



## **Edugames Baamboozle: Increasing Interest in Learning Fine Arts for Students Kelas XI in SMA Negeri 4 Sidrap Through Game-Based Learning**

**Ulfianti<sup>1</sup>, Syamsunir<sup>2</sup>, Nurmayanti<sup>3</sup>**

Educational Technology, Universitas Muhammadiyah Sidenreng Rappang,  
Indonesia.

Email: [Ulfianti0506@gmail.com](mailto:Ulfianti0506@gmail.com)

**Abstract:** The purpose of this study is to ascertain how effective Edugames Baamboozle in increasing interest in learning Fine Arts students in SMA Negeri 4's class XI Sidrap. With a pretest-posttest control group design, this study employs a proper experimental research design. Class XI IPA 1, which had 28 students as the control group, and class XI IPA 2, which had 26 students as the experimental group, comprised the study's sample. From the findings of this investigation that have been analyzed the control class's average value was 68.89% in the experimental class 83.83%. The N-Gain test findings in the control class were 27.35%, while 61.56% in the experimental class. In light of these findings, it may be said that the use of edugames Baamboozle is effective in increasing interest in learning Fine Arts of SMA Negeri 4 Sidrap class XI students.

**Key Words:** Learning, Baamboozle Edugames, Learning Interest.

### **Introduction**

The quick advancements in science and technology encourages reform efforts in the field of education. A national education development strategy outlined in legislation is necessary for the renewal of the educational system. This strategy must include the creation and execution of a competency-based curriculum as well as the supply of facilities for learning (Hapsari, 2017). As stated in Government Regulation Number 19 of 2005, Using a multi-strategy and multimedia approach, sufficient technology, and the environment as a learning resource, the curriculum implementation concept is put into practice. To realize this, educators should utilize media that can make learning effective and efficient. This aims to raise the standard of instruction in order to be capable of handling fresh obstacles in the world of education (Christina & Kristin, 2020). Along with the demands of the times, educators must utilize technology during the educational process (Muttaqin et al., 2024). One of the technologies learning occurs during the process of learning media.

A tool that facilitates the teaching and learning process and allows it to accomplish learning is learning media. objectives perfectly (Sapriyah, 2021). Learning media at the beginning of learning is very influential in increasing the efficiency of instruction and the provision of learning materials and messages (Madini, 2023). The application of education media will not give a boring impression to students and will encourage their interest in learning so that it produces good learning outcomes (Sam & Nurmayanti, 2021).

un learning can be created through the use of interesting educational materials, in order that students become enthusiastic about learning and understand the material in class more easily (Mulyati & Evendi, 2020). According to (Kusyani & Adelina Ray, 2023), Baamboozle is a web-based educational game that provides a variety of interesting interactive games so that students feel interested in the learning process. According to (May et al., 2024), Baamboozle is a game-based learning media that aims to be a visual aid in the learning process. Baamboozle can be used as a learning medium, because one of the games is available in the form of a quiz that has an attractive appearance so that it makes learning more fun and arouses students' interest in the learning process (Elmira Yuliana et al., 2024).

In addition, Baamboozle edugames contains a combination of several elements such as appealing visuals, a range of animations, text, music, and video that can pique students' attention in the lessons being taught (Masito, 2024). One of the expected and interesting subjects is learning Arts and Culture.

Art and Culture as part of learning that develops all forms of aesthetic taste activities that include language, appearance, and sound-related expression, inquiry, production, and enjoyment activities, movement, speech, and role (Muin, 2020). The wealth of Art and Culture in Indonesia is very diverse and has a very high historical value. Various motifs such as works of Fine Arts must be preserved and developed as a form of national identity, where currently the learning of Fine Arts material is experiencing a decrease in student enthusiasm to study it, so it really requires the use of media in its implementation which is very important for students (Mareza, 2022).

Pupils who are eager to learn will be recognized. when students are active in answering, confident during presentations and show a cheerful face when receiving learning (Lestari, 2022). High level of interest will result in genuine, ongoing efforts and a refusal to give up easily when faced with obstacles. A learner will be able to comprehend and retain information more rapidly if he is motivated to learn. (Supardi et al., 2022). Interest has a positive influence on academic learning, knowledge domains and certain fields of study for individuals (Nurhasanah & Sobandi, 2021).

The findings of preliminary observations found that learning was still less effective because The way in which education is implemented in schools did not utilize educational materials so that pupils were less enthusiastic in participating in the education. The absence of creativity in educational media encourages the need for the use of more interactive media such as Baamboozle, which is designed to increase student participation through web-based educational games. According to the teacher's findings interviews, 70% of students were less active while learning process because the education process in class still uses textbooks so that it does not attract students' attention, especially in abstract theoretical material. Therefore, this study will explain the effectiveness of Baamboozle edugames in increasing interest in learning in grade XI students. Through a game-based and interactive approach, it is hoped that the use of Baamboozle can provide a fun and attractive learning experience for pupils, in order for it to help teachers in the process of learning and increase The desire of pupils to become more active in the process of learning.

## Theory

Richard Mayer stated that the cognitive theory of multimedia learning suggests that the use of a combination of text, images, and sound in learning can increase students' interest in learning and understanding in organizing information more effectively. Through this combination, an educator can master learning media as a means or tool in learning activities (Maharani, 2022). In order for learning objectives to be achieved as well as possible during the teaching and learning process, every educator needs to learn how to choose and determine learning media. The use of learning media is very important because it is a tool used to convey lesson material. Research conducted by Kusyuni and Adelina in 2023 entitled "The Effectiveness of Baamboozle on the Ability to Understand North Sumatran Folklore Texts in Class VII Junior High School Students".

The results of the study concluded that understanding North Sumatran folklore texts using Baamboozle by class VII- 1 students of SMP Negeri that the use of the Baamboozle

application learning media can be used in an effort to improve understanding of folklore texts to present effective learning, help students and educators to support additional learning in schools and present creativity and innovative technology as a learning medium. Learning is not too boring, the most important thing is that the use of Baamboozle application learning media can increase students' interest in learning. Making learning fun and useful (Kusyani & Adelina Ray, 2023).

## Method

This study uses a quantitative approach to evaluate the effectiveness of Baamboozle edugames in increasing students' interest in learning based on data obtained through questionnaires and statistical test results. The type of research used in this study uses true experimental with pretest posttest control group design. The subjects of this study were 28 students of class XI IPA 1 and 26 students of IPA 2. Data collection techniques used questionnaire results & records. The media used in this study were Baamboozle edugames. Data analysis techniques used were data analysis of the effectiveness of learning interest and N-Gain tests.

## Result and Discussion

This study used a questionnaire to measure students' learning interest, the researcher used a learning interest questionnaire which included a pretest and posttest. The pretest was given to evaluate students' learning interest that existed before any intervention, while the posttest aimed to ascertain whether there was an growth in knowledge interest after being given treatment. The number of statements 20 containing indicators of learning interest, enjoyment and student involvement, student interest and student attention which were filled in directly by pupils in the experimental class XI IPA 2 up to 26 pupils and the class of control XI IPA 1 as many as 28 students as the number of samples. From these results, it will be added up based on a predetermined formula with a learning interest classification of 61% - 100% with the total value with the amount obtained.

### Student learning interest data

Considering the findings of observations, the process of learning Fine Arts using textbooks to increase students' sensations of enjoyment, involvement, enthusiasm for a course activity, students' focus in course and students' course activity are displayed in Table 1.

Table 1. Learning interest indicators of control class students

No	Indicators	Many statements	Percentage <i>pretest</i>	Percentage <i>posttest</i>	Category
1.	Feelings of joy	4	56.49%	67.06%	Good
2.	Student involvement	5	56.53%	67.88%	Good
3.	Student interest	5	55.57%	69.23%	Good
4.	Attention	6	57.21%	69.55%	Good
		<b>Average</b>	<b>56.49%</b>	<b>68.89%</b>	Good

Furthermore, the learning process using Baamboozle edugames, according to the findings of observations, the application of Baamboozle educational materials appears to be very influential in increasing sentiments of enjoyment, involvement, student enthusiasm for

a course activity, student focus on education and student education activity are presented in Table 2.

Table 2. Experimental class learning interest indicators

No	Indicator	Many statements	Percentage pretest	Percentage posttest	Category
1.	Feelings of joy	4	53.57%	85.71%	Very Good
2.	Student involvement	5	59.46%	81.25%	Very Good
3.	Student interest	5	57.85%	81.60%	Very Good
4.	Attention	6	58.77%	83.63%	Very Good
<b>Average</b>			<b>57.67%</b>	<b>83.83%</b>	Very Good

The mean score for pupils' interest in learning when viewed based on the average total score of the pretest and posttest Table 3 displays the results for both the experimental and control classes.

Table 3. Results of average value obtained by students learning interest

Group	Data types	
	Pretest	Posttest
<b>Experiment</b>	57.67%	83.83%
<b>Control</b>	56.49%	68.89%

Prior to treatment, student learning interest in the experimental class was 57.67%, whereas in the control class, it was 56.49%, according to the table of average student learning interest scores above. After being given treatment, Students' interest in learning in the experimental classes is evident. was 83.83% whereas the control class's students' interest in learning was 68.89%. This shows that Prior to this, students showed interest in both classes being given treatment and following being given treatment is different. Considering the student learning interest table above, the difference can be seen in the following diagram.

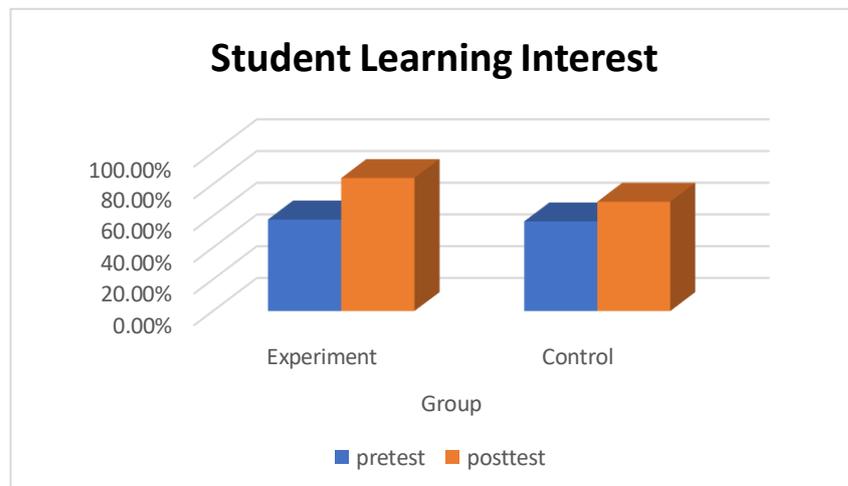


Figure 1. Learning Interest Data

### N-Gain Test

The results of the computation are shown in the following diagram. The N-Gain test was used to compare the values of the pretest and posttest results in the experimental class and the control class in order to assess the effectiveness of learning.

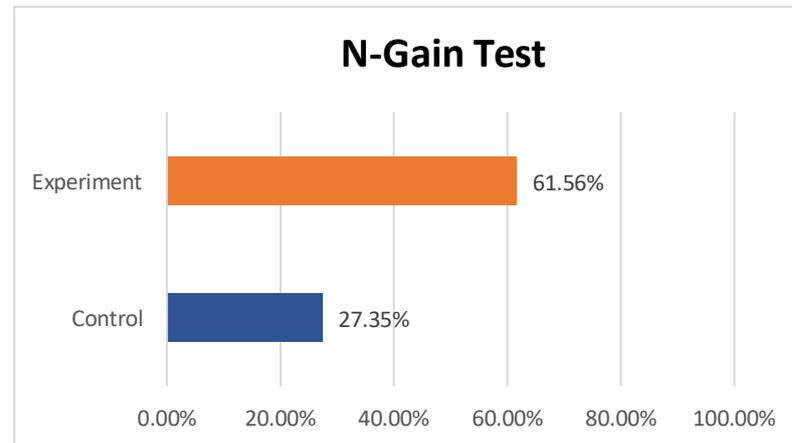


Figure 2. N-Gain test

Based on the values obtained from the results of the study which show a comparison of the interest in learning Fine Arts of SMA Negeri 4 Sidrap class XI students who are taught using Baamboozle edugames is better than students who are taught without using Baamboozle edugames. The results of the students' learning interest is evident from the pupils' average final score test (posttest). The pretest results in the control class were 68.89% while the posttest results in the experimental class were 83.83%. In the N-Gain improvement test, the average Overall, the experimental class's N-Gain value was 61.56%, whereas the control class's was 27.35%. From the results of the average value and the N-Gain test found, It is possible to draw the conclusion that class XI students at SMA Negeri 4 Sidrap are more interested in learning Fine Arts when they use Baamboozle edugames. This is consistent with the findings of a study done in 2023 by Kusyani and Adelina, which indicated that Students' interest in learning can be boosted by using the Baamboozle application learning media. Additionally, Masito's 2024 study found that students' interest in learning can be boosted by using Baamboozle learning media in PPKn subjects.

### Conclusion

According to the research findings evaluated in SMA Negeri 4 Sidrap's class XI, the experimental class's average level of learning interest prior to treatment was 56.49%, while the control class's was 57.67%. After receiving therapy, it was observed that students' interest in learning was 83.83% in the experimental class and 68.89% in the control class. The experimental class's total average N-Gain value in the N-Gain increase test was 61.56%, whereas in the control class it was 27.35%. From the results of the average value and the N-Gain test found, it can be concluded that Fine Arts learning using Baamboozle edugames is effective in increasing students' learning interest in class XI of SMA Negeri 4 Sidrap.

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