
The use of Baamboozle interactive media to increase students' learning activity in ipas learning in grade VI SDIT Mumtaz Al-Bantani

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Abstract

This study aims to describe the use of Baamboozle interactive media in increasing students' learning activity in Natural and Social Sciences (IPAS) learning in grade VI Al-Zahrawi SDIT Mumtaz Al-Bantani. In fact, learning that still uses the lecture method causes students to often be less active during the learning process which also has an impact on the low understanding of the material being taught. Therefore, the researcher used Baamboozle interactive media based on educational games as a positive impact to increase student learning activity. This study uses a qualitative approach with a qualitative descriptive method, where data is collected through field observations, interviews with teachers and students, and documentation. The data collected was analyzed qualitatively to describe the phenomenon that occurred, taking into account various supporting and inhibiting factors for the use of Baamboozle interactive media. The results show that the use of Baamboozle can create a more interesting and enjoyable learning atmosphere so that it has an impact on increasing students' active participation. Activities such as discussions, cooperation in study groups, and enthusiasm in participating in the games that took place showed that this media was able to increase students' activeness in learning science materials from the Six Continents in the World. Based on these findings, this research is expected to be able to be a means for teachers to utilize Baamboozle interactive media as an alternative to increase student activity and involvement in learning, especially IPAS learning.

Keywords: Baamboozle; learning activity; learning

INTRODUCTION

Education is one of the main foundations of the nation's progress, where students who are active in learning have great opportunities. Education has changed according to the times and has experienced rapid progress due to the use of digital technology. According to Kusyani & Rey (2023), the era of society is a process of human collaboration with technology. In the era of society 5.0, teachers are the driving force in education who should have competence and be proficient in delivering material. It is hoped that teachers ensure that the curriculum runs optimally by having a creative, collaborative attitude, daring to take risks, and being able to go hand in hand with technology. Teachers create a conducive learning environment where students can learn actively with the teacher's guidance and direction.

In the Independent Curriculum, science and social studies subjects are combined into Ilmu Natural and Social Knowledge (IPAS). The merger is expected to encourage students to be able to manage the natural and social environment in an integrated manner (Safitri *et al.*, 2024). Social studies subjects that are new subjects for elementary school students should be given various activities and stages so that students get real experience. Social studies education in Indonesia is the result of simplification of various social disciplines and all social things that are arranged scientifically and psychologically by making Pancasila and the 1945 Constitution

as the main values aimed at realizing the goals of national education in particular and national development in general.

Based on the results of the pre-research on September 02, 2024 at SDIT Mumtaz Al-Bantani, in the school environment, it can be seen that students and teachers, including humans, follow current technological developments, in other words, in the development of technology, there are already several teachers who use technology as an interactive medium in learning. One example is using PowerPoint and Quizizz in the learning process. During the IPAS lesson, there were some students who did not pay attention and were busy chatting with friends next to them, especially male students whose group sat in the back.

One of the learning media that is favored by students is audio-visual media (Nur & Supriatna, 2023). Active learning in the classroom certainly presents several benefits for students, including in improving material understanding, social skills, critical thinking, and learning motivation, so that in the implementation of learning, teachers must find the right method to increase student activity. Baamboozle is a website that contains materials such as quizzes and questions that can be used as a learning tool in evaluating the material that students have obtained (Kurniawati & Turistiani, 2024). The convenience presented by this media is that everyone can access it through a web browser on PCs and smartphones.

Based on the background that has been written above, the researcher wants to find out more about the advantages of using Baamboozle interactive media in increasing student learning activity with the title "The Use of Baamboozle Interactive Media to Increase Student Learning Activity in Social Science Learning in Class VI of SDIT Mumtaz Al-Bantani".

METHODS

Qualitative methods are the choice used in this study. This research was carried out at SDIT Mumtaz Al-Bantani Cilegon, Banten. The subjects in this study are all students in Class VI Al-Zahrawi with a total of 18 students. The number of male students is 9 children and there are 9 female students. The researcher is the main instrument in this research, where the researcher becomes a teacher, observer, and also conducts literature review.

The data collection techniques used are in the form of interviews, observations, and documentation where observation data is obtained in this study based on research activities and field practices in class VI semester 1 of 2024/2025. Interviews were conducted with teachers and students as well as documentation. In addition, the researcher studied based on the literature review of existing journals to obtain literature data. Qualitative descriptive data analysis techniques are in the form of data collection, data reduction, presentation, and verification or conclusion drawn.

RESULT AND DISCUSSION

The current era is increasingly affecting the world of education which has also undergone several changes in utilizing technology. Education is expected to be in line with the development of knowledge that continues to advance (Syifa & Supriatna, 2022). The combination of the current Independent Curriculum and existing technological developments, of course, teachers as facilitators in the learning process need more ideas to master the classroom. As we know, sometimes students in the classroom feel bored and lose interest in the

learning material delivered by the teacher in the classroom. Therefore, learning media has a major role in the process of delivering material, facilitating interaction, and increasing student involvement in learning. Baamboozle can be one of the interactive media options used in learning IPAS.

The Use of Baamboozle Interactive Media During Applied to Grade VI Students of Al-Zahrawi

Baamboozle can be accessed via the link <https://www.bamboozle.com>. Baamboozle is a type of edugames game that has similarities with smart competitions. At Baamboozle itself, teachers and students can play without the need to create an account first.

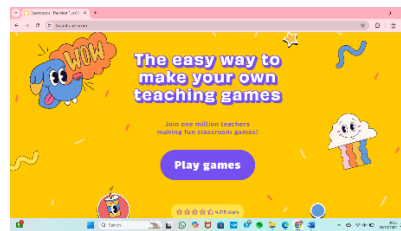


Figure 1. Baamboozle Home

Baamboozle media uses the internet network when it wants to access it. Once we get to the homepage, we can choose between logging in with an account or without an account. Baamboozle does not provide a choice between us as students or teachers, so students can still access Baamboozle to just study or try to create their own problems. The use of Baamboozle interactive media applied to grade VI students of Al-Zahrawi is very easy to use. Of course, by relying on a good internet network, of course Baamboozle's interactive media can be used in the classroom. When using Baamboozle media, teachers also prepare a projector to display the games that students will participate in.

Teachers can adjust the game according to the material/topic to be discussed during the lesson. In addition to using games that are already available on the Baamboozle website, teachers can also create their own game questions that are in accordance with the material to be taught.

Obstacles That Occur During the Use of Baamboozle Interactive Media

In the implementation of the use of interactive media, of course, there are obstacles that will be faced. The obstacles faced when using Baamboozle interactive media itself should be able to be overcome before starting to use Baamboozle. Based on observations and interviews with science subject teachers, it was stated that the obstacles faced when conditioning students not to joke in their study groups. Another obstacle faced is internet access which must be stable when Baamboozle is operated.

Then another obstacle if the user does not use a Baamboozle+ account, the game that can be used is only one option. The timer feature for students to answer questions cannot be used if the user does not use the Baamboozle+ account.

Increasing Student Learning Activity in Class VI Al-Zahrawi After the Use of Baamboozle Interactive Media

This study proves that the use of Baamboozle in creative learning can make students more active and have a positive impact on students' grades. This is evidenced by the results of field observations and direct interviews with several students who have tried this Baamboozle interactive media during the IPAS learning. Students feel more active when learning to use Baamboozle because they find it more challenging to recall material that has been previously given by the teacher. Students feel more motivated to read more subject matter if they want to answer the question game in Baamboozle.

Thus, the Baamboozle application can be used as an encouragement for students to be active in the classroom. In addition, this study makes a substantial contribution to the educational literature by identifying Baamboozle as an effective learning medium in facilitating a more interactive and enjoyable learning environment.

CONCLUSION

Based on the results of the research, it can be concluded that teachers as facilitators in the classroom are decisive for overcoming learning activities. Creative learning activities using learning media for students are a good choice. One of Baamboozle's interactive learning media has different features from conventional media (lectures) that are commonly used by other schools. Baamboozle offers: (1) a fun way to learn on your own, with simple and easy-to-use features; (2) you can create fun questions in Baamboozle without having to pay. In addition, you can use books as a guide to create better questions; and (3) Baamboozle divides students into groups, each group will take turns answering questions that have been prepared by the teacher.

The Baamboozle application has several advantages and disadvantages, some of the advantages of Baamboozle include: (1) easy access, anyone can directly use Baamboozle without the need to create an account first; (2) variety of questions, there are various types of questions that can be adjusted to learning needs; (3) flexible, Baamboozle is suitable for all levels of education in Indonesia; (4) exciting learning; Baamboozle makes the learning process more enjoyable, especially when discussing in a group; (5) high accessibility; Baamboozle is easily accessible anytime and anywhere; (6) independent learning; Baamboozle supports self-paced learning for students; and (7) multi-platform; Baamboozle can be used through a laptop or mobile phone.

In addition to the advantages mentioned above, here are some of the disadvantages of Baamboozle that need to be considered, including: (1) limited features; The selection of features provided is still very few; (2) the user account is unclear, there is no differentiator between the question creator account and the student account that answers the question; (3) uncontrolled access to the game, anyone can start the game without special permission; (4) group games only, games can only be done in groups, cannot be individual; and (5) less interactive, there are no interactive elements other than background noise when selecting answers.

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