

ABSTRACT

Naibaho, Deartha Natalia, Registration Number 2213121085, The Implementation of Baamboozle as Media in Teaching Writing Recount Text to Eight Grade Students at SMP Negeri 37 Medan, A Thesis, English Education Program, Universitas Negeri Medan, 2026.

This study aimed at describing the implementation of Baamboozle to teach writing recount text for the eighth-grade students at SMP Negeri 37 Medan. This study discussed how the teachers implement Baamboozle as media to teaching writing recount text for the 8th-grade students at SMP Negeri 37 Medan. This study used a descriptive qualitative design. The data were collected during two meetings involving one English teacher. Data were gathered through observing and interview. The findings of this study revealed that Baamboozle was implemented by the teacher in six steps of game-based learning method, namely, identifying and studying the game, providing prior knowledge, explaining the rules, playing the game, gathering information from playing educational games, and giving task/exercise. Interview with the teacher further revealed that the teacher used Baamboozle to overcome students' low engagement in learning activity. The Baamboozle game was utilized in the classroom by the teacher to increase students' motivation and excitement for learning.

Keywords: Implementation, Media, Baamboozle, Writing