CHAPTER IV
FINDING AND DISCUSSION

This chapter presents the research finding. The research finding obtained from a full description of how Educandy implemented in teaching vocabulary to English Club members in private universities as well as members' responses in learning vocabulary by using Educandy game in English Club in private universities. This chapter presented the findings addressing the research questions as mentioned in chapter I.

A. Findings

1. Educandy Implementation

The first research question in this study is how the tutor implemented Educandy in teaching vocabulary to English Club members in private universities and the second question is how English Club members respond to learning vocabulary using Educandy. To answer these questions, the researcher conducted observation, interview and documentation. Observation has conducted by the researcher in the English Club organization on how to implement Educandy in vocabulary learning to English Club members in private universities and find out the response of English Club members to learning using the Educandy media platform. The researcher uses interview data, also displays in the form of percentages that show the response of English Club members, the last is documentation to support the data.

In the implementation of English Club activities this time, the tutor and English Club members used Educandy media as a means of learning vocabulary according to the predetermined topic. The framework and content of the material in Educandy media have been previously made by the tentor or what is known as the English Club organization management. Usually the sequence of events in this English Club activity includes three stages, first is introduction, second is the core activity, and last is closing. The activity lasts for one hour or 60 minutes in each meeting.

Based on the explanation above, the researcher assumes that the implementation system carried out by the English Club organization

management is similar to the theory of Sadiman, et al. (2005). There are three steps to implement learning media effectively, consisting of preparation before utilizing the media, activities in using the media, and subsequent activities. The researcher analyzed the process of learning new vocabulary using Educandy media facilities to find out how it works English Club organization tutor and their members use the media as a learning tool on June 22, 2024 :

1. Media Preparation Before Learning Starts

4.1 Image of media preparation

On June 22, 2024 English Club tutor namely Ulul Albab and English Club members entered room D3 where English Club activities were held together. There, the organization's management is seen preparing tools and materials as a means of learning media together, assisted also by his colleagues such as turning on the Liquid Crystal Display (LCD). While the organization's manager turns on his laptop, opens and displays a video that will be watched with English Club members. Once ready, the organization's leader led a prayer before the activity began.

2. Core Activities in English Club

4.2 Image of core activity

First, all English Club members greeted each other just asking about the news. Not long after, the English Club tutor asked for the attention of English club members to pay attention to a motivational video clip which lasted 11 minutes 28 seconds.

Secondly, after watching the video footage, the organization's management asked some questions to its members such as "Do you understand what the video is about?", "Is there any vocabulary that you don't know the meaning of, or have never heard of?" and asked to share information about some vocabulary that might be less familiar to English Club members for about 15 minutes.

Third, the organization's management showed an Educandy platform through the Liquid Crystal Display (LCD). All members looked and paid attention to the screen, there the English Club administrator said that he had made a game from the platform with some vocabulary obtained from the motivational video, there were some vocabularies that were less familiar to the ears had been recorded and made a game on the Educandy platform. The game was done together, so the vocabulary learning this time was more active and communicative for the members. It also increased the brain storming of each individual as they tried to guess and

find the right answer to the meaning of each vocabulary word. This activity lasted for approximately 20 minutes.

3. Closing of English Club Activities

4.3 Image of the researcher with tutor and english club members

It was the end of the event, time to end the English Club activities at this time. However, before that the researcher asked permission from the organization's management to ask a little about learning this time using the Educandy platform to captivate the enthusiasm for learning of English Club members or not, which is boring. Not to forget, the researcher also asked all English Club members to access and answer the questionnaire or questionnaire that had been made before, the link was sent to the English Club management which was then forwarded to the English Club WhatsApp group.

After finishing, the English Club administrators closed today's learning event by leading prayers together according to their respective religions and beliefs. Not to forget the researchers and English Club administrators thanked them for their participation and attendance today. The learning class was closed and English Club members were invited to go home. Meanwhile, English Club administrators tidied up their learning tools and media with the help of researchers. The researcher asked for a short time to interview the English Club administrators regarding today's

learning which uses the Educandy platform as a means of learning media "vocabulary".

2. Interview with English Club Organizer

Previously, the researcher had asked for permission and time to interview the English Club management to explore several questions that the researcher wanted to ask. The following are some of the questions asked by the researcher on June 22, 2024:

1. How do the tutor implement Educandy media in learning English vocabulary in English Club to their members?

   English Club organizers responded:

   "Firstly, I prepared my laptop and switched on the LCD, displaying the video on the Liquid Crystal Display (LCD) projector screen.

   Secondly, we watched the video together

   Third, I displayed the materials I had created on the Educandy platform for us to learnt together. I choosed to use the performance of quiz questions and words as our learning.

   Fourth, we completed the game together by displaying the Educandy games on the projector screen, then we worked together to answer the game by guessing the meaning and remembering. I was the operator and joined in the answering together with my friends".

   Based on the answers from the English Club organizers above, it shows a series of ways to implement learning media from the Educandy platform, as well as the sequence of events in learning "vocabulary" today.

2. How do the tutor prepare the materials in Educandy media before the English Club activities are held?

   English Club organizers responded:

   " I am the creator of the current learning material on the topic of "vocabulary" by showing a motivational video which has interesting

vocabulary to hear and learn. In the previous meeting, we have agreed on the next material that we will discuss together here, which is about "vocabulary" because we are aware of the importance of vocabulary which may be more or less lacking in knowledge of vocabulary, even though we are from the English Language Education study programme. So I prepared the material, compiling new vocabulary that English Club members or friends need to remember.

I took the vocabulary from YouTube and displayed it. I took some vocabulary that is less familiar to our ears. The aim is that we know what the words mean so that we understand what the words in the video say. Thus, it can help us to add new vocabulary".

The statement from the English Club management shows that they want to motivate English Club members and starting from the motivational video, they got an idea, and took the initiative to arrange the steps of learning "vocabulary" by finding some words that are less familiar in the ears to learn so as to increase vocabulary in English.

3. Can Educandy media tools support better and more enjoyable learning? So that you choose the platform.

English Club organisers responded:

" Yes, of course, because according to my assessment through this Educandy learning media game we become more active, communicative, not bored because it is interesting brain storming friends here to exchange opinions about the answers we are guessing or looking for. And lastly, of course, it adds new vocabulary in English. Although there are many learning platforms to choose from, I personally prefer Educandy because other platforms such as WordWall, Puzzle are already commonplace or often used by the general public".

The response of the English Club management above shows that they want something new and different from what the general public

often uses as a learning tool. Therefore, English Club administrators prefer to use the Educandy learning platform.

4. Who had the idea of creating this learning concept using the Educandy platform?

English Club organisers responded:

"I came up with the idea, because Educandy has a wide selection of games and has an attractive appearance. However, I chose the one that is not paid, if I paid it, it would be more varied. I think all platforms would have paid if they had better features. So I choose one that has an ordinary appearance but can still learn by attracting the user's view".

The results of this statement show the leadership attitude of the English Club management and its creativity in learning to make members of the organization have extensive knowledge in learning vocabulary and digital technology.

3. **English Club Members' Responses**

On the occasion towards the end of the event, the researcher had the opportunity to ask one question about learning "vocabulary" using the Educandy platform to English Club members. The following are the questions and verbal responses from the English Club members.
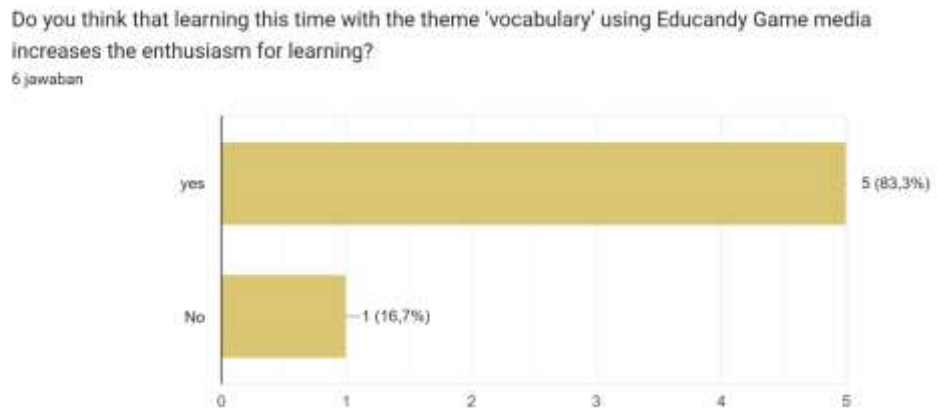
Researcher: "Does learning vocabulary using the Educandy media platform motivate you to learn?"

English Club member: "It's not boring, it's fun. We can be more communicative in exchanging opinions, so it doesn't make us sleepy".

Researchers also distributed questionnaire links about responses from English Club members who were present at that time. So that the

response data can be collected more accurately in writing and formed into a percentage chart. The following is a table of data on the results of responses from English Club members that have been collected.
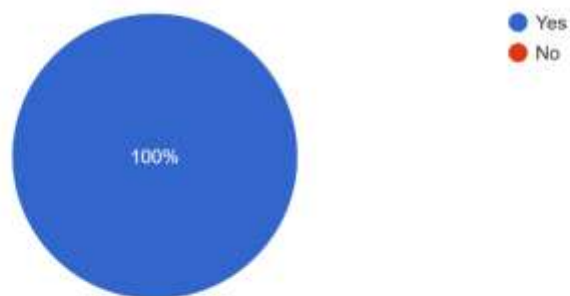
Picture 1.

Do you think that learning this time with the theme 'vocabulary' using Educandy Game media increases the enthusiasm for learning?
6 jawaban

Based on the table above that 83.3% of English Club members agree about learning with the theme "vocabulary" using an Educandy game media can increase the enthusiasm for learning. However, 16.7% of the members disagree.

If look from the accounting of members, there are 5 out of 6 members agree and 1 of them disagree.

Picture 2.

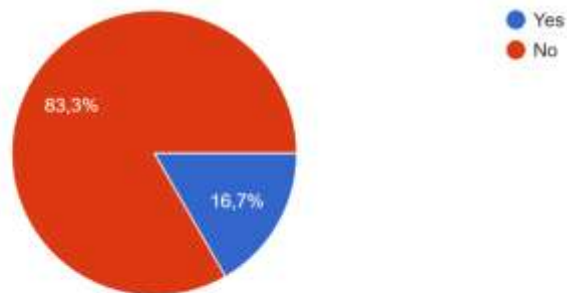Did you learn any new vocabulary after learning today?
6 jawaban

Based on the table above that 100% of English Club members choosed yes. Which means all the members agree that all of them learned any new vocabularies after learning.

Picture 3.

Did any of you find learning vocabulary using Educandy Game media boring?
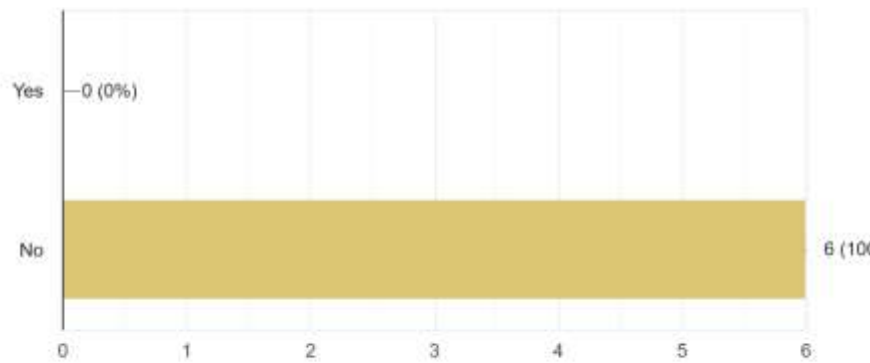6 jawaban

Based on the table above that 83.3% of English Club members disagree about learning vocabulary using Educandy game media boring. However, 16.7% of the members agree.

If look from the accounting of members, there are 5 out of 6 members disagree and 1 of them agree. Therefore, this media is suitable to be applied in learning media because most members enjoyed the learning.

Picture 4.

Was learning using the Educandy Game platform difficult?

6 jawaban

Yes — 0 (0%)
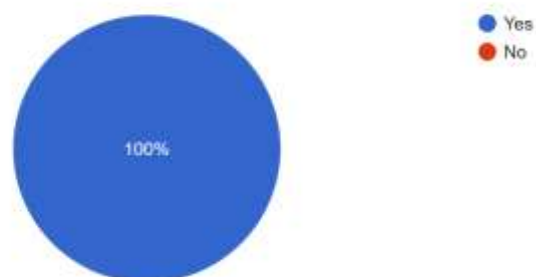
No — 6 (100%)

0   1   2   3   4   5   6

Based on the table above that 100% of 6 English Club members choosed no. Which means all the members disagree on the statement above because they think use the Educandy game platform is easy.

Picture 5.

Are you interested in learning using the Educandy Game platform next?

6 jawaban

100%

● Yes
● No

Based on the table above that 100% of 6 English Club members choosed yes. Which means all the members agree that all of them interested in learning using the Educandy game platform in the next meeting.

The conclusion from all the questions above regarding the responses of English Club participants learning vocabulary with the Educanady platform shows that the majority of English Club members are happy and excited to learn vocabulary using the Educandy platform media tool. In addition, learning is not boring because they can interact with their peers to share information and exchange opinions. Therefore, the implementation of Educandy as a learning media tool is considered to have an important influence and can be said to be successful in achieving the level of understanding of each individual's learning.

B. Discussion

This section presents a discussion based on the research findings that have been conducted through observation, interviews and documentation at English Club organizations in private universities. The first research question is how Educandy is implemented in teaching vocabulary to English Club members in private universities. It was found that some almost similar related research conducted by (Nastiti, 2018) and (Sari, 2023) in the use of learning media showed three things, namely preparing, explaining material using learning media, and doing some exercises using learning media. The results of observations that have been made by researchers are in accordance with the findings of this study.

Based on the research of Mardhiyyah et al., (2021) choosing and using varied learning media and also making learning activities fun such as game-based learning. The use of learning media can facilitate activities without getting bored quickly. Technology can be used as a learning medium. So that a good interaction process can be formed in learning.

Based on observations made by researchers, it is rare to find the use of notebooks as learning media because, most of the z generation was born and grew up together with technological advances, so they are accustomed to utilizing various technologies to fulfill and facilitate their lives. Related research was conducted by Idami (2018) on student

perceptions of the use of Liquid Crystal Display (LCD) Projectors in English Foreign Language classes. The results stated that the availability of LCD projectors in EFL classrooms built a more conducive and lively learning atmosphere, so that student motivation also increased. This is similar to vocabulary learning in English Club members who also use Liquid Crystal Display (LCD) Projectors when learning activities take place and moreover the English Club members' responses to technology-based media also prove that they are very enthusiastic about it. Increasing learning motivation and becoming more communicative among English Club members.