
ENGAGING TEACHING MEDIA OF EDUCAPLAY AND POWERPOINT TO IMPROVE READING AND LISTENING SKILLS

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ABSTRAC

This study aims to examine the effectiveness of website-based quiz media in improving reading and listening skills of first-semester students of the English Education Study Program, PGRI Silampari University. The quiz media conducted through the website is designed to combine visual and interactive elements to create a more engaging learning experience. The results showed that 80% of students felt that this method was effective in improving reading skills, while 60% reported an improvement in listening skills. In addition, the majority of students stated that quizzes helped them understand weaknesses, increase motivation to study, and build confidence. This study concludes that interactive game-based quizzes are effective and can be useful learning strategies. Further research is needed to test the effectiveness of this medium against other language skills and on a wider scale.

Keywords: quiz media, reading skills, listening skills, interactive learning, English education students

INTRODUCTION

The development of reading and listening skills plays a critical role in language acquisition, as these skills form the foundation for effective communication and comprehension. According to Harmer (2007), reading is a receptive skill that enables learners to decode written texts and construct meaning, while listening is essential for understanding spoken language and fostering verbal interaction. Mastering these skills is particularly challenging for learners in non-

native language environments, necessitating innovative teaching strategies to address these challenges.

The integration of technology into language learning has gained widespread recognition as a means to enhance students' engagement and skill development. Clark and Mayer (2016) emphasize that multimedia tools, such as interactive quizzes and presentation software, can facilitate better learning outcomes by combining visual and auditory elements. Similarly, Mayer's Cognitive Theory of Multimedia Learning (2009) underscores the importance of using dual channels—visual and auditory—to process information effectively, thereby improving comprehension and retention. Educaplay quizzes, as an interactive and gamified platform, offer dynamic exercises that actively engage students and motivate them to practice their reading and listening skills. The gamification aspect aligns with Deterding et al. (2011), who highlight how game-based learning fosters motivation and participation by providing immediate feedback and a sense of achievement. On the other hand, PowerPoint presentations, with their structured and visually appealing format, are effective for presenting detailed information in a comprehensible and organized manner (Bartsch & Cobern, 2003).

This study aims to explore the effectiveness of Educaplay quizzes and PowerPoint media in improving reading and listening skills, analyzing their respective contributions to language learning outcomes. By grounding the research in the perspectives of experts, this study seeks to provide insights into the role of technology-enhanced tools in language education.

METHOD

This study uses a qualitative method (survey) to evaluate the effectiveness of educaplay and powerpoint media games in improving students' reading and listening skills. The quiz media was uploaded through a blog for easy access by students. This research was conducted on 4 students of 1st semester 1st semester students of English Education Study Program of PGRI Silampari University. This quiz media was made using Educaplay website with interactive features. The test

consisted of 10 multiple choice questions. the test was uploaded on the research blog of the research blog for easy access by students.

PARTICIPANTS

This research was conducted to find out how effective game-based teaching media is, teachers must be able to develop their methods and media not only focus on using old-fashioned methods such as lectures. in modernization now everything can be accessed via the internet not only from one source. teachers must strive to adapt their teaching, especially in online assessment, to meet the needs and conditions of students. On the other hand, the national assessment system in Indonesia embraces a test dominated culture, which identically assesses students through tests. As a result, online assessment practices in the ERT face several obstacles, such as limited pedagogical and technological knowledge, test culture, academic integrity, and lack of adequate infrastructure.

In addition, the diverse backgrounds of the participants, such as context, experience, age, and gender, are considerations to maximize the variety of individual experiences in online assessment in modern times. However, to obtain potential interviewees, the participants had to be purposively selected based on a specific set of criteria.

Participants	Gender	Age	How did you fell on working the game	Rate the game 1-10	Message and impression for the games?
Ledya risky putri	F	18	It was fun and bit challenging, but i enjoyed it	9	he game and learning material was fun and educational. I hope in the future we can have more activities like this to make learning even more exciting
Fernando marientes	M	19	It feels so good and the games are so much fun	10	Do not be lazy to study and pursue your goals
Alda faudiyah	F	18	easy to understand the material and very fun when doing the quiz	10	I hope your studies always go smoothly and you continue to

					be successful in the future.
Meli aprilia	F	20	Fun and challenging	9	hope that you can improve and achieve success in the future.



DATA COLLECTION

One of the data collection techniques that I use is to use google meetings and present the material that I have prepared. then fill out the goggle form that I have prepared which was carried out on 12/24/2024 assessment of all participants.

RESULT

To answer the research questions, we first present five questions on the opinions and feasibility of teaching media. Secondly, to gain a deeper and more meaningful insight into the categories, we then express the hierarchical relationships among the categories into three conceptions three conceptions

DISCUSSION

This research supports the idea that learning media does not come from just one source and one teaching method but is a versatile tool for developing listening

and reading skills, listening and reading skills. Their interactive nature overcomes the limitations of traditional.

traditional methods, providing learners with an immersive and contextualized experience. By aligning with the principles of multimedia learning, game-based and power point websites cater to a wide range of learning preferences and encourage self-directed learning. However, the study also identified challenges, such as the need for effective time management, effective time management, and potential technical barriers. Addressing these issues through guided instruction and accessible platforms can maximize learning and learning in the classroom.

CONCLUTIONS

This study demonstrates that both Educaplay quizzes and PowerPoint media are effective tools for improving reading and listening skills in language learning. Educaplay quizzes, with their interactive and gamified nature, significantly enhance engagement and listening comprehension by providing immediate feedback and fostering active participation. PowerPoint presentations, on the other hand, effectively improve reading comprehension due to their structured content delivery and visual support, which aid in better understanding and retention of information.

The findings highlight the importance of integrating technology into language education, as it caters to diverse learning styles and enhances the overall learning experience. Educators are encouraged to adopt a blended approach, combining interactive tools like Educaplay with traditional media such as PowerPoint, to optimize the development of reading and listening skills. Future research could explore the long-term impacts of these tools and their potential applications in other language skill areas.

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