
The Use of Baamboozle Learning Media on the Learning Motivation of Elementary School Students

Arizkia Dwi Kamila¹, Chrisnaji Banindra Yudha², Yustia Suntari³
^{1,2,3} Elementary School Teacher Education, Universitas Negeri Jakarta, Jakarta, Indonesia

arizkia_1107622138@mhs.unj.ac.id¹, chrisnaji@unj.ac.id²,
yustiasuntari@unj.ac.id³

DOI : <https://doi.org/10.56480/jln.v5i2.1545>

Received: April 10, 2025

Revised: April 24, 2025

Accepted: May 21, 2025

Abstract

Learning motivation has an important role in the learning process. To foster learning motivation, strategy that can be done is to use interactive media in learning. Baamboozle as one of the website-based learning media comes as an innovation from technological developments. This research discusses about how the use of Baamboozle has the potential to affect student learning motivation at the elementary school level. This research was conducted using a literature study approach, namely the process of reviewing various sources to obtain data related to the research objectives. The literature search was conducted using the publish or perish 8 application which then the results were analyzed qualitatively. Based on the analysis of 10 related articles, it was concluded that Baamboozle has a positive effect on students' learning motivation seen from its role which is able to involve students during the learning process so as to create more fun and meaningful learning.

Keywords– Baamboozle, Learning Motivation, Elementary School.



© 2025 by the authors. Submitted for possible open access publication under the terms and conditions of the Creative Commons Attribution ShareAlike (CC BY SA) license (<https://creativecommons.org/licenses/by-sa/4.0/>).

1. Introduction

Education is the main key in encouraging the progress of a nation, as well as playing an important role in the life of every individual. As a basic need, education functions to guide humans in determining the direction and goals of their lives. Law of the Republic of Indonesia number 20 of 2003 concerning the national education system states that the purpose of education is to develop abilities and form the character and civilization of a dignified nation in order to educate the life of the nation, aiming to develop the potential of students to become human beings who believe and fear God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent, and become a democratic and responsible citizen. Based on this, education is a foundation that must be pursued by every citizen. Learning motivation as one of the important elements in the educational process has a great influence on the success of learning. Learning motivation itself is defined as a process that provides enthusiasm, direction, and persistence of behavior in learning activities (Hamidah & Barus, 2021). Every individual needs to have motivation as a foundation in carrying out learning activities. Without motivation, the learning process will feel heavy and unpleasant, especially at the elementary school level, where student motivation is often still up and down.

Learning motivation is an impulse that comes from within or outside a person that encourages him or her to be actively involved in learning activities (Andriyani et al., 2024). The role of motivation is very important, because it will determine the extent to which students have tried to achieve the learning goals that have been set. Hamzah B. Uno (2016) explained that based on the source, motivation can be divided into two types, namely intrinsic and extrinsic motivation. Intrinsic motivation comes from the student himself and arises naturally because it suits personal needs or interests. On the contrary, extrinsic motivation arises because students are less aware of what goals they will achieve. In this case, their environment plays a role in providing encouragement or enthusiasm so that students can be more motivated during the learning process. Seeing the importance of the role of motivation in learning, educators are

expected to be able to apply the right approach, one of which is through the use of innovative learning media. The use of learning media not only makes it easier for students to understand the material, but is also able to create a more interesting learning environment so as to increase their motivation to learn.

According to Amka (2018), learning media is a means of assistance, both in physical and non-physical form, which acts as a liaison between teachers and students to facilitate the understanding of the material being taught. The use of media in the learning process is able to encourage students' interest to be more actively involved during learning activities. Along with technological advancements, the form of learning media is not only limited to concrete objects, now learning media can be in the form of software, interactive applications, and digital-based platforms such as *E-learning* (Andriyani et al., 2024). The use of technology in learning media plays a role in developing students' digital skills that are needed in this modern era. Baamboozle as a website-based learning media is here to support interactive and fun learning

Baamboozle is a platform that teachers can use to design educational quizzes or games that can be played individually or in groups (Putri et al., 2025). Baamboozle's advantage lies in its engaging and interactive quiz features, making learning activities more lively and fun. With its ease of use both individually and in groups, Baamboozle is effective in arousing students' enthusiasm during the learning process. The competitive but still relaxed learning atmosphere through this interactive quiz encourages students to be more active in understanding and mastering the material taught (Mardiah et al., 2024). In practice, Baamboozle can be used as an interesting learning evaluation tool with the help of digital technology.

Based on the background information, the main focus of this study is to analyze the application of Baamboozle learning media and its influence on students' learning motivation in elementary school. This study aims to describe the advantages of Baamboozle media, and examples of utilization that can be used for classroom learning. Through this research, it is hoped that it can be seen to what extent Baamboozle is able to make a positive contribution to student

motivation and involvement in learning. The findings of this study are expected not only to serve as a reference for educators in choosing appropriate media, but also to provide new insights into the potential of Baamboozle as an alternative innovative learning media that can be used in learning activities.

2. Method

This research was carried out with a qualitative descriptive approach through the literature study method. In accordance with the opinion of Sarwono (2006), literature study is a process of reviewing data sourced from various book references and previous research results that have relevance to the research topic, in order to obtain a theoretical basis related to the problem being studied. The literature study method is widely used in solving research problems by tracing pre-existing writing sources. Literature studies are also known as literature studies, allowing researchers to examine information from various references such as books, scientific journals, and articles relevant to the research. The limitation of this study is that field research is not conducted and only leads to the source of articles, journals and library collections (Munib & Wulandari, 2021). The data in this study was collected through a review of various sources including books, scientific articles, and online journals indexed by SINTA, which discuss Baamboozle and its influence on students' learning motivation at the elementary school level. The search for articles and online journals was carried out using the help of Publish or Perish 8 with the keywords Baamboozle, learning motivation, and elementary school with a range of publication times in 2020-2025 so that the results obtained remain relevant and up-to-date. In his research, researchers initially found about 100 articles that included the word Baamboozle in their titles. Then these articles are re-analyzed to identify which ones are most relevant to the focus and objectives of the research. The selection process was carried out based on the keywords of learning motivation and elementary school, so that 10 selected articles were obtained in both Indonesian and English that were considered appropriate and suitable as data sources in the research.

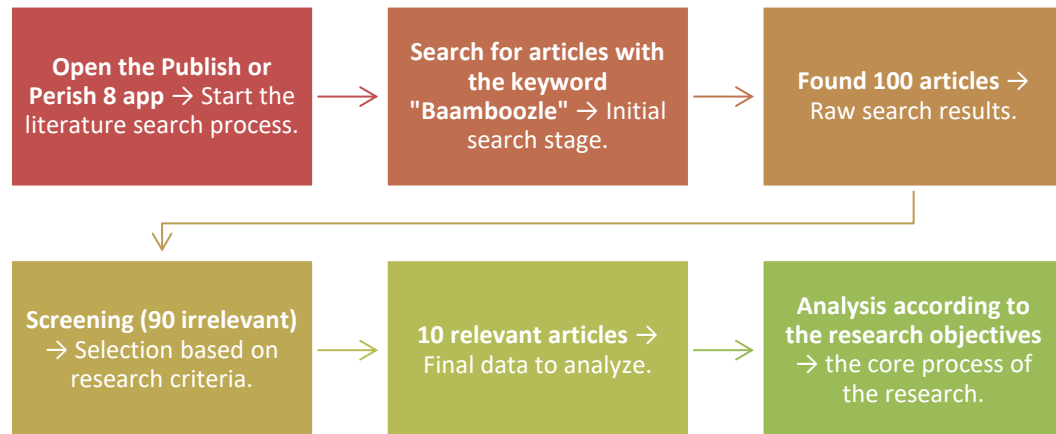


Figure 1. Article Search Flowchart

3. Result and Discussion

In this study, data was obtained through the study of 10 articles in Indonesian and English that have relevance to the research topic, especially regarding the use of Baamboozle in learning in elementary schools. The researcher conducted an in-depth analysis of each article by reviewing the objectives, methods, and results of the study, to identify the extent of Baamboozle's influence on students' learning processes and motivations. The analysis process is carried out systematically and interpretively, based on the researcher's understanding of the content of each article. With this approach, a number of findings were obtained that were considered relevant and supported the focus of the research. The results of the analysis of these articles are then summarized and compiled into tables in order to present information in a more systematic and structured manner about the influence of Baamboozle in the context of learning.

Table 1. The results of the analysis of these articles

No.	Name of Researcher (year)	Research Title	Research Results
1.	(Nisvia & Pratiwi, 2024)	Implementation of the MARS Model and Baamboozle Media to Increase Students' Motivation and Critical Thinking at SDN Benua Anyar 8 Banjarmasin	The application of the MARS model and baamboozle media in 4 meetings showed satisfactory results, Data from the learning motivation questionnaire showed that the majority of students were in the very high category, with a maximum achievement of 100%. This indicates that during the 4 meetings, the students' learning motivation has exceeded the set success standard. In addition, students' critical thinking skills have also developed, which has an impact on increasing their participation in the learning process.
2.	(Mardiah et al., 2024)	The Application of Baamboozle Educational Quizzes in Increasing the Learning Motivation of Grade IV Students in Mathematics Subjects	Baamboozle allows students to learn in a fun and relaxed situation. The gamification element in Baamboozle makes learning math more interesting. This research reveals that the use of Baamboozle has been able to encourage an increase in students' learning motivation in mathematics learning. which is reflected in the increased enthusiasm and involvement of students during the learning process.
3.	(Andriyani et al., 2024)	The Use of Baamboozle Interactive Media on the Learning Motivation of Elementary School Students	The use of Baamboozle in learning is considered interesting and fun for students. Baamboozle is able to create more interactive learning so that it makes students more involved and can make it easier for students to understand the subject matter. Students are more motivated to learn because Baamboozle makes them take an active role and in learning.
4.	(Demokratis et al., 2024)	Efforts to Increase Learning Motivation Using the Baamboozle Platform in PJOK Learning in Grade 2 Students of UPT SD Negeri 144 Gresik	In pre-cycle learning, student motivation is at an average of 56%, this result still does not reach the indicator of motivational success. As for after the first cycle, student motivation increased by 17%, so that an average of 73%. Then in cycle II, the increase in motivation occurred again so that the average was 92% with very good criteria. Based on this, the use of Baamboozle is able to increase students' motivation to learn.
5.	(Joanna & Anwar, 2024)	The Effect of Baamboozle's Problem-Based Learning Model on Mathematical Problem-Solving Ability and Student Learning Motivation	Data obtained from the pre-test and post-test showed that 26 students in the category had high motivation in learning It can be seen that 86.67% of students showed high motivation to learn, while 13.33% were included in the low category. Overall, the average student has a high level of motivation, which is 51.5. Based on this, Baamboozle's problem-based learning model can affect students' motivation and mathematical problem-solving skills.

No.	Name of Researcher (year)	Research Title	Research Results
6.	(Winaningsih et al., 2022)	Baamboozle's Effectiveness in Increasing Learning Motivation in Islamic Studies	In practice, 15 out of 20 children felt that the use of Baamboozle in learning increased their enthusiasm because it was fun, fun, and competitive. This is reinforced by the statements of PAI teachers and homeroom teachers who revealed that the use of Baamboozle in learning plays a role in increasing students' activeness and they are more enthusiastic when answering questions.
7.	(Munawaroh et al., 2024)	Baamboozle-Assisted Interactive Learning in Increasing Students' Learning Motivation in Science Learning in Grade IV SDN Tembung 2	The adjustment of the Project Based Learning teaching module integrated with the Baamboozle website is able to create a more lively learning atmosphere. Students begin to show interest and enthusiasm in learning because learning feels fun. Students become easier to understand the material because of the way the material is delivered that is interactive and not boring.
8.	(Ngasmarani et al., 2024)	The Use of Interactive Media to Increase Learning Motivation in Grade V Students of SDN Gebang 224 Surakarta City	Before the action in the form of a cycle, the average student learning motivation was only 56%. This is not in accordance with the indicators of achievement of student learning motivation. Then in the first cycle, the motivation of students increased by 13% to 69%. Because it has not met the good criteria, the 2nd cycle was carried out with an average result of 83% which is included in the good standard. Based on these results, it can be seen that Baamboozle is able to increase students' motivation to learn.
9.	(Shiddiq et al., 2025)	Implementation of the Use of Baamboozle Media to Increase Motivation to Learn Mathematics in Grade 4 SDN Panai Hulu	The use of Baamboozle media in project-based learning is able to encourage increased motivation and achievement of student learning outcomes. Through the game-based learning method, students' cognitive abilities are also honed, including aspects of problem solving, critical thinking, and creativity. The use of the Baamboozle-assisted method increases students' motivation to learn because there are elements of games that are fun and able to arouse students' enthusiasm in learning.
10.	(Putri et al., 2025)	Implementation of Baamboozle Game on Biodiversity Materials at SDN Mojopuro 01, Madiun Regency	The use of Baamboozle in interactive learning has been proven to be effective in encouraging improved student learning outcomes. This increase is seen not only in terms of grades, but also from increased motivation and student involvement in learning activities. Therefore, the use of Baamboozle can make learning more fun.

Based on the data presented in Table 1, from the 10 articles analyzed, it can be concluded that the use of Baamboozle learning media has a positive influence on students' learning motivation at the elementary school level. Most of the studies studied used the Classroom Action Research (PTK) approach as its primary method, which allowed researchers to observe direct changes in the learning process. The results of the analysis showed that there was an increase in learning motivation, interest, and learning outcomes when Baamboozle was applied in learning activities. As an interactive learning medium, Baamboozle plays a role in encouraging students to actively participate during the learning process. The game elements and interesting visual features in Baamboozle are able to awaken students' enthusiasm for learning, so they can enjoy the learning experience even more.

Baamboozle has a number of advantages that can support the effectiveness of the learning process. Through this platform, teachers are given the freedom to compile interactive quizzes that are relevant to the teaching material, accompanied by the addition of supporting elements such as images, videos, and sound effects. The usefulness of the features not only plays a role in increasing the attractiveness of the quiz, but is also able to provide convenience to students in understanding the material being studied. Unlike other learning media such as Quiziz and Kahoot which can be carried out individually without having to be guided by a teacher, Baamboozle requires the participation of teachers in its use. The teacher acts as a facilitator in the use of Baamboozle during the quiz. Baamboozle allows the implementation of quizzes to be carried out in groups by competing. This will encourage the creation of cooperative learning that involves cooperation, discussion, and honing students' critical thinking skills. Points displayed directly when students answer the quiz correctly are also a motivating factor, so students will actively participate to earn points and become winners in the quiz. This creates a learning atmosphere that is both competitive and fun.

Based on the findings in this study, the use of Baamboozle as an interactive learning medium is worthy of consideration by educators to continue to be developed according to learning needs, especially at the elementary school level.

Baamboozle can be used by teachers as an evaluative medium to assess the extent to which students understand the material that has been delivered. In addition, the use of Baamboozle also contributes to increasing students' confidence in answering quizzes directly in front of their friends and teaches them to always appreciate each other when they succeed in answering correctly. The use of Baamboozle for schools can be the first step in implementing innovative and digital technology-based learning. Therefore, teachers need to be given an understanding of how to use this media, so that the use of Baamboozle in learning can take place optimally and have a positive impact on increasing learning effectiveness and achieving student learning outcomes.

4. Conclusion

This study proves that the use of Baamboozle as a learning medium encourages an increase in student learning motivation in elementary school. This increased motivation is reflected in the more active involvement of students and their higher enthusiasm during the learning process. Various interesting features offered by Baamboozle such as interactive visual displays and competitive game elements, are able to make the learning experience more enjoyable. In addition, the increase in learning motivation caused by the use of Baamboozle also contributes to the increase in student learning outcomes. Some previous research has shown that high motivation can encourage enthusiasm for learning and increase students' understanding of the material. Thus, Baamboozle can be considered as a relevant learning medium and able to support learning effectiveness and improve the quality of education at the elementary school level.

References

- Amka, H. (2018). *Media Pembelajaran Inklusi*. Nizamia Learning Center.
- Andriyani, Y., Safitri, N., & Yuniar, Y. (2024). Penggunaan Media Interaktif Baamboozle Terhadap Motivasi Belajar Siswa Sekolah Dasar. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 9(4), 816–824.
- Demokratis, T., Dinata, V. C., & Arifin, Z. (2024). Upaya Peningkatan Motivasi Belajar Menggunakan Platform Baamboozle Dalam Pembelajaran PJOK Pada Siswa Kelas 2 UPT SD Negeri 144 Gresik. *Jumper: Jurnal Mahasiswa Pendidikan Olahraga*, 4(3), 447–455.
- Joanna, I., & Anwar, K. (2024). Pengaruh Model Problem Based Learning Berbantuan Baamboozle Terhadap Kemampuan Masalah Matematis dan Motivasi Belajar Siswa. *Didaktik : Jurnal Ilmiah PGSD FKIP Universitas Mandiri*, 9(3), 321–330.
- Mardiah, K., Mardiani, Marselena, Syaputri, M. D., Rihansyah, M. R., Camelia, & Imarida. (2024). Penerapan Kuis Edukatif Baamboozle Dalam Meningkatkan Motivasi Belajar Siswa Kelas IV Pada Mata Pelajaran Matematika. *Jurnal Cerdas Proklamator*, 12(2), 184–198. <https://doi.org/10.37301/cerdas.v12i2.273>
- Munawaroh, L., Nurafiah, S., & Rakhman, P. A. (2024). Pembelajaran Interaktif Berbantuan Bamboozle Dalam Meningkatkan Motivasi Belajar Siswa Pada Pembelajaran IPAS di Kelas IV SDN Tembong 2 Interactive Learning Assisted by Bamboozle in Increasing Students ' Learning Motivation in Social Science Learning in C. *Jiic: Jurnal Intelek Insan Cendikia*, 1(9), 6238–6243.
- Munib, A., & Wulandari, F. (2021). Studi Literatur: Efektivitas Model Kooperatif Tipe Course Review Horay Dalam Pembelajaran IPA Di Sekolah Dasar. *Jurnal Pendidikan Dasar Nusantara*, 7(1), 160–172. <https://doi.org/10.29407/jpdn.v7i1.16154>
- Ngasmarani, C. L., Pramukti, H. S., Matsuri, & Mumpuni, A. D. (2024). Pemanfaatan Media Interaktif Berbasis Web 4.0 (Baamboozle) untuk Meningkatkan Motivasi Belajar Pada Siswa Kelas V SDN Gebang 224 Kota Surakarta. *Social, Humanities, and Education Studies (SHEs): Conference Series*, 7(4), 873–877. <https://doi.org/10.20961/shes.v7i4.97077>
- Nisvia, R., & Pratiwi, D. A. (2024). Implementasi Model MARS dan Media Baamboozle Untuk Meningkatkan Motivasi dan Berpikir Kritis Siswa di SDN Benua Anyar 8 Banjarmasin. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 9(4), 619–638.

- Putri, J. C., Huriawati, F., & Supadmiati. (2025). Implementasi Baamboozle Game Pada Materi Keanekaragaman Hayati di SDN Mojopurno 01 Kabupaten Madiun. *Al-Madrasah: Jurnal Ilmiah Pendidikan Madrasah Ibtidaiyah*, 9(1), 295–306. <https://doi.org/10.35931/am.v9i1.4061>
- Shiddiq, I., Sari, M., Nasution, Z. A., Purba, H. N., Kurniati, A., Junitri, A., Yanti, N., Rahayu, D., & Wulandari, A. (2025). Implementasi Penggunaan Media Baamboozle Untuk Meningkatkan Motivasi Belajar Matematika Kelas 4 SDN 11 Panai Hulu. *Indo-MathEdu Intellectuals Journal*, 6(1), 532–539. <https://doi.org/10.54373/imeij.v6i1.2501>
- Uno, H. B. (2016). *Teori Motivasi dan Pengukurannya*. Bumi Aksara.
- Winaningsih, E. T., Syarif, F., & Pahrurroji, P. (2022). Baamboozle's Effectiveness in Increasing Learning Motivation in Islamic Studies. *Tarbawiyah : Jurnal Ilmiah Pendidikan*, 6(2), 123–140. <https://doi.org/10.32332/tarbawiyah.v6i2.5385>