

ABSTRACT

Sa'idah, Aminatus. 2024. *Students' Perception on Using Digital Platform Educaplay for English Vocabulary Learning in Junior High School*. Undergraduate Thesis. S1 English Education University of Nahdlatul Ulama Surabaya. Advisor: Edi Pujo Basuki, S.Pd., M.Pd.

English language skills were identified as a weakness in one of the junior high schools in Sidoarjo during the pre-observation phase. This is evident from their English scores, which are mostly below standard criteria. Many students find it difficult to learn English due to a lack of vocabulary. This study examines students' perceptions of using the digital platform Educaplay for English vocabulary learning. The study aims to determine the implementation and students' perceptions of using Educaplay. Using a descriptive qualitative method, data were collected through observations and mixed open and closed questionnaires from 19 seventh-grade students at a junior high school in Sidoarjo. The results showed that students were more active, enthusiastic, and enjoyed learning English vocabulary with Educaplay. One of the results of student perception stated that 95% of students responded positively, stating that Educaplay significantly helps them remember new vocabulary more easily and enjoyably. However, challenges such as needing a stable internet connection and lacking personal devices were identified. Nevertheless, solutions like using tethering provided by teacher to overcome this problem.

Keywords: Students' perception, Educaplay, English vocabulary learning.

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Keterampilan bahasa Inggris telah diidentifikasi sebagai kelemahan di salah satu sekolah menengah pertama di Sidoarjo selama fase pra-observasi. Hal ini terlihat dari nilai bahasa Inggris mereka yang sebagian besar dinyatakan di bawah kriteria standar. Banyak siswa kesulitan belajar bahasa Inggris karena kurangnya kosakata. Penelitian ini mengkaji persepsi siswa terhadap penggunaan platform digital Educaplay untuk pembelajaran kosakata bahasa Inggris. Penelitian ini bertujuan untuk mengetahui implementasi dan persepsi siswa terhadap penggunaan Educaplay. Menggunakan metode deskriptif kualitatif, data diambil melalui observasi dan kuesioner campuran terbuka dan tertutup dari 19 siswa kelas 7 di salah satu SMP di Sidoarjo. Hasil menunjukkan bahwa siswa lebih aktif, antusias, dan menikmati pembelajaran kosakata dengan Educaplay. Salah satu hasil persepsi siswa mengatakan sebanyak 95% siswa memberikan respon positif, menyatakan bahwa Educaplay membantu mereka mengingat kosakata baru dengan lebih mudah dan menyenangkan. Namun, kendala seperti kebutuhan koneksi internet stabil dan kurangnya perangkat pribadi menjadi tantangan. Meski demikian, solusi seperti penggunaan tethering dari guru membantu mengatasi masalah ini.

Keywords: Persepsi Siswa, Educaplay, Pembelajaran Koskata Bahasa Inggris.