

## **CHAPTER II**

### **LITERATURE REVIEW**

This chapter discusses the theoretical basis and previous research used Bamboozle in teaching and learning vocabulary mastery. The theoretical foundations described include: Definition of vocabulary, vocabulary mastery, the kinds of vocabulary, the importance of vocabulary, problem in learning vocabulary, the principles of vocabulary teaching and learning, definition of bamboozle game, features of bamboozle game, advantages of bamboozle game, how to use bamboozle game, definition of wordwall, as well as explaining studies related to this research.

#### **A. Vocabulary**

##### **1. Definition of Vocabulary**

Vocabulary refers to the set of words within a language that are familiar to an individual, a group, or a specific field of study. It encompasses the words and phrases used to communicate ideas, thoughts, and emotions. According to Richards and Schmidt (2010), *vocabulary* is "a set of lexemes, including single words, compound words, and idioms, that are typically used and understood in a particular language." This includes both spoken and written words, as well as their meanings, contexts, and usages. Vocabulary is a fundamental component of communication. As David Wilkins famously stated, while grammar allows for limited communication, without vocabulary, nothing can be conveyed (Thornbury & Harmer, 2002). Moreover, vocabulary plays a vital role in language acquisition. Effective participation in conversations is impossible without understanding the meanings of words being used. Cameron (2001) highlights the critical importance of vocabulary in language learning, emphasizing its central role in the language acquisition process. Learning vocabulary is the foundation of mastering a language,

making it the essential first step for anyone seeking to learn a new language. Based on some definitions above, the researcher concludes that vocabulary encompasses all the words in a specific language that an individual recognizes or utilizes to communicate effectively.

## **2. Vocabulary Mastery**

Vocabulary mastery is a critical component of language learning, influencing both receptive and productive language skills. Researchers and educators alike emphasize its significance, as a robust vocabulary is essential for effective communication, reading comprehension, and academic achievement. This literature review examines key studies on vocabulary mastery, focusing on its definition, the factors influencing its acquisition, and effective instructional methods. Vocabulary mastery refers to an individual's ability to recognize, understand, and use words accurately in both spoken and written contexts. Nation (2013) highlights that vocabulary knowledge includes not only understanding the meanings of words but also their forms, uses, and relationships in various linguistic contexts. Mastery of vocabulary enables learners to comprehend texts more efficiently and express ideas with greater precision. Stahl and Nagy (2006) argue that vocabulary is a strong predictor of reading comprehension, as individuals with a richer vocabulary can derive meaning from more complex texts.

Numerous factors impact vocabulary acquisition and mastery, including age, exposure, and learning environment. According to Nation (2013), incidental vocabulary learning through extensive reading is highly effective as it allows learners to encounter words in rich, meaningful contexts, fostering the natural acquisition of vocabulary. Additionally, Schmitt (2008) emphasizes the role of

motivation and repetition in consolidating vocabulary knowledge, noting that frequent exposure and use of words are necessary for retention. Social interactions also contribute significantly, as Vygotsky's (1978) sociocultural theory posits that language is acquired through meaningful exchanges within a community. Similarly, Alkhudiry (2022) explores the application of Vygotsky's sociocultural theory in second language acquisition, focusing on how collaborative learning activities facilitate knowledge co-construction. This approach aligns with the idea that cognitive development is mediated through social interactions, reinforcing the importance of community and dialogue in language education. Effective vocabulary instruction combines explicit teaching with opportunities for contextualized learning. Nation (2013) proposes a balanced approach that integrates direct vocabulary teaching, word analysis, and practice in meaningful contexts. Explicit methods include teaching word meanings, prefixes, suffixes, and word families, while implicit methods involve engaging students in extensive reading and interactive language activities. Beck, McKeown, and Kucan (2013) introduced a three-tier framework for vocabulary instruction, which prioritizes teaching high-frequency words and those with broad applicability across disciplines.

Technology-based interventions have also been explored for improving vocabulary mastery. For instance, mobile applications, gamified learning platforms, and online resources have been shown to provide engaging and individualized practice (Godwin-Jones, 2018). Such tools allow learners to receive immediate feedback and reinforce vocabulary through multimodal learning. Vocabulary mastery is foundational to language proficiency and academic success. Research underscores the importance of combining explicit instruction with opportunities for

contextual learning to enhance vocabulary acquisition and retention. Further studies are encouraged to explore innovative instructional approaches, particularly those leveraging technology, to address the diverse needs of learners and optimize vocabulary mastery outcomes.

### **3. The Kind of Vocabulary**

Vocabulary is commonly categorized into different types based on its usage and function in communication. These categories help to understand the scope and dynamics of vocabulary acquisition and application. The most widely recognized kinds of vocabulary include listening, speaking, reading, and writing vocabulary. Below is a detailed explanation of each type:

#### **a. Listening Vocabulary**

Listening vocabulary comprises the words a person can recognize and understand when hearing them in spoken language. It is often the first type of vocabulary developed, as children and language learners initially acquire words through auditory input. Listening vocabulary is essential for following spoken conversations, instructions, and media such as lectures, podcasts, or audio recordings.

#### **b. Speaking Vocabulary**

Speaking vocabulary includes the words a person uses actively in verbal communication. While it overlaps with listening vocabulary, speaking vocabulary is typically smaller because individuals tend to use a limited set of words in everyday conversations. Mastery of speaking vocabulary is crucial for clear and effective verbal expression.

#### c. Reading Vocabulary

Reading vocabulary consists of the words an individual recognizes and understands when encountered in written form. It is directly linked to reading comprehension, as a larger reading vocabulary allows individuals to interpret complex texts more effectively. Reading vocabulary is often broader than speaking vocabulary due to exposure to words in books, articles, and other written materials.

#### d. Writing Vocabulary

Writing vocabulary refers to the words a person can confidently use in written communication. This vocabulary type demands knowledge of word meanings, correct spellings, and appropriate contexts for usage. A strong writing vocabulary enhances clarity and precision in written expression, from academic essays to casual emails.

### **4. The Importance of Vocabulary**

Vocabulary is one of the most crucial elements of language learning and communication. It serves as the foundation for acquiring and expressing ideas, enabling individuals to understand others and convey their thoughts effectively. Below are the key reasons why vocabulary is essential in various domains:

#### a. Foundation of Language Skills

Vocabulary is fundamental to the development of the four primary language skills: listening, speaking, reading, and writing. Without a sufficient vocabulary, it becomes challenging to comprehend spoken or written language or to communicate effectively. For instance:

In listening, vocabulary allows individuals to grasp the meaning of spoken words and sentences.

In speaking, a robust vocabulary enables clear expression of thoughts and feelings.

In reading, vocabulary is directly linked to comprehension, as understanding the text depends on recognizing and knowing the words.

In writing, vocabulary provides the tools to articulate ideas with clarity and precision.

b. Improved Communication

Effective communication relies heavily on vocabulary. The ability to select appropriate words allows individuals to convey nuanced meanings and avoid misunderstandings. A rich vocabulary equips people with the ability to tailor their speech or writing to different audiences, contexts, and purposes, whether in casual conversations, academic discussions, or professional presentations.

c. Enhanced Reading Comprehension and Academic Success

Research consistently shows a strong correlation between vocabulary knowledge and reading comprehension. Nagy and Scott (2000) argue that understanding a larger number of words allows readers to make sense of complex texts, infer meanings, and expand their knowledge further. Vocabulary is also a predictor of academic success, as many subjects require a specialized vocabulary to grasp key concepts and ideas.

d. Cognitive Development and Critical Thinking

A rich vocabulary enhances cognitive abilities by allowing individuals to think more precisely and critically. Words are tools for organizing thoughts,

analyzing situations, and solving problems. For example, a larger vocabulary helps individuals articulate abstract ideas, recognize relationships between concepts, and engage in higher-order thinking.

e. Cultural Understanding and Social Interaction

Vocabulary aids in understanding cultural contexts and engaging effectively in social interactions. Knowing words and their cultural connotations helps individuals interpret the subtleties of communication, such as humor, idioms, or slang, and fosters better connections with others. It also helps language learners navigate different cultural settings confidently.

f. Career and Professional Growth

In professional contexts, vocabulary plays a key role in success. Effective communication skills, which are heavily dependent on vocabulary, are essential for tasks such as writing reports, delivering presentations, negotiating, and networking. Domain-specific vocabulary, often referred to as technical or professional vocabulary, is critical in fields like law, medicine, and engineering, where precise terms are required.

## **5. Problems in Learning Vocabulary**

Learning vocabulary is a fundamental aspect of language acquisition, but it comes with numerous challenges that can hinder progress. These problems arise from individual learner factors, instructional methods, and the complexity of language itself. Below are the key issues faced in learning vocabulary, along with potential causes and implications:

a. Lack of Contextual Understanding

Many learners struggle to understand the context in which words are used. Learning isolated word lists without contextual application often leads to difficulties in using vocabulary effectively. Without understanding the nuances of words, such as connotations, collocations, and register, learners may misuse words or fail to recognize them in different settings.

b. Retention and Recall Challenges

Retention of vocabulary is a common problem, as learners often forget newly learned words due to insufficient repetition or lack of meaningful engagement. According to Nation (2013), encountering a word multiple times in varied contexts is necessary for it to become part of a learner's active vocabulary. Limited practice and reinforcement reduce the likelihood of long-term retention and recall.

c. Complexity of Word Forms and Meanings

The intricate nature of vocabulary, including multiple meanings, synonyms, antonyms, and word forms, can confuse learners. For instance, a word like "bank" can refer to a financial institution or the side of a river, depending on the context. Additionally, irregular spellings, pronunciations, and grammatical rules make vocabulary learning even more challenging.

d. Lack of Exposure to Authentic Language

Learners who do not have regular exposure to authentic language input, such as native speakers, literature, or media, may find it difficult to expand their vocabulary. Limited exposure reduces opportunities to encounter new words and understand their usage in real-world situations. This issue is particularly

significant for learners in environments where the target language is not widely spoken.

e. Dependence on Translation

Many learners rely heavily on translating words from their native language to the target language. While translation can be helpful initially, it often hinders deep understanding of words and their cultural or contextual meanings. Overdependence on translation prevents learners from developing the ability to think in the target language and use words naturally.

f. Individual Differences in Learning Style

Different learners have varied preferences and capacities for acquiring vocabulary. Visual learners may struggle with auditory word exposure, while auditory learners may find visual methods less effective. Similarly, learners with weaker memory skills or less aptitude for language learning may face greater challenges in mastering vocabulary.

## **6. The Principles of Vocabulary Teaching and Learning**

When discussing the principles of teaching vocabulary, it is essential to address both the forms of vocabulary that need to be taught and the methods used to teach them. First, vocabulary instruction should align with the learning objectives and students' needs, while also considering the specific aspects of vocabulary to be taught. Second, the principles of teaching vocabulary are guided by various theories and frameworks. Amongst of them, two writers are thought to be plausible. According to Nation (2005), six principles in teaching vocabulary are (1) keeping teaching simple and clear without any complicated explanations, (2) relating present teaching to past knowledge by showing a pattern or analogies, (3) using

both oral and written presentation, (4) giving most attention to words that are already partly known, (5) telling learners if it is a high frequency word that is worth noting for future attention, and (6) not bringing in other unknown or poorly known related words like near synonyms, opposites, or members of the same lexical set. In addition, Graves (2006) emphasizes four main approaches: providing rich and varied language experiences, teaching individual words, teaching word-learning strategies, and building consciousness in readers.

## **B. Bamboozle Game**

### **1. Definition of Bamboozle Game**

The Bamboozle Game is a fun, interactive quiz-style game typically played in classrooms or online. It involves players answering questions or completing tasks to earn points, with the added twist of unpredictable "bamboozle" cards that can alter gameplay. For example, players might lose points, gain extra points, or face other surprises like switching scores or challenges that force players to think creatively or take risks. The game encourages engagement, teamwork, and learning through entertaining competition.

According to Alimova (2023), Bamboozle is a game-based learning feature of online teaching platforms. Bamboozle functions as an edugame concept similar to a quiz competition, but it is hosted online, allowing students to participate without needing to create an account. How to Play: Each group rings a bell to signal their turn. Bamboozle offers two main advantages: it is user-friendly even without an account, and can be used for both online and offline learning. This enables students to play and learn simultaneously, preventing boredom with English and enhancing their proficiency (Krisbiantoro, 2020). Based on the previous definition,

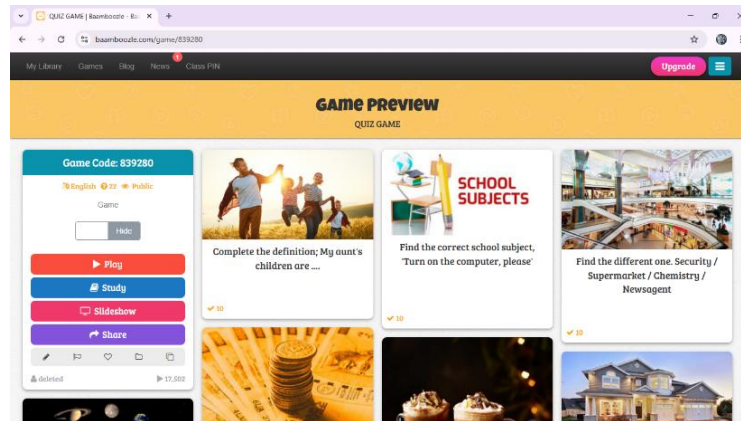
it can be concluded that Bamboozle games are activities where students engage in playful learning, contributing to vocabulary expansion and making the language acquisition process enjoyable. Bamboozle serves as an online education platform designed to facilitate learning through interactive games. In essence, Bamboozle is a web-based tool that promotes fun and engaging games, emphasizing the critical role of games in the classroom.

## **2. Features of Bamboozle Game**

Bamboozle is extremely easy to use, making it accessible for a wide range of ages, both as a gaming platform and a means to foster creativity. Teachers can adopt innovative methods, such as having students work in groups or even create quizzes themselves, enhancing collaboration and participation. Bamboozle features a vast library of thousands of pre-made games covering various subjects. Additionally, its simple game creation tool allows teachers to quickly design and customize games.

Bamboozle is not only valuable in the classroom but also serves as a helpful resource for distance learning, offering students interactive ways to engage with material remotely. The ability to edit games ensures that lessons stay on topic and maintain student interest for longer periods. Questions are drawn from a large bank, ensuring each game remains unique and covers a variety of topics without becoming monotonous.

Time limits are optional, providing flexibility based on classroom needs. For students who may feel pressured by timed activities, these limits can be disabled, allowing for a more comfortable learning environment. Each game typically includes up to 24 questions, providing sufficient content for classroom use within an appropriate timeframe.



Picture 2.1 Bamboozle game display

### 3. Advantages of Bamboozle Game

According to Nabila (2023), Bamboozle offers several key advantages: One of its main benefits is that Bamboozle provides a low-stakes learning environment. Because the game is designed to be fun and engaging, students feel more comfortable making mistakes and taking risks, which is particularly important for those who may be hesitant to participate in traditional vocabulary drills or class discussions.

Additionally, Bamboozle is highly adaptable to various instructional settings. Teachers can incorporate the game into an entire class lesson, as a free-choice learning activity, or as a review tool for homework assignments. Its flexibility across different age groups and learning styles makes it a valuable resource for educators.

Beyond enhancing vocabulary, Bamboozle can also strengthen other critical language skills such as critical thinking, reading comprehension, and grammar. By integrating these elements, students are able to see the broader relevance of their vocabulary studies and connect different aspects of language learning.

Lastly, Bamboozle can be a useful tool for classroom differentiation. Teachers can create customized question sets based on students' needs and abilities, allowing for individualized instruction. By tailoring the game to each student's level, educators can ensure that all learners progress in their vocabulary development.

These benefits highlight that Bamboozle games are a practical and effective medium for learning activities. Therefore, its use should be maximized to enhance student engagement and promote technology-based learning in today's classrooms.

#### **4. Teaching Vocabulary through Bamboozle Game**

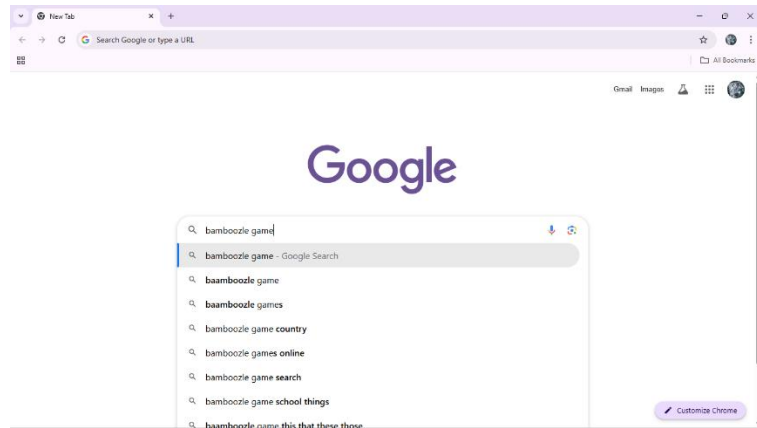
As mentioned earlier, the Bamboozle game is a tool that makes learning both easier and more enjoyable. Teachers can use this platform to either study the material being taught or play games created by other educators. Unlike some other platforms, students do not need personal devices, simplifying the process and reducing any associated stress. All that is required is one device provided by the teacher. Through this game, teachers can focus on the material being taught, particularly in improving students' vocabulary.

In this study, the material aligns with the school curriculum, specifically the descriptive text. The focus will be on elements such as the definition, structure, and language features of the descriptive text. Since descriptive texts are closely tied to the simple present tense, this study targets students' vocabulary proficiency in that context. The emphasis is on enhancing vocabulary related to the present tense.

#### **5. How to Use Bamboozle Game**

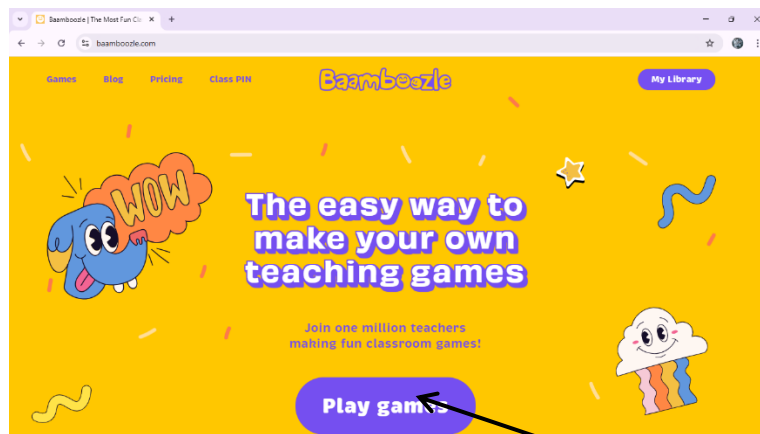
Here is how to use bamboozle games for teaching activities in the classroom:

- a. Search bamboozle games in google chrome or browser.



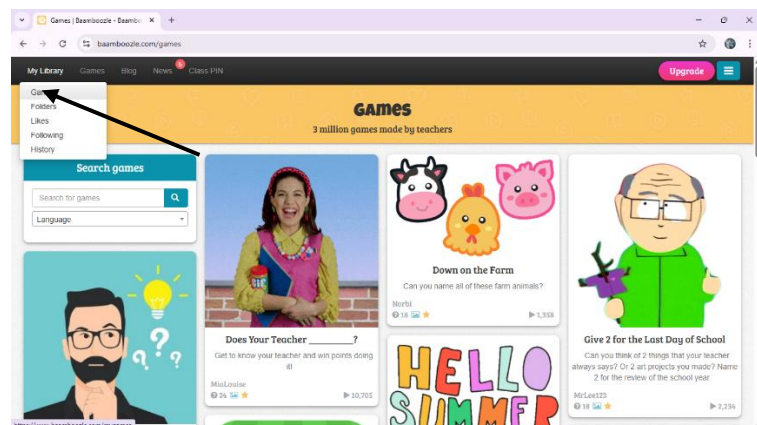
Picture 2.2 Google search menu

- b. If the educator already has an account, they may log in right away. If they don't already have one, the educator needs to create one by email.



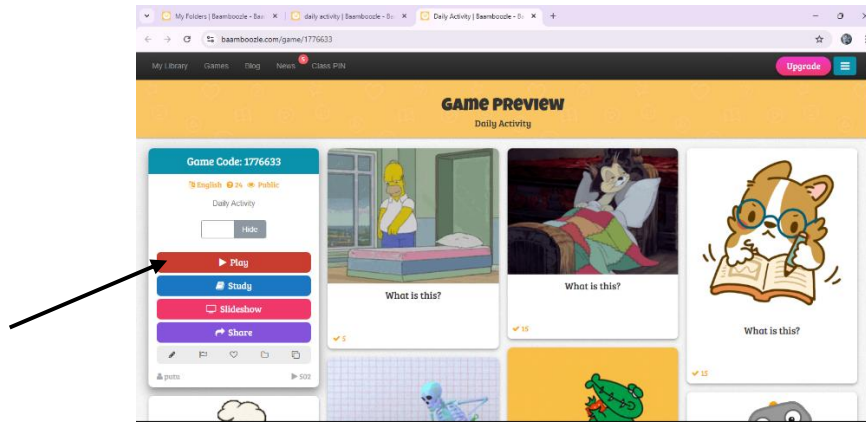
Picture 2.3 Bamboozle game main page

- c. Click “games” on the top left and find or make games that are suitable for the material being taught.



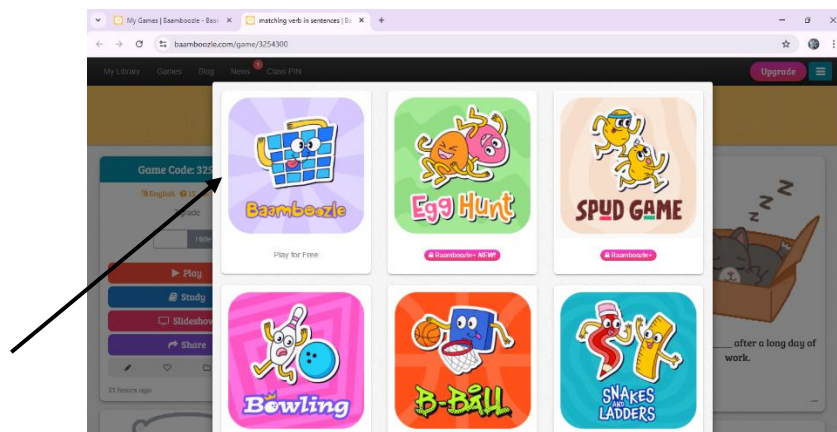
Picture 2.4 Bamboozle game page

d. After creating, click “play/study”.

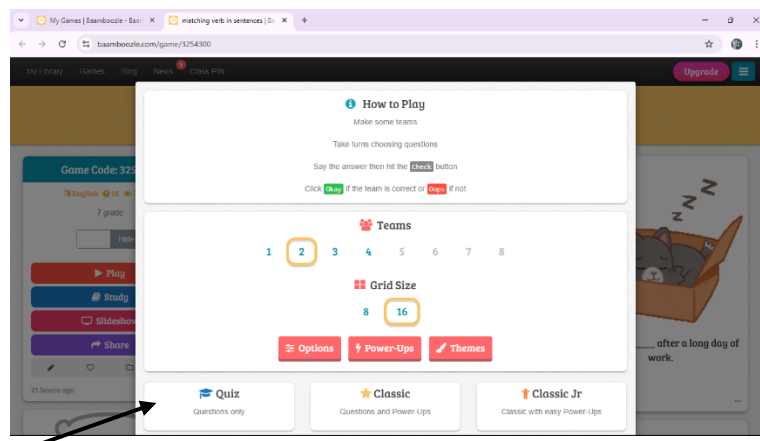


Picture 2.5 Bamboozle questions page

e. Click play for free, then choose how many teams and grid will be used.

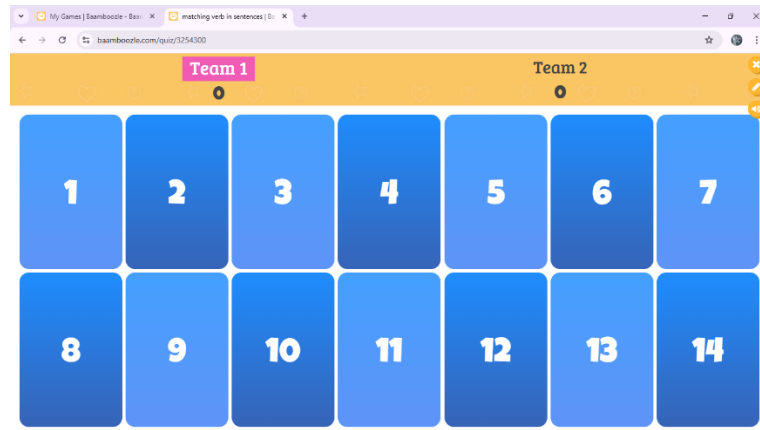


Picture 2.6 Choosing play for free

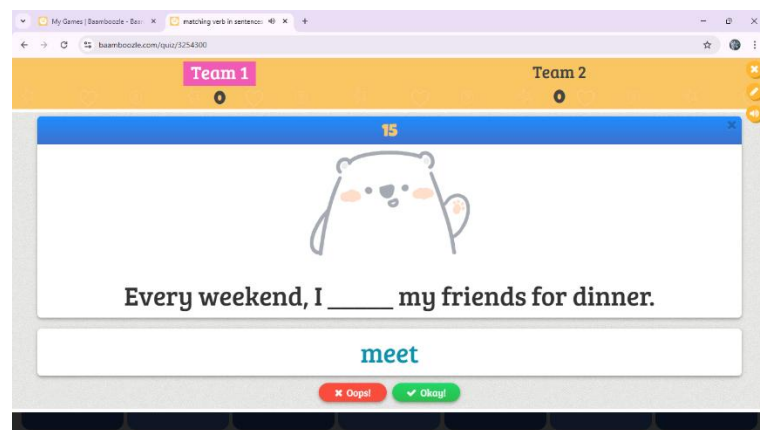


Picture 2.7 Choosing teams and grid

- f. The game is ready to play and select the question number to answer. Click “check” to check the answer, if the answer correct click “okay” and if it is incorrect click “oops”.



Picture 2.8 Bamboozle questions grid



Picture 2.9 Bamboozle question and answer

## C. Wordwall

WordWall is an interactive educational game designed to engage players in learning through quizzes, word puzzles, and other challenges in a visually stimulating digital environment. It allows educators to create and customize activities that enhance student engagement while reinforcing key concepts across various subjects (Smith, 2022). The game's adaptability makes it suitable for different age groups and learning styles, promoting both individual and collaborative learning experiences

(Jones & Brown, 2021). Additionally, WordWall integrates gamification elements, such as rewards and leaderboards, to motivate players and encourage continuous learning (Taylor, 2023).

#### **D. Previous Study**

In conducting this research, the researcher reviews previous studies from some thesis, journals, and so on to gain references. Several previous studies reviewed are relevant to this research. The previous studies are:

The first study was conducted by Amanda (2024) entitled "The Effect of Using Bamboozle Games toward Students' Vocabulary Mastery at SMP 3 Negeri Brebes". This research aims to find out whether there is any difference in student's vocabulary mastery between the students who are taught by using the Bamboozle games and those who are not and to find out the student responses about using Bamboozle games application as a media for learning vocabulary. This research used the quasi-experimental design, which used an experimental and a control group. The population in this research was the eight grade students of SMP Negeri 3 Brebes with a total of 314 students. Meanwhile the total sample in this research was 62 students by applying purposive sample technique. This research uses vocabulary test and questionnaire as the research instrument. Researchers used SPSS 25 software to process data. The use of bamboozle game as learning media has a positive effect on students' vocabulary mastery.

The second study was conducted by Wulandari et al. (2024). The study entitled "Exploring Bamboozle as Games-Based Learning Media to Support Students' Vocabulary: Its application in the classroom". This research aims to know how bamboozle games was applied to teaching vocabulary for ninth-grade junior high

school students. This research used descriptive qualitative. Research data were obtained from observations at SMPN 1 Penawangan and questionnaires given to students. Questionnaires were utilized to administer closed-ended questions for the research. The results of the observations and questionnaires showed that thirty students stated that learning activities using bamboozle made them more enthusiastic because it was fun, variative, and interactive. It can be concluded, bamboozle media can applied by teachers to teach vocabulary in the classroom.

The third study was conducted by Nabila (2023). The study entitled “The Use of bamboozle Games to improve Students’ Vocabulary of State Junior High School, 2Panti in Academic Year 2023/2024”. This study aims to improve students’ vocabulary by using baamboozle game at SMPN 2 Panti in the 2023/2024 academic year. This study was using Classroom Action Research (CAR). The subjects of this study were 31 students of VII C grade in state junior high school 2 Panti. The data was collected by test, observation, and interview. The data analyzed by formula to get students’ mean scores. The result of this study shows that the use of baamboozle games increased students’ vocabulary.

The fourth study was conducted by Muhajirin et al. (2022). The study entitled “The Effectiveness of Bamboozle Games in Improving Students’ Engagement in Learning English”. This study aims to find out the effectiveness of bamboozle to improve students’ engagement in learning English class VIII A SMPN 23 Makassar. This study was using classroom action research (CAR) that consists of two cycles and each cycle is held twice. The subject of this study was 37 students of VIII A SMPN 23 Makassar. The instruments used were observation sheet, and questionnaire by using descriptive qualitative. The data were collected by observation, which was

carried out by observing directly and recording the learning process and questionnaire that was created by researchers for participants to get responses. The data were analyzed using SPSS and descriptive analysis. The result showed that there is improvement in students' engagement in learning English by using bamboozle games.

The fifth study was conducted by Aryansyah (2024). The study entitled “The Application of The Bamboozle Game to Improve Students' Vocabulary Mastery”. The purpose of this study was to find out whether the use of Baamboozle can improve the vocabulary mastery of grade VII-A students at SMPN 1 Sukasada and to identify the factors that support and obstruct during the research. This study used grade VII-A as the subject which consisted of 31 students, with 17 boys and 14 girls. There were four meetings. The Kemmis and McTaggart methodologies were modified for use in the classroom action research approach. Tests and observation sheets were used to gather data, which were then descriptively, qualitatively, and quantitatively assessed. The results showed an increase in the percentage of students who had a high level of vocabulary mastery in each cycle, in the first cycle recorded 62.13% and in the second cycle recorded 81.74% and based on the observation sheets, there were obstruct factors during the research such as limited WiFi or Internet access in the classroom, and students who did not want to discuss in groups. Meanwhile, the supporting factors during this research were the LCD Projector facilities that were functioning properly, making it easier for the students.

The previous studies share both similarities and differences with the current research, supporting the authenticity of this study. These similarities and differences pertain to the methods, instruments, results, and objectives. A common feature

among the earlier studies is the use of Bamboozle game media to enhance students' abilities, with all studies reporting positive feedback from both students and teachers. The Bamboozle game has proven to be an effective tool for improving students' abilities and interest in learning.

For the differences, the researcher discovers differences in each study. In the study conducted by Aryansyah (2024)., Muhajirin et al. (2022), and Nabila (2023) using Classroom Action Research (CAR) as a research method. In the study conducted by Wulandari et all. (2024) using descriptive qualitative research design. The next differences in the study conducted by Muhajirin et al. (2022) focuses on improving students' engagement in learning English in junior high school students.

This research is to determine the effect of bamboozle game as a learning medium to improve students' vocabulary mastery. To establish this study different from the previous study, the researcher uses quantitative method and quasi-experimental as research design that conducted in seventh grade at SMP Al Huda Kota Kediri.