# ELSA 2023

## e-Proceeding



**3RD INTERNATIONAL CONFERENCE ON EDUCATION AND LANGUAGE FOR STUDENTS & ADULT LEARNERS (ELSA)**

*"Digital Transformation in Language and Education"*

**25 – 26 OCTOBER 2023**

ORGANISED BY

**ACADEMY OF LANGUAGE STUDIES**
**UNIVERSITI TEKNOLOGI MARA PERAK BRANCH**

# ELSA 2023 e-Proceeding

## 3rd International Conference on Education and Languages for Students and Adult Learners (ELSA)

*"Digital Transformation in Language and Education"*

iii

# VOCAB HEROES WEBSITE : DIGITAL TRANSFORMATION IN THE NEW WAY OF TEACHING VOCABULARY

Savina A/P A.Saiman[1], Muhammad Naim bin Mat Johari[2] , Siti Aishah binti Mohd Shuib[3], and Nur Asharina Balqis binti Shamsuddin[4]

[1, 2,3,4] SMK Seri Budiman, Jalan Bukit Nasah,
33300 Gerik, Perak, MALAYSIA.

*vinavina23@gmail.com*
*naemetawin@gmail.com*
*sitiaishahhhshuib@gmail.com*
*asharinashamsuddin21@gmail.com*

**Abstract**

The 'Vocab Heroes Website' is not only to save time but also to inspire language teachers and learners. It has been observed that many students are not able to use low-frequency words, especially at B2, C1 and C2 levels, in their texts, which can put them in a high level for MUET. Designed to help students write confidently and correctly and produce exceptional essays in English, the Vocab Heroes website is one of the technologies used for teaching in both virtual and physical classrooms. In addition, the website is a modern teaching tool that provides tips and explanations to help students use low-frequency words appropriately by including elements such as cartoon voices, colourful graphics, interactive videos, lists of B2-C2 words according to the topics and quizzes. It encourages and promotes critical thinking, collaborative problem solving and social and technical progress through trial and error. We believe that education should be available to everyone, even those without internet access, so that we can achieve our goal and mission of immersing our students in the diversity of English words. This is our original website with manual interactive games. This new way of teaching will not only engage students in learning the language but it will indirectly help the teachers who can also use it as their new method in teaching.

**Keywords:** Vocab Heroes website, low-frequency words, technology, encouraging, teaching method.

## INTRODUCTION

Speaking about the "Vocab Heroes Website", students can dig into our website and learn new vocabularies. There are so many low frequency words which they can learn. By this way, students can improve their writing by using more low frequency words correctly. The question is, how would they know the level of their vocabulary achievement? Well, here is how they can do so. In the 'Vocab Hero Website', we provide them with a lot of games (VAidya, 2023) and quizzes for them to test on what level they are according to the Common European Framework of Reference (CEFR) which are B2, C1, and C2. This learning experience can improve a few aspects of students' critical thinking skills. For instance, observation, analysis, inference, communication, and problem solving.

This website will lead to the contribution of each group member to work together

and discuss and solve the clues given although playing via online. Working together in a group does help students to receive new skills which are communications (Juraboyev, 2021), management, planning, and social skills. This results in receiving great outcomes to immerse themselves in the variety of words to be used in their writing.

The process of learning in the 21st century in the era of Industrial Revolution 4.0 requires educators to act as facilitators and guides for students to help them master learning in the 21st century (Stanlee & Swanto, 2021). The change of the learning process must be in line with the teaching method. The learning process is changing from teacher-centred to adaptive learning. To achieve students' personal goals, they must be active participants throughout the learning process (Mansor et al., 2020).

Furthermore, online learning in teaching and learning is very important with the progress of the modern education world. In addition, the learning content is easy to navigate in a short time and without limits, and there are also a variety of reference sources in websites that are attractive in terms of multimedia use and graphics (Nilavani, 2021).

The need to obtain this information has led to a change in strategy in the learning process (Efriyanti & Annas, 2020). Through the use of websites, students can access learning materials anytime and anywhere. In addition, the teaching and learning process becomes easier and more interesting (Hendrawan, 2018; Martha et al., 2018), providing students with an active learning experience (Sefriani et al., 2021). This will lead the students to learn low frequency words which are applicable in their language skills.

To sum, the playfulness element that we bring to our project is a very important factor in student satisfaction and engagement in learning (Al-Hoorie, 2021). Thus, utilizing new digital tools like 'Vocab Heroes Website' can help to enhance students' engagement in learning.

## METHODOLOGY

This section discusses the methods used in designing the website for teaching methods. This survey method uses a sample of 70 students from SMK Seri Budiman, Gerik Perak to evaluate the effectiveness of the creation of Vocab Heroes website.The data was collected using a questionnaire. The ADDIE model was used to develop the Vocab Heroes Website.

## MAIN RESULTS

The 'Vocab Heroes Website' was developed to encourage the teaching and learning process and support 21st-century education. This website was built to facilitate the teacher's teaching process in improving the student's understanding. Students

can use the website as a reference for self-learning in the comfort of their own homes. Table 1 shows the percentage of Students' Perception for Each Item in the Evaluation of the Effectiveness of 'Vocab Heroes Website'.

Based on the percentage of students' perception for each item of the effectiveness of Vocab Heroes Website, it is clearly seen that Vocab Heroes Website content helps students in learning low frequency words (99.1%), they agree that Vocab Heroes Website are easily accessible online (98.5%). According to the percentage, a huge number of students agree that Vocab Heroes Websites are easy to access from Google on their mobile phone (99.5%). A good amount of the students agree the Vocab Heroes Website makes the teaching and learning activities more interesting (99.5%) while the large majority find that the content in the Vocab Heroes Website improves the students' understanding (99.5%).

**Table 1.** Percentage of Students' Perception of Each Item in the Evaluation of the Effectiveness of 'Vocab Heroes Website'

| No. | Item | Percentage of Students' Perception |
|---|---|---|
| 1. | Vocab Heroes Website content helps students in learning low frequency words. | 99.1% |
| 2. | Vocab Heroes Websites are easily accessible online. | 98.5% |
| 3. | Vocab Heroes Websites are easy to access from Google on my mobile phone. | 99.5% |
| 4. | Vocab Heroes Website makes the teaching and learning activities more interesting. | 99.5% |
| 5. | The content in the Vocab Heroes Website improves the students' understanding. | 99.5% |
| 6. | I easily find the dramatic words that I want in the Vocab Heroes Website. | 95.7% |
| 7. | This website helps students' self-learning. | 99.0% |
| 8. | This website provides the latest AI function which is compulsive. | 99.1% |
| 9. | Easily find the topic that I want in Vocab Heroes Website | 99.3% |
| 10. | Learning to use this website is fun. | 99.6% |
| 11. | Vocab Heroes Website can make it easier for my students to study independently at any time. | 99.5% |
| 12. | Students can improve their mastery of vocabulary with the help of Vocab Heroes Website. | 99.5% |
| 13. | Vocab Heroes Website provides a wide selection of words for students to self-learn. | 99.0% |

| 14. | Users are free to exit the website at any time. | 99.5% |
|---|---|---|
| 15. | Interesting features of Vocab Heroes Website, capable of attracting students' interest to make references. | 99.5% |

Through the percentage of evaluation shown above, a huge number of students easily find the dramatic words that they want in Vocab Heroes Website (95.7%), and this website helps students' self-learning (99.0%). The Vocab Heroes Website provides the latest AI function which is compulsive (99.1%) and they can easily find the topic that they want in Vocab Heroes Website (99.3%).

With the percentage of students' perception, the findings discover that Vocab Heroes Website is fun (99.6%). The students also make it easier for the students to study independently at any time (99.5%). Students can improve their mastery of vocabulary with the help of Vocab Heroes Website (99.5%). Vocab Heroes Website provides a wide selection of words for students to self-learn (99.0%). Users are free to exit the website at any time (99.5%) and with the interesting features of the website, it is capable of attracting students' interest to make them their reference (99.5%).

**CONCLUSION**

Overall, this website we created is very useful in helping students improve their writing skills. Our main goal in creating this website is to make sure that students can get an excellent grade in their examinations. Teachers can use our resources either on the website or in the form of physical materials in class to get the best results from their students. Students can also benefit by browsing the websites and playing online games such as word walls and quiz games. In addition, parents can also contribute to their children's learning success by using our teaching tools to guide their children at home. Hence, the use of this website can indirectly improve the ability of teachers in the process of delivering information, improve self-understanding during revision for users among students and guidance to other users.

**BIODATA**

Savina A/P A.Saiman is an experienced and dedicated English teacher with over 16 years of service. She has a Bachelor's degree in TESL (UPSI). She began her career in SMK Gerik and now teaches in Form 6 Centre, SMK Seri Budiman Gerik, Perak. She is also a 'Master Teacher'. She is an innovative teacher & 150 *Cikgu Juara Digital* Malaysia.

Muhammad Naim bin Mat Johari is a student from Form 6 Centre of SMK Seri Budiman Gerik, Perak. His research interests are in the English language.

Nur Asharina Balqis Binti Shamsuddin is a student from Form 6 Centre of SMK Seri

Budiman Gerik, Perak. Her research interests include language and technology where it can be applied in the classroom.

Siti Aishah Binti Mohamad Shuib is a student from Form 6 Centre of SMK Seri Budiman Gerik, Perak. Her research interests are Science , Computer and Language Skill.

**REFERENCES**

Al-Hoorie, A.H., Hiver, P., Mercer, S. (2021). *Student Engagement in the Language Classroom*. Multilingual Matters.

B Juraboyev - Scientific progress. (2021). *Developing Communication Skills By Using Games*. 486-490.

Dheeraj VAidya, C. F. (2023). *WallStreetMojo*. *Retrieved from Game Theory:* https://www.wallstreetmojo.com/game-theory-2/

Efriyanti, L., & Annas, F. (2020). Aplikasi Mobile Learning Sebagai Sarana Pembelajaran Abad 21 bagi Pendidik dan Peserta Didik di era Revolusi Industri 4.0. *Jurnal Educative: Journal of Educational Studies*, *5*(1), 29-40.

Hendrawan, Y. M., Simba, K. R., & Uchiyama, N. (2018). Iterative learning based trajectory generation for machine tool feed drive systems. *Robotics and Computer-Integrated Manufacturing*, *51*, 230-237.

Mansor NA et al, 2020. Towards electronic learning features in education 4.0 environment: literature study.Indonesian Journal of Electrical Engineering and Computer Science Vol. 19, No. 1, July 2020, pp. 442~450 ISSN: 2502-4752, DOI: 10.11591/ijeecs.v19.i1.pp442-450.

Martha-Martha, N. G., & PRİYONO, İ. (2018). The effect of service quality on student satisfaction and student loyalty: An empirical study. *Journal of Social Studies Education  Research*, *9*(3), 109-131.

Sefriani, R., Sepriana, R., Wijaya, I., & Radyuli, P. (2021). Blended Learning with Edmodo: The Effectiveness of Statistical Learning during the COVID-19 Pandemic. *International Journal of Evaluation and Research in Education*, *10*(1), 293-299.

Stanlee . T. J.,1 & Swanto, S. (2021). 21st Century Education in Teaching English as a Second Language (ESL) in Tertiary Institutions in Sabah, Malaysia.

Surat kami : 700-KPK (PRP.UP.1/20/1)
Tarikh : 20 Januari 2023

Prof. Madya Dr. Nur Hisham Ibrahim
Rektor
Universiti Teknologi MARA
Cawangan Perak

Tuan,

**PERMOHONAN KELULUSAN MEMUAT NAIK PENERBITAN UiTM CAWANGAN PERAK
MELALUI REPOSITORI INSTITUSI UiTM (IR)**

Perkara di atas adalah dirujuk.

2.    Adalah dimaklumkan bahawa pihak kami ingin memohon kelulusan tuan untuk mengimbas (*digitize*) dan memuat naik semua jenis penerbitan di bawah UiTM Cawangan Perak melalui Repositori Institusi UiTM, PTAR.

3.    Tujuan permohonan ini adalah bagi membolehkan akses yang lebih meluas oleh pengguna perpustakaan terhadap semua maklumat yang terkandung di dalam penerbitan melalui laman Web PTAR UiTM Cawangan Perak.

Kelulusan daripada pihak tuan dalam perkara ini amat dihargai.

Sekian, terima kasih.

**"BERKHIDMAT UNTUK NEGARA"**

*setuju.*

*27.1.2023*

Saya yang menjalankan amanah,

**SITI BASRIYAH SHAIK BAHARUDIN**
Timbalan Ketua Pustakawan

PROF. MADYA DR. NUR HISHAM IBRAHIM
REKTOR
UNIVERSITI TEKNOLOGI MARA
CAWANGAN PERAK
KAMPUS SERI ISKANDAR

*nar*