

CHAPTER II

LITERATURE REVIEW

This chapter presents the theories and concepts that support this research, including Learning Media, Baamboozle, and Vocabulary. It also includes a summary of previous study related to the topic.

A. English Language Skills

English language learning involves the development of several interconnected skills that enable learners to understand and use the language effectively. These skills are commonly categorized into four main components:

1. Reading

Reading is a receptive language skill that involves the process of understanding written texts to construct meaning. According to Harmer (2007), reading enables learners to receive language input and develop their understanding of vocabulary and sentence structures through written exposure. In English learning, reading helps students recognize words in context, which supports vocabulary development. For elementary school students, reading activities provide opportunities to learn new vocabulary through simple texts that are appropriate to their cognitive level.

2. Listening

Listening is the ability to understand spoken language by processing sounds, words, and meanings. Brown (2004) states that listening plays a crucial role in language learning because it allows learners to receive meaningful input before producing language. In the context of elementary school students, listening activities help learners become familiar with English pronunciation and word usage. Through repeated listening exposure, students can gradually build their vocabulary and improve their understanding of spoken English.

3. Speaking

Speaking is a productive language skill that involves the oral use of language to express ideas and communicate with others. According to Thornbury (2005), speaking requires learners to have sufficient vocabulary in

order to convey meaning effectively. In elementary school learning, students often face difficulties in speaking due to limited vocabulary knowledge. As a result, vocabulary mastery becomes an essential component to support students' confidence and ability to participate in oral communication.

4. Writing

Writing is a productive language skill that focuses on expressing ideas in written form using appropriate vocabulary and language structures. Harmer (2007) explains that writing helps learners reinforce language knowledge, including vocabulary, through active use. For elementary school students, writing activities encourage learners to recall and apply the vocabulary they have learned. Without adequate vocabulary mastery, students may struggle to construct meaningful sentences and express their ideas clearly in writing.

Based on the explanation of the four English language skills, it is evident that vocabulary plays a fundamental role in supporting students' ability to develop reading, listening, speaking, and writing skills. As stated by Richards and Renandya (2002), vocabulary is a core component of language proficiency and provides the basis for meaningful communication. For elementary school students, vocabulary mastery is particularly important because it forms the foundation of English learning at an early stage. Therefore, this study focuses on vocabulary mastery as a key aspect that needs to be strengthened in order to support the development of other English language skills.

B. Vocabulary

1. Definition of Vocabulary

Vocabulary is one of the basic skills in English, and an important aspect to learn when studying English. According to Cameron (2001), vocabulary is a language tool that students utilize to improve their speaking, listening, reading, and writing abilities. It means that, vocabulary is an important thing that has to learn by the students. So that, the students can improves their skills in understanding the meaning of a words and sentences.

Wallace (1982) also emphasizes that vocabulary is a crucial component of language because effective communication requires a wide range of words. With sufficient vocabulary, listeners can easily understand the meaning conveyed by the speakers. Moreover, Wallace (1982) lists the primary reasons for the importance of vocabulary as follows:

- a) Language exists in two forms, spoken and written, both of them need vocabulary to develop their existence.
- b) Vocabulary is needed for production in learning English as a foreign language rather than only needed for recognition it.

Furthermore, Cameron (2001), states that building a useful vocabulary is essential for young learners because vocabulary supports language development and overall communicative competence.

Based on several definitions above, it can be concluded that vocabulary is a fundamental aspect of language learning. Students with limited vocabulary will find it difficult to express ideas and answer a question, particularly in English examinations. Vocabulary must be introduced early, as it forms the basis for mastering the four language skills, specifically listening, reading, speaking, and writing. Without sufficient vocabulary mastery, learners will struggle to understand both spoken and written English. Therefore, vocabulary can be defined as a collection of words that plays an essential role in supporting communication and overall language proficiency.

2. Kinds of Vocabulary

Vocabulary is not only about knowing the meaning of individual words, but also understanding how words are formed and how they function in communication. To build strong vocabulary mastery, learners need to recognize the internal structure of words as well as the ways vocabulary is used across different language skills. For this reason, this section discusses two important aspects of vocabulary, they are:

2.1 Word formation

Word formation refers to the process of creating new words by adding affixes to base forms. According to Nation (2001), word formation

involves recognizing the internal structure of word, including bases, roots, and affixes. One of the most common processes in English vocabulary development is the use of prefix and suffixes. Therefore, understanding these affixes helps learners identify word meaning, recognize word families, and expand their vocabulary more efficiently. Here are the explanation of prefix and suffix;

a) Prefix

Prefix is affixes added before a base word to modify its meaning. They often help the learners understand unfamiliar words more easily.

Common examples include:

- Un – (not): unhappy, unclear
- Re – (again): rewrite, redo
- Dis – (opposite): disconnect, disagree
- Pre – (before): preview, pre-test

Recognizing prefixed enables the learners to interpret the general meaning of words even if they have not seen them before.

b) Suffix

Suffixes are affixes added after a base word and typically change the word's grammatical category. For example:

- -er (a person who performs an action): teacher, singer
- -ness (state or quality): kindness, happiness
- -ly (adverb maker): quickly, clearly
- -tion (noun form): education, communication

Understanding affixes is important because it helps learners recognize how words change the grammatical function and meaning. It supported by Nation (2001), understanding affixes helps learners recognize derivational patterns and see how related words function within sentences. This morphological awareness contributes to vocabulary mastery because students can identify and get a new words based on familiar words.

2.2 Vocabulary in Language Learning

Vocabulary plays a central role in language development because it directly influences learners' ability to understand what the meaning of the

word is and communicate with other. In the classroom content, vocabulary is used across various activities, from understanding teacher instructions to participating in discussion and answer a task.

For young learners, vocabulary learning needs to be meaningful, contextual, and repeated over time. Cameron (2001) emphasizes that children acquire vocabulary more effectively when words are introduced through engaging task and revisited in multiple contexts. Repetition, interaction, and exposure to meaningful input support the learners' memory and help them internalize new words. Moreover, interactive activities such as games, visuals, and collaborative tasks allow learners to actively use vocabulary, making the learning process more enjoyable and effective.

In summary, vocabulary use in language learning is not only about memorizing word lists but about encountering, practicing, and applying words in various contexts. Consistent exposure and meaningful interaction are key factors that help learners build strong vocabulary mastery.

3. Vocabulary Mastery

Vocabulary mastery is very important in learning a language, because it helps the learners to understand the meaning of words and to use it in communication. According to Nation (2001), vocabulary mastery not only knowing the meaning of words, but also understanding their forms and uses. The form of a word includes pronunciation, spelling, and morphological structure. While its use refers to the grammatical functions, collocations, and appropriateness in communication. Therefore, vocabulary mastery can be seen as a comprehensive knowledge that enables learners to understand and apply words effectively in various language skills.

Based on the explanation above, vocabulary mastery can be defined as learners' comprehensive knowledge of words that involves not only understanding the meaning, but also recognizing their forms and using them appropriately in communication. In the context of language learning, vocabulary mastery refers to how far the students can recognize, understand, and use vocabulary appropriately in language skills such as listening, reading,

and writing. Therefore, mastering vocabulary plays a crucial role in helping students communicate meaningfully and develop overall language proficiency.

4. The Importance of Vocabulary in English Learning

Vocabulary plays a crucial role in English learning as it functions as the foundation for understanding and producing language. Without sufficient vocabulary knowledge, learners may experience difficulties in comprehending spoken and written texts, as well as expressing ideas effectively. According to Richards and Renandya (2002), vocabulary is a core component of language proficiency and strongly influences learners' performance in all language skills. Similarly, Nation (2001) emphasizes that vocabulary knowledge is essential for meaningful communication, as it enables learners to interpret input and convey messages accurately. In the context of elementary school students, vocabulary mastery is particularly important because it supports early language development and helps learners build confidence in using English. Therefore, strengthening vocabulary mastery is necessary to facilitate students' progress in learning English and to support the development of other language skills.

Considering the important role of vocabulary in English learning, appropriate teaching support is required to help students acquire and retain new words effectively. Vocabulary learning, especially for elementary school students, needs to be facilitated through learning activities that are engaging and suitable to their developmental characteristics. According to Nation (2001), effective vocabulary learning requires meaningful exposure and active involvement of learners. Therefore, the use of learning media becomes essential in supporting vocabulary instruction, as it can provide interactive learning experiences, increase students' motivation, and create a more enjoyable learning atmosphere. For this reason, learning media are considered an important component in facilitating vocabulary mastery in English learning.

C. Learning Media

1. Definition of Learning Media

The term *learning media* comes from the word Latin “medius”, which literally translates to “middle,” “intermediary,” or “introduction,” is where the word media originates (Reitz, 2004). It indicates that media serve as a bridge or connector in the process of communication and learning. More precisely, graphic, photographic, or electronic tools for recording, analyzing, and recreating spoken or visual information are typically referred as media process. To put it another way, media is a part of educational resources or tangible objects that carry educational content and can motivate pupils to learn.

According to Arsyad (2017), learning media is a distinct discipline that goes beyond media in the form of physical equipment and is an ethical study and practice in designing, developing, using, managing, and evaluating appropriate technological processes and resources to facilitate learning. This view is also supported by recent studies which emphasize that the use of digital media can create a more engaging and interactive learning environment, helping students stay motivated and improving their learning outcomes (Ramadhania & Adnan, 2022). From this, it can be known that learning media could improve the performance of the teacher, students, and educational organizations.

One of the primary purposes of learning media is to serve as a teaching tool that also affects the environment, conditions, and atmosphere that the instructor arranges and creates. Also, to achieve effectiveness in the learning process, learning media must be created (designed and developed), used, and managed (evaluated) for learning needs. In other way, teaching media present the material interestingly and reliably that can help students increase their understanding in learning process,

In conclusion, learning media are essential components in bridging communication between teachers and students. It transforms the classroom into an interactive and enjoyable learning space. By presenting information more concrete, learning media enhance students’ understanding, stimulate

participation, and contribute significantly to the achievement of learning goals. Considering these important roles, it becomes necessary to discuss the specific benefits that learning media provide in supporting effective teaching and learning activities.

2. The Benefit of Learning Media

According to Arsyad (2017) there are several practical benefits of using learning media in the teaching and learning process as follows:

- a) Improving students' understanding by presenting the information more clearly.
- b) Attracting students' attention and increasing their motivation to learn.
- c) Helping overcome the limitations of the senses, space, and time.
- d) Providing more concrete learning experiences through visual, audio, or combined formats.

In order to accomplish educational objectives generally and school learning objectives specifically, it may be said that media plays a crucial role in the teaching and learning process. With the advancement of technology, digital learning media have been widely applied in classroom instruction. One of the digital learning media that can be used in English learning is Baamboozle, an interactive game-based platform designed to actively involve students in learning activities, particularly in vocabulary learning.

D. Baamboozle

1. Definition Of Baamboozle

Baamboozle is one of learning media in the form of educational games that focus on learning evaluation in the form of quizzes. According to official Baamboozle platform (<https://www.baamboozle.com>), it states that Baamboozle is action and no-holds-barred educational immersion that can get your students to learn in unusual, exciting, and interesting ways. It means that this platform is an online quiz game platform that aims to make studying more enjoyable and engaging. Also, it supported by the official Baamboozle platform (<https://www.baamboozle.com>), users can either access thousands of pre-made games or make their own games tailored to their learning needs.

Instructor or the teacher can create a variety of educational games with Bamboozle that students can play in class, either by themselves or with other students. From this, we can know that Baamboozle is a web-based educational game that can help the teacher to delivered materials in fun ways, so that the students' cannot easily get bored with the materials.

2. Bamboozle Features

Bamboozle have unique features according to official Baamboozle platform (<https://www.baamboozle.com>), it states that are:

- a) The ability to construct interactive tests with various questions and answer choices is one of the many tools that Bamboozle offers to help with learning.
- b) Team game mode to enhance student cooperation.
- c) A variety of adjustable levels of difficulty.
- d) There are thousands of publicly available tests on a variety of topics.
- e) Users of all ages may easily utilize it thanks to its straightforward UI.

From all the features that mentioned above, it can be concluded that Bamboozle is an engaging and accessible learning tool since it provides interactive test, team-based games, adjustable difficulty levels, a wide range of available quizzes, and a simple user interface that can be used by the students.

3. The Advantages and Disadvantages of Baamboozle

Bamboozle is a game-based learning platform designed to increase students' interest and engagement with the learning process. It gives teachers the ability to create, locate, and give students a wide range of interactive tests in a fun setting. It supported by the official Baamboozle platform (<https://www.baamboozle.com>), Bamboozle's advantages are:

- a) The site is super simple and intuitive.
- b) The students do not need access to any of their own devices.
- c) The site has lots of cute and kooky aesthetics.
- d) The platform offers a massive bank of more than 3 million different games, and countless ways to play each one of the game.
- e) It's easy of use, there is no complicated login required for the teacher.

f) Also, when played Baamboozle, students can be grouped into teams where they can compete in a healthy way and score points, creating a more stimulating learning atmosphere.

In the other hand, every advantage needs their disadvantages to make it balance. The disadvantages of Baamboozle are; limited features of the free edition, the need for a consistent online connection are drawbacks, and limited variation of the quizzes (many of the Baamboozle's quizzes are multiple choice, guess the name of the pictures, and fill the blanks).

Based from the advantages and the disadvantages of Baamboozle above, we can know that Baamboozle is a great web-based educational game that can help the teacher to make the class feeling more fun and enjoyable. Also, Baamboozle provides many kinds of games and variety of materials that can pick by the teacher adjusting the need from the class. This kind of platform can help the teacher to make an evaluation of the materials seems easy and fun.

4. The Interface of Baamboozle

Baamboozle provides a simple, colourful, and user-friendly interface that encourages students to actively participate in the learning process. According to the official Baamboozle website, the platform is designed to be “quick to set up, easy to play, and simple enough for any teacher or students to use,” which highlight its focus on accessibility and classroom engagement (<https://www.baamboozle.com>). The platform is designed to make class activities more dynamic by dividing students into teams and letting them compete through quizzes. Each question is displayed on-screen with clear visuals, short instructions, and easy-to-read text.

Picture 2.1 the Display of Baamboozle Game



As shown in Picture 2.1, the display of Baamboozle consist of several main components, including the team score area at the top, the question section at the middle, and the answer options at the bottom. Students can read a clue, discuss possible answers with their team, and then select the correct answer. When a correct or incorrect answer is chosen, Baamboozle immediately gives visual feedback such as “Okay!” or “Oops!” to make the activity more engaging. This interactive design helps maintain students’ attention and builds a fun yet educational classroom atmosphere.

In classroom practice, Baamboozle is typically used to review lessons or strengthen students’ understanding through short, competitive quizzes. The teacher can present questions related to the topic in the classroom. And then, the students can work together in teams to select and answer the question. This kind of activity creates an engaging and collaborative learning atmosphere while helping students recall vocabulary and the material that they have learned.

E. Related Previous Study

A number of several studies related to this research have examined the use of Baamboozle. The first research was a thesis conducted by Intifada Azwa Nurfahana in 2024 “The Effectiveness of Using Project-Based Learning Method to Teach Vocabulary at the Tenth Grade of MA Darul Hikmah Sumberejo”. In this study, the researcher explored that the application of the Project-Based Learning (PBL) method was effective in improving the English vocabulary mastery of 10th grade students at Darul Hikmah Sumberejo Islamic High School. This study used a quantitative pre-experimental design with a sample group of 20 students. The results showed a significant increase in vocabulary mastery after implementation of PBL. Therefore, the study shows that the use of interactive and PBL can be a relevant basis for the implementation of Baamboozle to improve students’ vocabulary mastery.

The research above has similarities and differences with the research that the author will do. This study has similarities in the use of Baamboozle media as well as a quantitative approach with a data collection design that involves

observation and comparison between groups. Thus research provides that Baamboozle has great potential to improve students' vocabulary mastery, which is the main focus in this study. However, the main difference is in the sample of the research. If Intifada Azwa Nurfahana research, the sample is senior high school students (10th grade). However, this study sample is elementary school students (5th grade). It can be different in their abilities. Most of senior high school students can read and write easily, but not with the elementary school students. So that, it makes a big different in material and learning method of the study.

Additional, the second was a journal conducted by Fitriani, Ferri Susanti, and Dedi Efrizal in 2025 entitled "The Effect of Digital Baamboozle Game toward Students' Vocabulary Mastery". In this study, the researcher revealed that students responded positively to the Baamboozle as a digital game on Junior High School students' vocabulary mastery. This study used a quasi-experimental design with an experimental class and a control class, and the data was collected through multiple-choice test. The result showed a significant increase in the post-test scores of the students in the experimental class (from 66.13 to 86.53). It indicates that the use of Baamboozle is effective in improving vocabulary mastery.

The similarities and differences from this journal with this study are; the similarities of both researches are using Baamboozle as interactive learning media to increase students' vocabulary mastery. Despite having the same focus on vocabulary, the research above using junior school students as a sample. Meanwhile, this study is different in context, as it was conducted at the elementary school level with simpler instruments tailored to the abilities of elementary school students. In addition, this study emphasizes effort to improve vocabulary mastery through the application of Baamboozle in daily learning, rather than simply measuring the effects of using the media.

Furthermore, the third still a journal conducted by Fatma Azzahra Janatul Walidaina, Dian Fadhilawati, and Nita Sutanti in 2024 "The effectiveness of Baamboozle to escalate seventh-grade students' vocabulary learning outcomes". This study examines the use of Baamboozle in improving students' vocabulary mastery. The sample of this study is the junior high school students at SMPN 4 Blitar. In this study, the researchers using pre-experimental design and t-test

analysis to analyze the data. The results showed an increase in the students' score from 57.2 on the pretest to 73.00 on the posttest. This proves that the use of Baamboozle has a positive effect on improving students' vocabulary learning outcomes. And then, the use of Baamboozle also encourages active student involvement in learning. The result of this study proved a significant increase in vocabulary skills after treatment. So that, it confirms that Baamboozle is effective in supporting vocabulary learning.

Similarities and differences of this research are: this research shows that Baamboozle is effective in improving students' vocabulary mastery through a pre-experimental design with one group. This study is in line with this research, which also used Baamboozle to improve vocabulary mastery. And then, the different from both sides are on the research design and measurement instruments, where the previous study only used test on one group, while this research used a quasi-experimental design with two groups (experimental and control) and involved observation to obtain more comprehensive result. Thus previous study supports the assumption that Baamboozle can be an effective medium for vocabulary learning.

Nevertheless, the next research was a thesis conducted by Putri Amalia Amanda in 2024 "The Effectiveness of Using Baamboozle Games toward Students' Vocabulary Mastery at SMP Negeri 3 Brebes". This research employed a quasi-experimental design with two groups (experimental and control), involved 62 students; from the eighth grade of SMP Negeri 3 Brebes. The findings in this research showed that the mean score of the experimental group was higher than the control group. Furthermore, the questionnaire results also indicated that students have positive perceptions toward the use of Baamboozle, considering it's enjoyable and effective in improving vocabulary mastery.

This study has similarities in the use of Baamboozle media as well as a quantitative approach with a data collection design that involves observation and comparison between groups. Thus research provides that Baamboozle has great potential to improve students' vocabulary mastery, which is the main focus in this study. However, the main difference is in the sample of the research. In Amanda research, the sample is junior high school students (8th grade). However, this study

sample is elementary school students (5th grade). It can be different in their abilities. Most of junior high school students' English level is at B1, which means they can answer a question from the text easily. Rather than elementary school that is still learn about vocabulary in daily. So that, it makes a big different in material and learning method of the study.

The last previous studies is a journal conducted by Rahmi Rahmita Tanjung & Sholihatul Hamidah Daulay in 2025 "Students' Perception of Vocabulary Mastery by Using Baamboozle Game". The research explores students' attitudes and perceptions toward the use of Baamboozle in improving vocabulary mastery. The findings revealed that students showed positive responses, indicating that Baamboozle not only helped them learn vocabulary more effectively but also made the learning process enjoyable and engaging.

The research above has similarities and differences with the research that the researcher will do. Both this study and the present research focus on the use of Baamboozle to enhance students' vocabulary mastery. They highlight the potential of Baamboozle as a supportive tool in language learning. However, while Rahmi and Daulay emphasized students' perceptions on the game, the present study examines its effectiveness in improving fifth-grade students' vocabulary mastery through experimental data.