

ABSTRACT

Ainun Dhifa Nisa, 2026. “Wordwall Game-Based Learning Effect on Secondary High School: Students’ Learning Achievement”. A thesis of English Education Department Faculty of Teacher Training and Education, Muhammadiyah University of Makassar. (Supervised by Sitti Maryam Hamid and Andi Bulkis Maghfirah Mannong).

This study aimed to examine the effect of Wordwall Game-Based Learning on students’ English learning achievement in mastering adjective vocabulary in descriptive texts. This research used a quantitative pre-experimental design with a one-group pre-test and post-test model. The sample consisted of 23 students of class VIII.B at MTs Mannilingi Bulu-Bulu. The data were collected through a 25-item multiple-choice vocabulary test and analyzed using descriptive statistics and Paired Sample t-test through SPSS.

The findings showed that the students’ mean score increased from 50.0870 in the pre-test to 71.1304 in the post-test, with a mean difference of 21.043 points. The significance value was $0.001 < 0.05$, indicating that Wordwall Game-Based Learning showed a statistically meaningful improvement in students’ English learning achievement, particularly in adjective vocabulary mastery.

Keywords: *Wordwall, Game-Based Learning, learning achievement, vocabulary mastery, descriptive text*