A Thesis

IMPLEMENTATION OF EDUCAPLAY APP IN ENGLISH F\FOR BEGINNER WITH PROBLEM BASED LEARNING (PBL) METHOD: VOCABULARY OUTPUT AND STUDENTS' LEARNING INTEREST

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MOTTO

In a world you can be anything, be kind and humble"

"You can't control the wind, but you can adjust your sail"

*"Jika bukan karena Allah mampukan, aku mungkin sudah lama menyerah." (Q.S Al-Insyirah: 05-06***)**

"Life can be heavy, especially if you try to carry it all at once, part of growing up and moving into new chapters of your life is about to catch or release. What I mean by that is, knowing what things to keep and things to release. You can't carry all things, Taylor Swift

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ABSTRACT

Nur Ainun Arsyad, 2025. The Implementation of Educaplay App in English for Beginner with Problem-Based Learning (PBL): Vocabulary Output and Students' Learning Interest. Supervised by Rafi'ah Nur and Salasiah Ammade.

This research investigates the implementation of the Educaplay application within a Problem-Based Learning (PBL) framework to improve vocabulary acquisition and learning interest among beginner English students at SD Muhammadiyah 3 Parepare. Using a pre-experimental one-group pre-test and post-test design, data were collected from pre-tests, post-tests, questionnaires, and expert validation. The findings reveal that integrating Educaplay with PBL significantly enhanced students' vocabulary mastery, as shown by improved post-test scores compared to the pre-test. Students also demonstrated high learning interest, reflected in questionnaire results indicating enjoyment, motivation, and active participation during lessons. The instructional process followed six PBL syntax phases—Problem Orientation, Learning Organization, Exploration/Investigation, Result/Solution, Developing/Presentation, and Feedback/Reflection—with Educaplay activities strategically embedded in each phase. Expert validation confirmed the model's strong pedagogical alignment and offered recommendations for improvement in reflection and linguistic assessment stages. These results support the effectiveness of combining PBL with digital gamified tools for beginner-level vocabulary learning, promoting both linguistic competence and 21st-century skills such as collaboration, communication, and critical thinking.

Keywords: *Educaplay, Problem-Based Learning, vocabulary acquisition, learning interest,gamification, beginner English learners.*

ABSTRAK

Nur Ainun Arsyad, 2025. *Penerapan Aplikasi Educaplay dalam Pembelajaran Bahasa Inggris untuk Pemula dengan Model Problem-Based Learning (PBL): Hasil Kosakata dan Minat Belajar Siswa*. Dibimbing oleh Rafi'ah Nur dan Salasiah Ammade.

Penelitian ini bertujuan untuk menginvestigasi penerapan aplikasi Educaplay dalam kerangka Problem-Based Learning (PBL) untuk meningkatkan penguasaan kosakata dan minat belajar siswa pemula bahasa Inggris di SD Muhammadiyah 3 Parepare. Dengan menggunakan desain pre-eksperimental one-group pre-test dan post-test, data dikumpulkan melalui tes awal, tes akhir, angket, dan validasi ahli. Hasil penelitian menunjukkan bahwa integrasi Educaplay dengan PBL secara signifikan meningkatkan penguasaan kosakata siswa, yang terlihat dari perolehan skor post-test yang lebih tinggi dibandingkan pre-test. Siswa juga menunjukkan minat belajar yang tinggi, tercermin dari hasil angket yang mengindikasikan rasa senang, termotivasi, dan aktif berpartisipasi selama pembelajaran. Proses pembelajaran mengikuti enam sintaks PBL—Problem Orientation, Learning Organization, Exploration/Investigation, Result/Solution, Developing/Presentation, dan Feedback/Reflection dengan aktivitas Educaplay yang diintegrasikan secara strategis pada setiap fase. Ahli mengonfirmasi kesesuaian model secara pedagogis serta memberikan rekomendasi untuk peningkatan pada tahap refleksi dan penilaian linguistik. Hasil ini mendukung efektivitas kombinasi PBL dengan media digital berbasis gamifikasi untuk pembelajaran kosakata tingkat pemula, sekaligus mengembangkan kompetensi linguistik dan keterampilan abad ke-21 seperti kolaborasi, komunikasi, dan berpikir kritis.

Kata Kunci: *Educaplay, Problem-Based Learning, penguasaan kosakata, minat belajar, gamifikasi, pembelajar bahasa Inggris pemula.*