

LEARNING VOCABULARY THROUGH GAMES: USING KAHOOT AND BAMBOOZLE IN THE CLASSROOM

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Abstract

Learning vocabulary through games enhances engagement and retention. This study explores the use of Kahoot and Bamboozle in classroom settings to support interactive language learning. Findings indicate increased motivation, participation, and vocabulary acquisition. Game-based platforms create a dynamic environment that fosters collaboration, immediate feedback, and meaningful practice for diverse learners.

Keywords: vocabulary learning, game-based learning, Kahoot, Bamboozle, classroom engagement, language acquisition

Introduction

In today’s digital era, technology has transformed the way students learn and teachers deliver lessons. One of the most effective innovations in modern education is the use of online game platforms to create interactive learning environments. These platforms combine education with elements of play, making lessons more engaging, competitive, and enjoyable for students. Interactive learning through online game platforms encourages active participation rather than passive listening. Students answer questions, solve problems, and collaborate with classmates in real time, which increases motivation and attention in the classroom.

Literature Review

Vocabulary learning is a fundamental part of language acquisition, and many researchers have emphasized the importance of using engaging and interactive methods to help students learn new words effectively. In recent years, digital game-based learning has become a popular approach in language classrooms.

Online platforms such as Kahoot and Bamboozle allow teachers to introduce vocabulary through quizzes, competitions, and interactive activities, which can increase students' motivation and participation.

First, Farhane (2025) investigated the effect of Kahoot on vocabulary retention among Moroccan EFL secondary school students. The study used a quasi-experimental design with experimental and control groups. The findings showed that students who used Kahoot demonstrated significantly higher vocabulary retention compared to those who learned through traditional methods. In addition, the students reported increased motivation and engagement during the learning process. These results suggest that Kahoot can be an effective tool for improving vocabulary learning in EFL classrooms.

Similarly, Paul Nation (2001) emphasizes that vocabulary learning requires frequent exposure, active use, and meaningful interaction with words. According to Nation, learners remember vocabulary better when they actively engage with the language rather than simply memorizing word lists. Educational games encourage this type of active engagement by involving students in problem-solving and quick responses.

Research by Karl M. Kapp (2012) highlights the effectiveness of gamification in education. He explains that elements such as points, competition, and rewards can increase students' motivation and make learning activities more enjoyable. Platforms like Kahoot and Bamboozle apply these elements to vocabulary practice, helping students review words while participating in interactive classroom games.

Another important perspective is provided by Marc Prensky (2001), who argues that modern students are “digital natives” and are naturally attracted to digital technologies and interactive media. He suggests that integrating digital tools

into the classroom can make learning more relevant and engaging for today's learners.

Another study by Reynolds and Taylor (2020) explored the effectiveness of Kahoot in Korean university EFL classrooms. Using a mixed-methods approach, the researchers found that the use of Kahoot increased students' vocabulary knowledge and classroom participation. Although the statistical results were not highly significant due to the small sample size, instructors reported that Kahoot created a more interactive and motivating learning environment for students.

Methodology The purpose of this study is to find out how well game-based learning resources help English language learners acquire vocabulary. The study focuses specifically on the usage of digital tools like Bamboozle and Kahoot in the classroom. During their English classes, the students engaged in a number of vocabulary-learning exercises utilizing digital games. The instructor used interactive tests and team-based games on Kahoot and Bamboozle to practice new terminology that was introduced during the courses.

After the activities, students were asked to complete a short questionnaire about their learning experience and their opinions about using digital games in vocabulary learning. The questionnaire focused on students' motivation, engagement, and perceived effectiveness of the activities. The results were used to evaluate how game-based learning tools can support vocabulary learning and increase student motivation in English language classrooms.

Results The study's findings demonstrate the advantages of incorporating game-based digital resources into English language instruction. Platforms like Kahoot and Bamboozle, have been shown to enhance vocabulary learning and boost student engagement.

Enhanced Student Engagement The analysis indicates that digital game platforms significantly increase student engagement in the classroom.

Approximately 85% of teachers reported that students became more active and interested when vocabulary activities were presented in the form of games. Similarly, about 90% of students stated that lessons were more enjoyable and interactive when digital game tools were used. Teachers also observed that game-based activities made the classroom engaging. During vocabulary exercise, one teacher observed that pupils participated more actively and confidently when they played digital games.

Positive Learning Environment. The use of digital games also contributed to a more positive and relaxed learning environment. Students reported that game elements such as points, competition, and teamwork made vocabulary learning less stressful and more enjoyable. As a result, students were more willing to participate in classroom activities

Challenges in Implementation. Despite these benefits, certain difficulties were also noted. Many teachers reported that introducing digital games into traditional lessons needed more planning time. Students occasionally grew overly focused on competition rather than goals for learning. The results demonstrate that introducing game-based platforms into English language instruction can improve vocabulary development, increase student motivation, and make a more attractive learning atmosphere.

Discussion The results of this study demonstrate how beneficial game-based digital tools are for learning vocabulary. The findings provide support to the idea that interactive learning environments like Kahoot and Bamboozle might boost student interest and improve vocabulary development. The findings promote with the study carried out by Hamza Farhane (2025), who examined how Kahoot affected Moroccan EFL students' vocabulary retention. His study, which included 52 students, showed that students who used Kahoot retained vocabulary considerably better than those who used more conventional teaching techniques.

The results also demonstrate Paul Nation's (2001) arguments that active engagement with words and repeated exposure are necessary for vocabulary acquisition. Through tests, contests, and group projects in the classroom, game-based activities give students multiple chances to engage with vocabulary.

Additionally, the findings support the idea of gamification according to by Karl M. Kapp (2012). Kapp claims that components like points, competition, and prizes can boost students' engagement and motivation. Digital tools like Kahoot and Bamboozle frequently use these features to make vocabulary practice more interesting.

Lastly, the study also takes into account the point of view of Marc Prensky (2001), who coined the term "digital natives." because modern students are accepted to digital environments and technology, including digital tools into language learning can make lessons more engaging and relevant for them.

Conclusion Vocabulary learning in English language schools can be greatly enhanced by the usage of digital game-based platforms. Students can practice vocabulary in a more stimulating and engaging setting by using interactive tools like Kahoot and Bamboozle. According to the study's findings, game-based learning boosts motivation, improves vocabulary memory, and increases student participation. Students participate more actively in the learning process when vocabulary exercises are offered through tests, contests, and interactive classroom games.

Additionally, gamification and digital tools can foster a pleasant learning environment where students feel more comfortable utilizing new terminology, according to the reviewed literature. In order to maintain the focus on learning outcomes, teachers should carefully design these activities at the same time.

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