



Analyzing of Scrabble Go Application as a Media of English Language Teaching

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Abstract

This paper examines the potential of Scrabble GO, a popular mobile adaptation of the classic word game Scrabble, as a tool for enhancing English language education. It analyzes the game's features and mechanics, exploring how they align with established principles of language acquisition and English skills. By drawing upon relevant research in second language acquisition and game-based learning, the paper evaluates the use of Scrabble GO in promoting vocabulary development and spelling accuracy. It also considers the game's potential to foster motivation, engagement, and communicative competence among learners. The paper concludes by discussing the limitations of Scrabble GO in English language education and proposing strategies for maximizing its uses within different learning contexts. Scrabble Go offers a fun, engaging, and effective tool for English language teaching. Its ability to enhance vocabulary, spelling, critical thinking, and social interaction makes it a valuable resource for educators looking to create dynamic and interactive learning experiences. While further research is needed to fully understand the impact of Scrabble Go in specific educational settings, the evidence suggests that it holds significant potential for improving English language skills. Scrabble Go stands out among digital games for its potential to teach English, particularly for vocabulary development and spelling. Here's a comparison with other digital games: Unlike many games that use language incidentally, Scrabble Go's core mechanic is forming words, making vocabulary acquisition central to gameplay. *Spelling Emphasis*: The need to spell words correctly for points makes Scrabble Go a valuable tool for spelling practice and improvement. *Strategic Thinking*: The game requires players to analyze the board, assess their tiles, and think strategically, enhancing critical thinking skills. *Social Interaction*: Multiplayer modes allow for collaboration and friendly competition, enhancing language fluency and engagement.

Keywords: *Game Based Learning, Active Learning, Scrabble Game*

Introduction

Scrabble Go stands out as a valuable tool for teaching English, particularly for vocabulary and spelling. Its direct focus on word formation, spelling accuracy, and strategic thinking makes it a more effective language learning tool than many other digital games. However, it's important to consider its limitations and use it in conjunction with other learning resources for a comprehensive English language education. Scrabble Go comes with new method of learning objectives such as arranging words into correct written by using the tools inside. Also, we can decide with many levels starts from the easy one until the advance are your choices to play.

The global demand for English language Improvement continues to rise, as we live now in this digitalization era Scrabble Go apps come to help early from many kinds of societies. One of the great practicing for learning languages especially English. driving the search for innovative and engaging teaching methods. Game-based learning, Game-based learning environments have been recognized as one of the fastest growing research areas in the twenty-first century (Lester et al., 2013; McNamara et al., 2010). with its inherent potential to motivate and immerse learners, has emerged as a promising approach. Scrabble GO, a widely accessible mobile application, offers a unique opportunity to integrate language learning into a fun and interactive experience.

Vocabulary is one of important components, if students' vocabulary increases then the language produced will get better. Studying vocabulary is an important aspect of the second language or acquisition of foreign languages and leads to academic achievements that are useful for related English language skills. (Tozcu and Coady, 2004). Vocabulary is like a door in learning a foreign language, the more vocabulary that is obtained and mastered, the better the language and the accuracy of using the vocabulary (Tanjung, 2011). Teaching vocabulary especially in English by using games is one solution. Through the game students can more easily understand what is conveyed by the teacher. According to Alzaabi (2017),

This paper aims to investigate uses of Scrabble GO as a tool for English language education, analyzing its features and mechanics in relation to established principles of language acquisition and English skills. then also the media of teaching English language however for this scrabble GO application has a weakness for a rating itself in google play Store with the average its around 3,7 in worldwide's rate.

Method

This research is anchored in several key theories. And uses qualitative method to go for it, it recognizes from many student's and teacher problem in teaching or learning condition, then I decide to go finding out the new era of apps improvement to succeed learning. Game-based learning, Game-based learning environments have been recognized as one of the fastest growing research areas in the twenty-first century (Lester et al., 2013; McNamara et al., 2010). Game-based learning itself is a well-documented in the field of teaching method through the learning process, with all orientations and applications engage the student's improvement which have explored its technical and function.

Additionally, vocabularies are also matter for running this trial of use scrabble through learning process, based on (tozcu and coady,2004). Studying vocabulary is an important aspect of the second language or acquisition of foreign languages and leads to academic achievements that are useful for related English language skills A systematic literature review based on large literature databases allows the collection, some interviews, and interpretation of the available research evidence and leads to more reliable and validated conclusions (Borrego et al., 2014; Horvath & Pewsner, 2004). And it takes one-month research of finding out the usage and goals of using this apps, during December 2024 I take that month to do my research because of many students are coming in this month. Also coming with interviewing 5 teachers included 3 speaking teachers and 2 grammar teachers with 3 students from each subject.

Thus, a systematic review was conducted following the stages presented by Horvath and Pewsner (2004) and Borrego et al. (2014). The field of second language acquisition (SLA) has long recognized the importance of vocabulary development, spelling accuracy, and grammatical understanding in achieving fluency. Numerous studies have demonstrated the positive impact of game-based learning on these aspects of language acquisition. For instance, some researcher suggest that games can effectively promote vocabulary acquisition by providing learners with repeated exposure to new words in meaningful contexts. Similarly, highlights the role of games in enhancing spelling accuracy by creating opportunities for learners to practice and receive immediate feedback.

Results and Discussion

Scrabble GO offers a range of features that align with key principles of language acquisition. The game's core mechanic, forming words from letter tiles, inherently encourages vocabulary development and spelling accuracy. Players are incentivized to learn new words and improve their spelling skills to maximize their score. Furthermore, the game's competitive nature fosters motivation and engagement, encouraging learners to strive for improvement.

The game also incorporates features that enhance its educational value: Word Scrabble GO provides definitions for unfamiliar words, allowing players to learn new vocabulary in context. Word Suggestions: The game offers suggestions for possible words, helping players explore different word options and expand their vocabulary. Thematic Challenges: Scrabble GO frequently introduces thematic challenges, focusing on specific vocabulary sets related to topics like science, history, or culture. Social Interaction: The game allows players to compete against friends and other players online, fostering social interaction and enhancing motivation.

Coming from the students and teacher's problem in learning method, I come to make some interview within teacher and students by 5 teachers includes 3 speaking teachers and 2 grammar teachers in one of English institution and 3 students from each subject and it takes 1 months duration of taking the results of this research in December 2024. implementing this apps by learning and teaching is one of my goals to have this research, in the end of data collections, finding out the specification of the role of this app's purposes. 3 teachers with the success implementation of making their students improved by their vocabularies sections and knowing new words as they haven't known before.

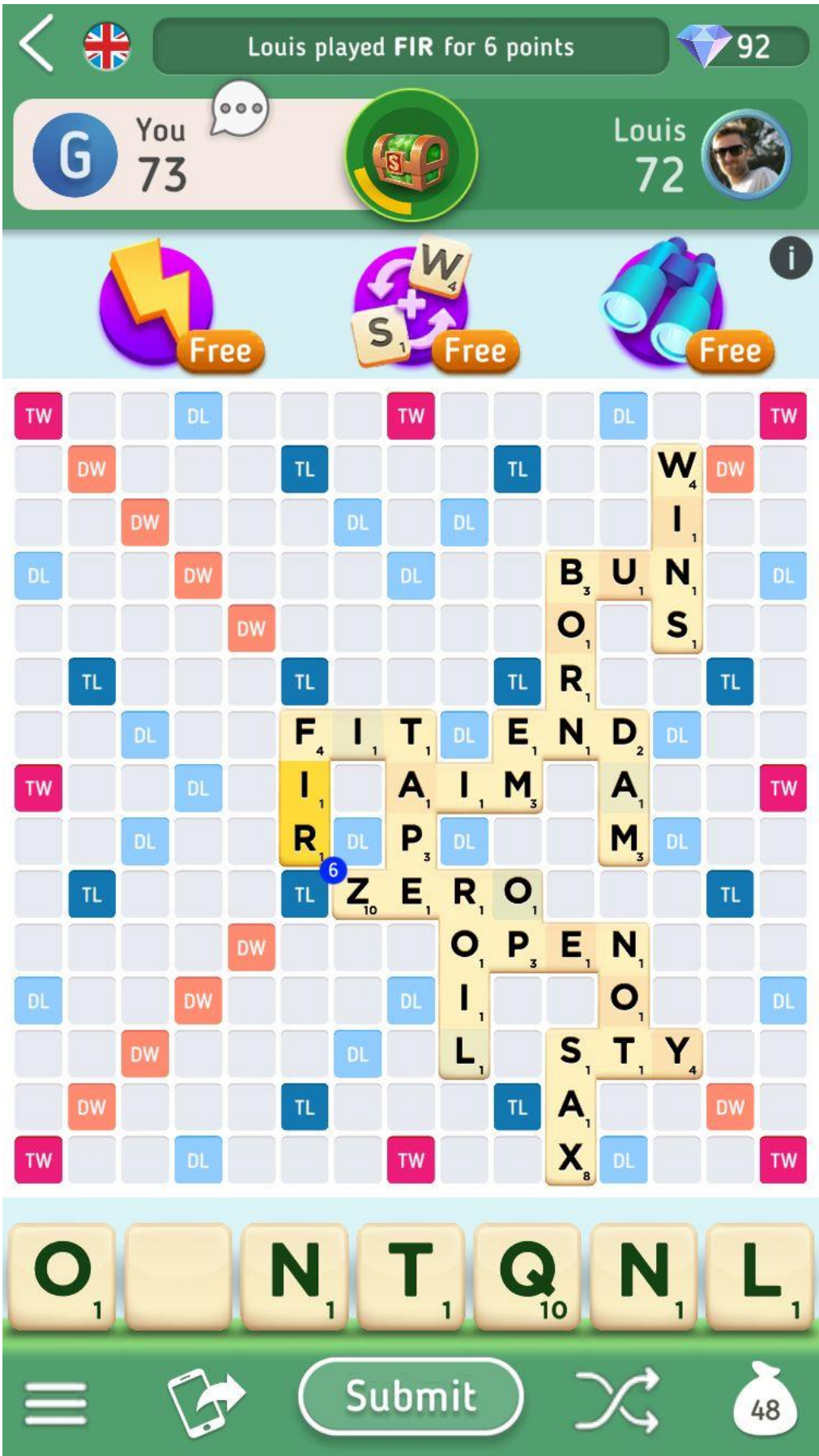
And 2 teachers with different object of using this method and also different goals such as making the students improved by their spelling accuracy, as they've learned and got from this apps, the improved and enhanced their spelling accuracy of their skills by knowing new vocabularies which they've got in this apps. And grammar understanding among the student's perspective after using this apps is a matter causes more specifics pattern form collecting new vocabularies which they've got from previous trial of this apps. Some teacher are really curious about this platform, and also it uses for tools to teach English such as a great platform to practice student's improvement, it took a few research to find this kind of overview, then takes time to have an interview for knowing the usage of scrabble go apps for game base learning during in the class.

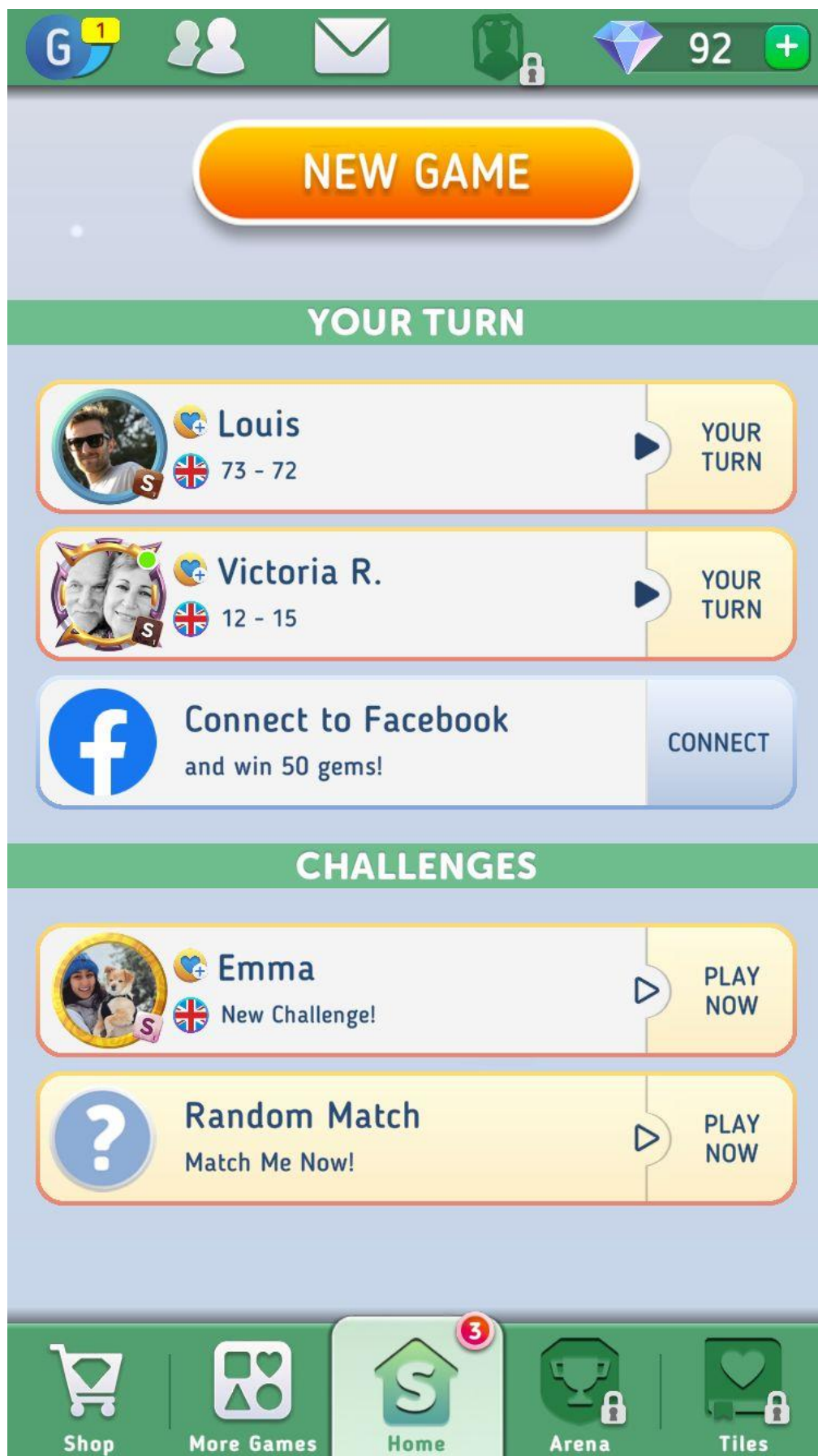
As the result 70% students are enjoying this application for upgrading their vocabularies and getting some motivation to learn more about English. As we have done to this trials, the students are very excited to try this apps to make some words arrangement and finding out new vocabularies as one of the strongest thing brought by this apps maybe 30% of students who are still in the deep down trying their speaking practice, they just come to analyze the pattern of grammatical understanding within the words and sentences.

And 90% for the teachers for having a really great and inspiring media to be brought in the class. Such a creative method to teach and engaging tools to be given as a English skills improvement. And 10% of teacher's perspectives who are still

unable to use this apps and media to teach come from different common method which they used to do it. And found from the grammar subject are not too efficient because it was out of the teacher's method and mostly come to find new vocabularies not to learn new pattern of grammatical errors or general tenses. I take from one of English institution which is in kampung inggris pare kediri, mostly are not common in using this application to have a good media for teaching English. Easy platform to play and to access giving some memorable experiences to learn English step by step. This study supports previous research by Hepplewhite and Voinov (2010), who discovered that the Scrabble board game is a wonderful approach for kids to learn English vocabulary topics and a rigorous mental activity that teaches cognitive abilities, exercises in applying economic principles, and involves classroom language learning, thereby increasing students' language skills and achievement. This study also supports Glover's (2013)

The foundation of any language is its vocabulary. It is generally understood to be every word that speakers use in their language. Vocabulary is a fundamental component and essential component of learning any language, according to Bakhsh (2016). It implies that a person or language learner will find it challenging to comprehend other language skills like speaking, reading, writing, and listening if they do not have a sufficient vocabulary. One of the first things that students must acquire when learning English is vocabulary. Without a sufficient vocabulary, no one can speak English, and learning English will be difficult for everyone. For Indonesian students, English is essential since they will need it to compete and communicate.





Subheading Level 2

Limitations and Considerations: Despite its potential benefits, Scrabble GO also has limitations as a language learning tool. **Limited Focus on Grammar,** the game primarily focuses on vocabulary and spelling, neglecting other important aspects of language, such as grammar and pronunciation. While the game implicitly reinforces grammatical rules through word formation, it does not provide explicit instruction or practice in grammar. **Lack of Contextualization:** While the game provides a context for word use, it does not offer a comprehensive understanding of the words' meanings and usage in different contexts. The word definitions provided in the game are often brief and may not cover all aspects of a word's meaning or usage. Students can learn utilizing these games with less time spent instructing by the teacher because of their prior knowledge and active engagement in the learning process. According to Mawaddah (2010), Thomas and Kobayasi (1987).

Potential for Frustration, the game's competitive nature can lead to frustration among learners, especially those with limited vocabulary or spelling skills. The scoring system, which penalizes incorrect word formation, can be discouraging for learners who are still developing their language skills. **Limited Pronunciation Practice,** Scrabble GO primarily focuses on written language, neglecting pronunciation. This limitation can hinder the development of communicative competence, as pronunciation is crucial for effective oral communication.

Subheading Level 3

Scrabble GO App Data: Scopey, the developer of Scrabble GO, likely collects extensive data about gameplay, user behavior, and game performance. This data could include: **Player Demographics:** Age, location, gender, language, etc. **Gameplay Statistics:** Average scores, word lengths, tile usage, bonus square utilization, time spent per turn, etc.

Game Mode Preferences: Popularity of Classic Scrabble, Duels, Word Drop, Tumbler, Rush, and Arena modes. **Boost Usage:** Frequency of using boosts like Quick Word, Rack Swap, and Word Spy. **In-App Purchase Data:** Spending habits on gems, boosts, and customization items. **Player Interaction:** Frequency of playing with friends, joining leagues, and participating in tournaments. **Publicly Available Data:** While limited, some data might be available through: **App Store Reviews:** User feedback on the game's features, gameplay, and challenges. **Social Media:** Discussions and posts related to Scrabble GO on platforms like Facebook, Twitter, and Reddit. **Online Forums:** Discussions and strategies shared by players on gaming forums.

Conclusion

Scrabble Go is a valuable tool for teaching English, but it's important to acknowledge its limitations. By addressing these challenges and using it strategically alongside other resources, teachers can maximize its benefits and create a more comprehensive and effective learning experience. (Rohmawati & Masrurroh, 2023) Scrabble GO presents a promising opportunity to enhance English language education by providing a fun and engaging platform for vocabulary development, spelling accuracy, and grammatical understanding.

However, educators must be aware of the game's limitations and implement strategies to maximize its benefit within different learning contexts. By integrating Scrabble GO into classroom activities and providing appropriate support and guidance, educators can harness its potential to foster motivation, engagement, and communicative competence among learners. A comprehensive data analysis of Scrabble GO games could provide valuable insights into player behavior, game performance, and engagement strategies. However, access to reliable data and appropriate analytical techniques are essential for drawing meaningful conclusions. This preliminary exploration highlights the potential areas for analysis and the insights they might yield, paving the way for future research and development.

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