

# **Screwword Game for Vocabulary Learning**

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## **1. Product Developed**

The study developed an interactive vocabulary learning media called Screwword Game for tenth-grade senior high school students. The game is a Scramble Word Game, designed to enhance students' vocabulary skills, particularly in understanding and using words within recount texts. The game was created using Construct 2 and CorelDraw and includes:

- a. Three levels of difficulty (Easy, Medium, Hard).
- b. Tasks where students arrange letters into words, words into sentences, and complete missing words in a paragraph.
- c. A built-in guidebook for teachers, students, and the general public.

## **2. Product Development Process**

The development process followed systematic stages:

- a. Needs Analysis – Identified students' vocabulary difficulties and lack of engaging learning media.
- b. Product Design & Development – Created the Screwword Game based on curriculum needs and digital media principles.
- c. Validation & Expert Review – Evaluated by material and media experts.
- d. Student and Teacher Feedback – Collected responses from students and teachers.
- e. Product Evaluation & Improvement – Revised the game based on expert feedback.
- f. Finalization & Publication – Designed as a feasible educational tool for learning vocabulary.

## **3. Validation Results**

The Screwword Game was validated by six experts: three material experts and three media experts. The validation results showed:

- a. Material validation: 81.3% (Very Valid)
- b. Media validation: 84% (Very Valid)

Key revisions based on expert feedback:

- a. Adding clear labels on menu buttons.
- b. Improving the readability of tables in the learning materials.
- c. Enhancing the guidebook's background design and color for better engagement.

## **4. Student and Teacher Responses**

- a. Teacher feedback: 89.16% positive response, indicating strong approval of the game's usability and educational value.
- b. Student feedback: 83.85% positive response, showing that students found the game engaging and useful for learning vocabulary.

## **5. Product Evaluation & Improvement**

Based on expert and user feedback, the following improvements were made:

- a. Additional levels and vocabulary questions to enhance the challenge.
- b. More detailed recount text materials included.
- c. Refinement of design elements for clarity and engagement.

## 6. Final Conclusion

The Screwword Game proved to be a valid and effective tool for vocabulary learning in senior high schools. Its interactive and gamified approach was well-received by both students and teachers, offering an alternative to traditional textbook-based learning. The study supports previous research on digital learning and suggests that game-based learning enhances student motivation and retention of vocabulary.

### Screwword Game Displays:

