows that this platform, with its gamification approach, significantly enhances students' learning outcomes and conceptual understanding across various subjects. In other words, the significant improvement in learning outcomes indicates that student interaction and participation also increase.

Considering these key issues, the researcher find effective solutions to enhance interaction and participation of students by using *Bamboozle*. *Bamboozle* is considered to be effective in enhancing interaction and participation because it engages users through interactive gameplay, fosters collaboration, provides instant feedback, and makes learning fun and competitive, keeping participants actively involved. Therefore, the author conducted this study entitled "The implementation of *Bamboozle* to enhance interaction and participation of Grade 7 students at UPT SMPN 37 Medan."

## RESEARCH METHOD

This research is entitled "The Implementation of *Bamboozle* to Enhance Interaction and Participation of Grade 7 Students at UPT SMP Negeri 37 Medan." The purpose of this study is to increase student interaction and participation in learning English through *Bamboozle* interactive learning media. According to Jonassen (1999), the use of interactive media, such as *Bamboozle*, can change the learning experience to be more active and enjoyable. This way, students are more involved in learning because they can participate directly in games or quizzes that involve English content. Game-based learning helps reduce the boredom that often occurs in traditional classrooms. According to Gee's (2003) research, games that involve students can increase their interest and enthusiasm in learning, as well as make them more eager to participate actively.

In this study, we authors use a qualitative method. This research was conducted in several cycles to analyze the difficulties of students found in the teaching and learning process based on observations and interviews. According to (Moleong, 2013) defines qualitative research as research that is intended to understand the phenomenon of what is experienced by the research subject, such as actors, perceptions, motivations, actions and others holistically and in a descriptive way in the form of words and language in a special context that is natural and by utilizing various scientific methods.

Based on the observations made in the classroom, the researcher decided to use questionnaires and interviews as the main data. The researcher also did documentation to collect several photos as supporting data.

## RESULT AND DISCUSSION

This chapter presents a comprehensive overview of the findings and discussions that aim to clarify the results of the research conducted at SMP Negeri 37 Medan. In this chapter the researchers discusses the findings from implementing *Bamboozle*, an online educational game platform, aimed at enhancing student interaction and participation in Grade 7 English classes. The goal of this implementation was to investigate how game-based learning affects students' engagement, motivation, and overall participation during English lessons.

The findings revealed a significant increase in student engagement during the English lessons where *Bamboozle* was used. Students responded positively to the interactive format, actively participating in answering questions, collaborating in teams, and showing enthusiasm throughout the sessions.

Research supports that game-based learning tools like Bamboozle increase participation and excitement in language classes. For instance, one study found that students exhibited higher motivation and class involvement when using game-based platforms, attributing the change to increased enjoyment and reduced anxiety (Aulia & Sari, 2023).

This research was conducted in class 7a, as a research sample using game-based learning (bamboozle) as a supporting media in learning English. The researcher supervised the research by conducting discussions with English subject teachers. From the discussion, the researcher concluded that students' abilities, motivation, and participation were lacking when learning English. Then the researcher tried to provide a solution that might have a good impact on students, namely by implementing bamboozle in class during English learning, the subject teacher agreed and finally, the researcher began implementing this platform. Before using the bamboozle, the researcher also used the traditional method of using books as a learning aid, but it was seen that the students were not active in class, they looked bored with this kind of learning. The next day, the researcher used bamboozle as a tool, and they looked very enthusiastic and active. They said that they wanted bamboozle to be used more often in class. From here, the researcher concluded that bamboozle had a very good impact on increasing student interaction and participation. The researcher also gave a questionnaire and conducted interviews with students at the end of the learning after using bamboozle periodically in class.

In the questionnaire, there are 10 questions given by the researcher to the students SMP Negeri 37 Medan, in which the questions cover the students' opinion before and after using bamboozle.

**Table 1.**  
**The Results of the Questionnaire**

No	Items	SD	D	N	A	SA	Total
		Percentage (%)					
1	Does using Bamboozle make you more excited to participate in learning?	0	0	10	50	40	100
2	Does Bamboozle help you understand the subject matter more easily?	0	0	25	35	40	100
3	Does the use of Bamboozle improve your interaction with classmates during learning?	0	0	15	35	50	100
4	Do you feel more confident when	0	0	35	30	35	100

	answering questions when using Bamboozle?						
5	Does Bamboozle make the learning process more enjoyable than other methods?	0	0	15	30	50	100
6	Does using Bamboozle help you focus more on learning?	0	0	25	40	35	100
7	Do you find it more challenging to think critically when using Bamboozle?	0	5	30	25	40	100
8	Does Bamboozle help you to be more active in asking questions or discussing in class?	0	0	20	45	35	100
9	Do you want Bamboozle to be used more often in learning?	0	0	15	10	75	100
10	Do you think Bamboozle is an effective learning method to increase student participation?	0	0	15	30	55	100

The questionnaire results above show various answers from students regarding the implementation of the bamboozle in English learning in class. There are ten questions given to the students, here are some of the explanation of each questions :

1. Does using Bamboozle make you more excited to participate in learning?  
Majority of students (90%) showed that they feel more excited to participate in class while the teacher using bamboozle. This shows that the platform helps make learning more fun and encourages students to get more involved in class.
2. Does Bamboozle help you understand the subject matter more easily?  
Based on the results, (75%) of students agreed or strongly agreed, showing that most students feel Bamboozle helps them grasp the material more effectively. This suggests that the interactive and game-based features of Bamboozle can make learning clearer and easier to follow.
3. Does the use of Bamboozle improve your interaction with classmates during learning? Results showed that (85%) of students agreed or strongly agreed that using Bamboozle improves their interaction with classmates during lessons. This reflects that the platform supports a more collaborative and social learning environment.
4. Do you feel more confident when answering questions when using Bamboozle? (65%) of students said yes. This shows that the platform can help boost students' confidence in a fun and supportive way.

5. Does Bamboozle make the learning process more enjoyable than other methods? With (80%) of students expressing agreement or strong agreement, the findings suggest that Bamboozle is perceived as a more enjoyable approach to learning compared to conventional methods. This highlights the positive impact of gamified tools on student engagement.
6. Does using Bamboozle help you focus more on learning? (75%) of students answered that using Bamboozle helps them focus better during lessons. This means the platform can keep students' attention and make learning more engaging.
7. Do you find it more challenging to think critically when using Bamboozle? (65%) of students agreed or strongly agreed that using Bamboozle makes critical thinking more challenging. This implies that the platform stimulates higher-level thinking skills during learning.
8. Does Bamboozle help you to be more active in asking questions or discussing in class? With (80%) of students expressing positive feedback, the data indicates that Bamboozle effectively promotes increased student participation in questioning and classroom discussions.
9. Do you want Bamboozle to be used more often in learning? (85%) of students responded positively, indicating a strong desire to see Bamboozle used more frequently in their learning. This implies the platform is well-received and valued by students.
10. Do you think Bamboozle is an effective learning method to increase student participation? An (85%) positive response rate indicates that Bamboozle effectively supports increased student participation and interaction within the learning environment.

The results of the questionnaire indicate that students generally had a positive experience using Bamboozle during English lessons. Most students (90%) felt more motivated to participate in class activities, and 75% believed the platform made it easier to understand the lesson content. Additionally, 85% reported that it helped them interact more with their classmates, suggesting that it encourages collaboration. Around 65% of students felt more confident when responding to questions, and 80% found the learning process more enjoyable compared to traditional methods. Bamboozle also seemed to improve concentration, with 75% of students stating that it helped them stay focused. Interestingly, 65% found it more challenging to think critically while using the platform, which may indicate that it pushes students toward deeper thinking. Finally, 80% of students reported becoming more active in class discussions, and 85% expressed a desire to use Bamboozle more often, viewing it as an effective way to enhance participation.

## Discussion

The findings suggest that the use of Bamboozle in English learning has a strong positive impact on student engagement, understanding, and participation. The high percentage of students who felt more excited and motivated shows that gamified platforms like Bamboozle can successfully capture students' interest and make learning more enjoyable. This increased motivation is crucial in language learning, where active participation plays a key role.

The majority of students also felt that Bamboozle helped them better understand lesson content and stay focused. This implies that interactive tools can support comprehension and attention by presenting material in a more dynamic and accessible way. In addition, the reported improvement in peer interaction and classroom discussions shows that Bamboozle encourages a more collaborative and communicative learning environment, which is essential for language development.

A study conducted at UPT SD Negeri 144 Gresik examined the use of Bamboozle in Physical Education (PJOK) classes. The research found that baamboozle edugames learning platform for PJOK subjects has increased student motivation. During the learning process, students are given access to the platform and formed into groups to work together as a team, which makes them more active and enthusiastic in learning. Before the action was taken, the percentage of students' learning motivation was still in the very poor category (54%). However, after the first cycle, there was a significant increase so that it rose to the sufficient category (74%). The final results show that students' motivation to learn PJOK is in a very good category (89%) highlighting its effectiveness in boosting engagement and enthusiasm in learning.

While some students found Bamboozle more challenging in terms of critical thinking, this can be seen as a benefit. It suggests that the platform not only engages students but also pushes them to think more deeply about the material. The desire among students to use Bamboozle more frequently further confirms its effectiveness and popularity. Overall, the discussion highlights that Bamboozle is not just a fun tool, but a meaningful method to enhance learning outcomes in the English classroom.

In addition to using questionnaires for data collection, the author also conducted in-depth interviews with several students. The aim of these interviews was to gain deeper insights into their opinions, experiences, and suggestions regarding the use of Bamboozle in the classroom. Through these sessions, the author sought to gather comprehensive and detailed information about how the platform impacts the teaching and learning process, student



engagement levels, and potential areas for improvement to make Bamboozle more effective and enjoyable for all learners.

Here are some of the questions authors gave to students to know their experiences and opinions while bamboozle was used in their class:

Question 1

Author : Do you feel more motivated to participate during lessons when Bamboozle is used?

Siswa : Yes miss, I was motivated to study because I was carried away by the atmosphere, as if playing a game but what was taught was about lessons. So it didn't feel like I was studying.

Question 2

Author : In what way has Bamboozle influenced your interaction with classmates?

Siswa : Yes, Miss, because we were asked to form random groups, even though we weren't very close before, but because we had the opportunity to choose and answer questions, that's where we discussed.

Question 3

Author : Which features or types of games within Bamboozle do you find most appealing?

Siswa : The feature I enjoy the most is the one where we can take points from the opposing team and choose how many points to take, it feels really satisfying. I also like that we have to select questions on the screen, and sometimes we hit a 'zonk,' which makes it exciting and a bit nervous, hahaha

Question 4

Author : Would you like Bamboozle to be implemented more frequently in the learning process?

Siswa : yes of course miss, I hope bamboozle is used in class because we are carried away by the atmosphere as if we are not studying but playing games, so it doesn't feel like we are studying. So I enjoy the lesson more. Rather than just from books, not diverse, just given questions and done and so on. Not fun.

Responses from several students indicate that Bamboozle plays a significant role in enhancing the classroom experience. It fosters a dynamic and interactive atmosphere that encourages collaboration and active engagement among students. The entertaining, game-like features of the platform stimulate participation and make students more eager to respond to questions. Many students expressed a strong preference for continuing to use Bamboozle in class, noting that its game-based approach is particularly appealing to learners of all ages, especially children.

## CONCLUSION

The results of the research are to help students enhance interaction and participation of Grade 7 students at UPT SMP NEGERI 37 Medan through bamboozle. The researchers concluded with the following findings:

1. Based on the results of questionnaires and interviews, the implementation of Bamboozle media has been proven to increase student participation in the learning process. Students are more active in answering questions and engaging in class activities.
2. The majority of students stated that learning to use Bamboozle felt more fun and less boring. This media helps create a more lively and engaging learning atmosphere.
3. Through the game and group work features in Bamboozle, students work together, discuss, and show mutual support attitudes.

Based on the findings from the questionnaires and interviews with students, it is suggested that Bamboozle should be continuously implemented regularly in classroom activities, as it has been proven to increase student's enthusiasm, interaction, and participation. Bamboozle should not only be used as a fun game but also further developed as an educational tool that aligns with the lesson materials being taught. Students can also be actively involved in the learning process, for example, by creating their questions or challenges in the game, so they feel a greater sense of ownership in their learning. It is important to evaluate the long-term effectiveness of Bamboozle, especially from the student's perspective, to understand how much it helps improve their engagement and understanding in class.

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