



Students' Perception Towards Skkribl.io as English Media Teaching

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Abstract

Although there have been numerous studies on English media teaching in language classes, fewer studies. This qualitative case study aimed to investigate various indicators of perception, including benefits and challenges associated with Skkribl.io. Data was collected through an online questionnaire administered to learners in EFL countries. Informed consent was obtained from the participants before data collection. The collected data were analyzed using thematic analysis, involving identifying themes from learners' responses and categorizing relevant information. The research findings were derived by summarizing and categorizing the learners' responses based on the identified perception indicators. It was found that some challenges arose in implementing the media. But, this study also provides valuable benefits to students' perspectives on Skkribl.io as a media for English language teaching. It is suggested that the lecturers should be prepared to adapt new teaching methods through Skkribl.io and put effort into learning new media teaching methods.

Keyword: English media, skkribl.io, Student, Perception

Introduction

Language is an essential element of daily conversation activities. It is one of the effective methods of conversation by words and structures. Communication can take many forms, including body language, speech, signs, and writing. Human language is a uniquely human ability that allows us to share our thoughts, ideas, and experiences with each other. It is a complex system constantly evolving, but it is essential for our ability to function as a society (Hammarström, 2016). There are many different languages spoken around the world, and it is impossible for most people to be fluent in all of them. However, there are some languages that are considered to be international languages, and these languages can be used to communicate with people from different countries (Masykuri, 2019; Nurhadi & Masykuri, 2020). English is one of the most widely spoken international languages, and it is often used as a lingua franca, or common language, for communication between people who do not share the same native language (Tan *et al.*, 2019; Fakhruudin *et al.*, 2020).

Since English was chosen as the international language, all aspects of communication use English. To communicate with foreigners, learners need to master four skills in language learning. The four skills are listening, speaking, reading, and writing (Nurdin & A., 2021; Rahmah, 2022; Ying *et al.*, 2020). Four English skills are essential for learners to access and exchange information.

These skills are listening, speaking, reading, and writing. Language skills and communication skills are closely related, and they are often considered to be equal in importance. Language skills involve the ability to use language effectively, both spoken and written. This includes the ability to use language correctly, appropriately, and fluently. Language skills are essential for scientific production and communication, as they allow scientists to share their ideas and findings with others. (Tarango & Machin-Mastromatteo, 2017). English proficiency and vocabulary proficiency are two sides of the same coin. They are both essential for effective communication in English. A person with a large vocabulary will be able to understand and produce more complex language, and they will be able to express themselves more precisely (Masykuri, 2015; Ying et al., 2020).

Media utilization has modernized how we teach the English language (Rahmah, 2022). Skribbl.io is an online game that can improve English language skills, mainly vocabulary. Game-based vocabulary learning that is well documented to enhance students' vocabulary learning outcomes is gaining increasing attention (Li, 2021). Skribbl.io is a multiplayer drawing and guessing game where players take turns to draw the given word, and others think the given word based on the drawing. This game can be played by multiple players, up to 256 players, individually or in groups. Teaching vocabulary using pictures is much easier for students because it makes them more interested in learning (Akmal & Harmaini, 2014).

English teachers must understand young learners by choosing methods, techniques, and media according to student's abilities, needs, and interests. Media is crucial in helping students understand English as a foreign language (Annisa & Pd, 2015). Teachers can use many types of media in the process of learning to teach English, but teachers should be selective in choosing media, especially in teaching English (Regina Rahmi, 2014). While studying a new word, students must not only be aware of its lexical meaning, but also they should imagine it (Bekturdieva, 2022).

Teaching media helps teachers carry out classroom teaching and learning activities (Nirmala et al., 2021; Leo et al., 2018). This facilitates teachers in imparting knowledge in the teaching process. However, before using the media, the teacher should know whether the press is useful or not (Chen et al., 2022; Kusuma et al., 2021; Masykuri, 2022). Teachers should choose the media used in teaching and learning based on the material needed to achieve the learning goals (Khotimah et al., 2017; Maskuri et al., 2018). Furthermore, the media provide positive contributions to the teaching and learning process. Currently, many types of media can be used in the teaching and learning process (Silmi, 2018). As a global language, English is becoming the top foreign language and education priority in almost all countries. All stages of learners need to master vocabulary to be able to use it. Good English, especially university students majoring in English. However, it takes work. Learners must have good knowledge of vocabulary if learners don't even know the vocabulary level. This is why measuring vocabulary levels is so important (Fitriani et al., 2019).

Several studies have focused on increasing students' motivation to learn vocabulary and improve students' vocabulary skills (Mackey, 2014). However, few studies still address students' critical attitudes when learning vocabulary media. This research will focus on how students' perception of learning vocabulary with Skribbl.io.

The researcher wanted to know if Skkriblio is viable for English teaching vocabulary. Therefore, to see the student perception toward learning language through fun activities with Skkriblio, this study involved students. This is to answer the questions: What is the challenge of Skkriblio for teaching English compared to traditional methods? What is the benefit of Skkriblio as English teaching media compared to traditional methods?

Methods

This research uses a qualitative case study method to understand human behavior. Qualitative methods rely on textual and visual data, have unique data analysis steps, and can be implemented in a variety of ways (Creswell, 2014). Qualitative researchers are not passive observers who simply collect data. They are active participants in the research process, and their own biases and experiences can influence the data that they collect. In turn, the data that they collect can also affect the researcher's own understanding of the world (Grossoehme, 2014). The instrument used in this study is an online survey questionnaire of fifteen close-response questionnaires designed to gather information about student's perception of Skkriblio for teaching and learning vocabulary.

In conducting research, researchers gave a questionnaire of 15 statements with four alternative answers. Sharing questionnaires online via the Google form is the easiest way. In this case, students were asked to answer the contents of the questionnaire according to their experience. Each statement in the questionnaire contains four alternative answers: strongly agree (4), agree (3), disagree (2), strongly disagree (1), the scoring system used in this questionnaire is: total score = score x 25.

Data collection was carried out between April 23, 2023 – May 4, 2023, In EFL countries by questionnaire of fifteen free-answer questionnaires. Furthermore, informed consent of the participants was obtained before collecting data. Data collection was with a questionnaire was conducted through online tools. The learners were asked to describe their perspectives towards Skkriblio as English media teaching. All learners were asked to fill in the online questionnaire through Google Forms. This qualitative case study employed a thematic analysis to answer the research objectives. This study used multiple data sources with close response questionnaires. Learners' responses to online questionnaires were analyzed to find out the averages of each perception indicator. Next, the data reduction was conducted for the learners' responses which were not relevant and separate from the themes discussed. Learners' responses were then categorized and summarized to find out research results based on indicators of the perceptions, namely psychosocial variables, learners' expectations, benefits, and barriers toward Skkriblio as English teaching media.

Results and Discussion

There were thirty participants who all answered the questionnaire. The close-ended questionnaire consists of fifteen statements related to the research question. To analyze the results of the questionnaire, the researcher used Excel to find the mean of all points and produced the following results (Table 1).

Table 1. The Result of The Data Analysis

Perception	Statements	Mean
Challenges	Skkrbl.io is easy to navigate and use.	2.9
	Skkrbl.io is an economical way to learn English.Skkrbl.io is a flexible learning tool that fits into my schedule.	2.97 2.97
Benefit	Skkrbl.io is a valuable tool for learning English.	3
	Skkrbl.io helps to improve my English skills.	2.87
	Skkrbl.io provides a variety of relevant and valuable learning materials.	3.1
	Skkrbl.io is a fun way to learn English.	2.9
	Skkrbl.io has increased my confidence in speaking English.	2.8
	Skkrbl.io provides real-life scenarios for language practice.	3
	Skkrbl.io provides timely feedback to improve my language skills.	2.87
	Skkrbl io offers exciting and interactive learning activities.	2.9
	Skkrbl.io has increased my motivation to learn English.	2.97
	Skkrbl.io provides a supportive and passionate learning environment.	3
Skkrbl.io has broadened my understanding of the English language and culture.	3.1	

Although Skkriblio offers a promising platform for learning vocabulary, some challenges still exist. First of all, although many online games now use English as their primary language, it is important to note that some students may have difficulty with the game interface or feel less motivated, due to limited playing experience. Additionally, while Skkriblio provides easy accessibility, students can get distracted and have trouble managing their time effectively, which can lead to a lack of focus on goals. Furthermore, while Skkriblio is primarily focused on vocabulary learning, language learning is a multifaceted process that includes various components such as grammar, pronunciation, and writing skills. Relying solely on Skkriblio may not provide students with a full understanding of the English language, which may limit their overall language skill development.

Learning vocabulary using Skkriblio has various benefits, and these benefits can be felt if students study using traditional methods. Because the participants had played Skkriblio for at least 2 hours a week, the researchers believed they had benefited from their learning. Some of the participants had received benefits when learning vocabulary with Skkriblio. Additionally, the researchers observed that participants who utilised Skkriblio to learn vocabulary showed improved retention and retention compared to those who relied solely on traditional learning methods. This indicates that integrating Skkriblio into the learning process can improve students' overall language acquisition skills. In addition, the interactive nature of Skkriblio actively engages students in the learning process, fostering greater motivation and enjoyment, which in turn leads to better learning outcomes.

Based on the data analysis performed in this study, it was found that the students' perception of skkrbl.io as a medium of English language instruction is generally positive. However, it should be noted that skkrbl.io does not have a user-friendly interface, which may cause problems for some users. Despite this drawback, Skkriblio offers a fun and valuable way to learn English.

Although Skkriblio does not have an intuitive interface, it offers unique features that make it a valuable English learning tool. The interactive nature of Skkriblio attracts students to practice the language and promotes active participation. The platform integrates various language learning activities, such as vocabulary building, grammar exercises, and listening comprehension tasks. These activities not only improve language skills but also make the learning process more fun and interactive (Bukharaev & Wisam Altaher, 2017).

Although skkrbl.io is not as user-friendly as other platforms, its effectiveness in facilitating English learning cannot be ignored. The challenges presented by the interface can be overcome with the right guidance and support of the teacher. With the right teaching strategies, teachers can help students navigate the platform and maximize its benefits (Nurdin & A., 2021). It is important to consider that different students may have different experiences and preferences about Skkriblio. Some students may find it engaging and effective, while others may struggle with the interface and need additional assistance (Parmawati, 2013). Therefore, it is important for teachers to assess students' needs and interests and provide appropriate guidance to ensure the successful use of skkrbl.io as a medium of English language instruction.

Kesimpulan

Based on the analysis and presented data, it can be concluded that students have a positive perception of using skkrbl.io as a medium for teaching English, even though the interface is not user-friendly. Skkrbl.io provides students with a fun and valuable way to learn English through interactive activities. However, the interface can be difficult for some users and requires guidance and support from teachers.

Despite the limitations of the interface, Skkriblio has proven effective in engaging students and facilitating language practice. Teachers play an important role in maximizing the benefits of skkrbl.io by providing guidance and addressing difficulties students may face with the platform.

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