THE EFFECTIVENESS OF USING SNOWBRAWL GAME IN GIMKIT APPLICATION ON EFL STUDENTS' VOCABULARY MASTERY AT JUNIOR HIGH SCHOOL

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ABSTRACT

This study investigates the effectiveness of using the Snowbrawl game in the Gimkit application to improve English as a Foreign Language (EFL) students' vocabulary mastery at junior high school level. The research was conducted using a pre-experimental one-group pre-test post-test design involving 34 students of class VII E at SMP Negeri 31 Banjarmasin. The students received three treatment sessions using the Snowbrawl game after completing a pre-test, followed by a post-test to measure vocabulary improvement. The data were analyzed using paired sample t-test with SPSS. The findings indicate a significant improvement in students' vocabulary mastery after the implementation of Snowbrawl in Gimkit. The game-based learning approach effectively increased student engagement, motivation, and vocabulary retention. This study highlights the potential of integrating gamification, specifically Gimkit's Snowbrawl game, into vocabulary instruction to enhance language learning outcomes. The results are expected to contribute to the development of innovative and interactive teaching strategies in EFL contexts.

Keywords: Vocabulary Mastery, Snowbrawl, Game-Based Learning, EFL, Junior High School

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