

**DEVELOPING WORDWALL-BASED DIGITAL MEDIA FOR
TEACHING VOCABULARY IN THE BOOK MY NEXT WORDS OF
SIXTH-GRADE 1st SEMESTER AT SD NEGERI 1
BAKTISERAGA SINGARAJA**

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ABSTRACT

This study explores the development and implementation of Wordwall-based educational games designed to supplement the "My Next Words" book for sixth-grade students in SD Negeri 1 Baktiseraga Singaraja, Indonesia. The research aimed to enhance vocabulary acquisition through interactive and engaging digital learning experiences aligned with the Merdeka Curriculum's educational objectives. Various game types were developed, integrating multimedia elements such as images and audio to enrich the learning process. The study followed a structured approach, including blueprint formulation, iterative development, quality assessment, and real-world testing to optimize educational effectiveness. Findings highlight the potential of digital educational games in supporting language learning and fostering student engagement in primary school environments.

Keywords: *Wordwall, educational games, vocabulary acquisition, digital learning, primary education.*

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Pendidikan Bahasa Inggris

ABSTRAK

Penelitian ini mengeksplorasi pengembangan dan implementasi permainan edukasi berbasis Wordwall yang dirancang untuk melengkapi buku “My Next Words” untuk siswa kelas enam pada semester satu di SD Negeri 1 Baktiseraga Singaraja, Indonesia. Penelitian ini bertujuan untuk meningkatkan perolehan kosakata melalui pengalaman pembelajaran digital yang interaktif dan menarik selaras dengan tujuan pendidikan Kurikulum Merdeka. Berbagai jenis permainan dikembangkan dengan mengintegrasikan unsur multimedia seperti gambar dan audio untuk memperkaya proses pembelajaran. Studi ini mengikuti pendekatan terstruktur, termasuk perumusan cetak biru, pengembangan berulang, penilaian kualitas, dan pengujian dunia nyata untuk mengoptimalkan efektivitas pendidikan. Temuan menyoroti potensi permainan edukasi digital dalam mendukung pembelajaran bahasa dan mendorong keterlibatan siswa di lingkungan sekolah dasar.

Kata Kunci: *Wordwall, educational games, vocabulary acquisition, digital learning, primary education*