



## Approach and Application of the Roblox Application as a Learning Medium

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### ABSTRACT

The use of Roblox as a learning medium has gained significant attention due to its interactive, game-based platform. This study investigates the effectiveness of Roblox as a digital learning tool and explores how it can positively impact students' learning experiences. The research employs a quantitative method, formulating statements into a Google Form survey to gather data from students, which is then analyzed using SPSS. The study aims to determine whether Roblox enhances student engagement and helps solve learning challenges. Results indicate that Roblox can significantly increase student involvement in discussions and raise interest in learning activities through its interactive features. Additionally, it aids in addressing both internal and external factors affecting students. The conclusion of the study suggests that Roblox offers an effective and engaging alternative for improving learning quality in higher education. Educators are encouraged to explore and understand the application's potential to maximize its benefits in the classroom. Overall, the study highlights that Roblox has the potential to enhance student learning experiences and could be a valuable tool in modern education.

**Keywords:** *Educational Innovation, Learning Medium, Roblox, Student Engagement, Quantitative Method*

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## INTRODUCTION

At this time, the Gen Z generation cannot be kept away from social media (Dwivedi et al., 2023). Today's life is closely related to the use of technology which often changes with the times (Park & Kim, 2022). The approach to using the Roblox application is currently still relatively low in interest, because some students only know

about this application and do not want to use it (Rospigliosi, 2022). One of the main problems is the difficulty of controlling the content provided on the platform. Although Roblox offers a variety of tools for filtering and monitoring content, some college students may still include content that is inappropriate or inappropriate for learning purposes (Oh et al., 2023). In addition, there are still concerns about security and privacy (Ryu et al., 2022), especially among young people who are the main target of these apps. Additionally, not all educational institutions have adequate access to the necessary technology for the Roblox app to run smoothly, such as a high-speed internet connection and appropriate hardware.

The approach and use of the Roblox application as a learning medium still requires careful consideration and careful management of various problems that may arise (Hirsch, 2022). Therefore, it is important for a teaching staff to monitor and also guide every thing that is being done by students (Han et al., 2023). This research helps identify specific problems faced by students starting from the upper level to the final level and using Roblox in the context of learning (Toh & Lim, 2023). A deeper understanding of these problems allows students to design and implement more effective solutions (Du et al., 2021). Develop guidelines and best practices for using Roblox as a learning medium (J. Kim & Bae, 2023). By reviewing existing experiences and research, educators can take the right steps to optimize the learning benefits of using this application while minimizing the risks and challenges contained in learning media.

The use of the Roblox application has a lot of features that students must know (Reyes et al., 2023). For example, how to control and ensure that the content available on Roblox is suitable and useful for learning needs in the world of lectures or vice versa, and how to handle inappropriate or inappropriate content (Mancuso et al., 2024). Some students when doing something a lot do not think about the impact of the conversation they are doing (Kang et al., 2022). So students are required to be able to adjust (Dong & Liu, 2023), and also maintain the security and privacy of each student so that unwanted things do not happen (Moscow, 2023). Thus, an educator must be able to be more active in ensuring that students are faced with technology that changes according to the times. And it can be a provision to continue living in the future which will be more difficult than the present.

The younger generation must now be able to sort and also choose things that will have a positive impact on them (Ho & Lee, 2023). Limiting every association and also the deeds done so as not to fall into an unwanted path (Alma Çallı & Ediz, 2023). But on the other hand, if students can use it well, Roblox will generate opportunities for the younger generation to explore students' creativity and imagination by playing (Abel, 2022), creating, and interacting in the virtual world that is created or chosen (Payal et al., 2024). This can be a place for students to express themselves and develop their artistic and design skills (Greenman et al., 2024). Not only does it benefit yourself but it also has an impact on other people who understand the various things contained in the Roblox application approach.

Making the best use of the Roblox app is one of the steps that every student can take (Lim et al., 2023). Considering the many benefits of this application that will increase students' interest in learning in the world of lectures (Njoku et al., 2023). And explore the various potentials possessed by students that will bring a great influence to various parts of the world (M. Kim & Yoo, 2024). Therefore, it is important to master everything that exists in the current era of globalization (Champion, 2023), so that there are no gaps that will have fatal consequences in the future, due to the lack of scrutiny on the part of media users which can be fatal due to problems that are considered trivial (Putawa et al., 2023). So the role of teaching staff or also known as educators is very much needed in order to be able to give birth to critical thinkers who will be the next generation of the nation who will create a change in the future, which will be more and more difficult challenges and obstacles in the future.

Currently, there are many students who cannot use the Roblox application (Ahmed, 2021), even though there are many features of this application that will increase students' interest in learning (Boo & Suh, 2024). Learning using technology-based learning media can improve the quality of education being pursued by the student (Bajić et al., 2023). When faced with a problem, students can solve it in a careful way that does not have a bad influence on them. The Roblox application can also increase interaction with others, this application is not the same as whatshap, instagram, tik tok and others. This Roblox will make it easier for students to interact with their friends by playing the same game. College students can join the same game, communicate via text or voice chat, and work together in completing tasks or challenges in a highly enjoyable game.

The research conducted by the researcher takes references to previous relevant studies (Maulida et al., 2023), becoming a consideration for researchers in formulating every conclusion that can be obtained through this study (King et al., 2023). There is a study that uses a topic that is almost similar to the research that the researcher is doing. The first research is titled *The Utilization of the Roblox Application as a Metaverse Promotion Media for Junior High Schools in the Sumenep Area*, which was recently researched by RH Alinata. In the Sumenep region in 2024. Stating that this application is very suitable for inclusion in learning media because it has a myriad of benefits. The second research is titled *Laravel framework implementation: a special registration system application for Roblox programming*, which was researched by JMB Bintang et al. What was studied last year was 2023 in Bandung.

The innovation that emerged is to create students who are dedicated to excellence both in the academic and non-academic fields. Students who have the potential to collaborate with outsiders who will change education in the future by using the intermediary of the Roblox application. By using new ideas and innovations that can adapt to increasingly sophisticated technology that continues to change with the times. In the future, students will not be able to stay away from a product called a cellphone, so with this reality that occurs, researchers will create a learning model design that uses the Roblox application to make it easier for students to understand something.

Improving the quality of existing media by using the Roblox application, with this students can think formally about all events that occur, then can provide a solution when getting various challenges that exist in the face-to-face and offline learning process.

The purpose of this study is to maximize the approach and also the use of the Roblox application in an educational institution and equip students when facing the next period. The researcher hopes that the paper made by the researcher will provide a change to students, namely the Roblox application will make it easier to interact with others. The researcher's biggest hope is that this article can be useful for the public, and can also be a consideration in the future for future researchers related to the title made by the researcher, namely the approach and application of the Roblox application as a learning medium that will trigger that learning is not only done in zoom, but can also be done with games on the Roblox application.

## **RESEARCH METHODOLOGY**

### **Research Design**

This study uses a quantitative approach method, which is formulated into a google form including a statement containing the approach and application of the Roblox application as a learning medium (Seo et al., 2023). The method used to get a new idea is then processed into a research that can be proven by the facts that occurred. The quantitative method can also be interpreted as a research stage that begins with the creation of a questionnaire containing as many as 20 questions, which must be filled in every question given without leaving a single question from this research. Then every answer given by students is processed using the spss application. The data obtained can be proven to be accurate through a google form formulated by the researcher. And the researcher also inputs the highest and lowest results from the questionnaire distributed to each student. Then conclude statements that can be used as a reference for this research.

### **Research Procedure**

The steps taken in this research were initially by asking permission from the campus to conduct a research related to the approach and application of the Roblox application as a learning medium. Then every one that is filled in by students (Choi & Ka, 2023), from the beginning of the questionnaire made by the researcher until it reaches the achievement of filling that the researcher considers to have met the achievement expected by the researcher. Then the researcher also pays great attention to ethics in making questionnaires that use good and polite language. So that students can fill out this questionnaire in a short period of time, which makes it easier for researchers to test the feasibility of the Roblox application which will be very useful for students at various levels. So that it will maximize the learning process and create students who have excellent quality in facing the next life.

### **Research Subject**

The subject of this research is a student of Institut Agama Islam An-Nawawi Purworejo, the role of the researcher is as a collector of every answer given by students. This research is to measure students' ability to use questions in the form of tests and then calculated from the highest sequence of acquisition numbers to the lowest sequence of numbers (Vincent & Ayyar, 2023). The researcher then inputs the scores obtained through the research subjects which are used as a reference to determine the approach and application of the Roblox application as a learning medium. The type of research carried out is a research that really considers every answer given by students, which aims to find out the feasibility of using the Roblox application for students. And increase interest in learning by using play media which has a myriad of benefits.

### **Research Ethics**

Of the approximately 1000 students registered at Institut Agama Islam An-Nawawi Purworejo, only 50 students contributed to this research. Of these (Zhang & Hu, 2023). 50 students participated in this study, of which 25 men and 25 women with a maximum age of 18 years and 19 years. The data collection of this participant came from various villages or jorong adjacent to Institut Agama Islam An-Nawawi Purworejo. This research has received permission from the campus to minimize the occurrence of various problems that arise in conducting this research. Using several principles of research ethics, first, there is no coercion in filling in the questionnaire. This research only applies the volunteerism of students and students who study here. Then every question must be answered in its entirety without leaving a single part of the questionnaire. This formal strongly supports and upholds rights and there is no coercion at all. This was done to ensure that the participants understood the core of the study, with 50 participants 85% expressing their willingness to fill out the questionnaire.

### **Data Collection Techniques**

The technique used by researchers in collecting data is to obtain various information that can be measured, compared, and calculated carefully. Through the google form format created by the researcher, which was filled out by 50 Institut Agama Islam An-Nawawi Purworejo students (Jansen et al., 2023). Data collection was carried out on students in the second and fourth semesters of the 2024 academic year. After obtaining permission to conduct research from the campus, online questionnaire links were distributed to students of various majors. The distribution of this questionnaire will be carried out from March 1, 2024 to early April. The process of processing data that has been collected from research field respondents. The questionnaire data is then downloaded into an Excel file and then transferred to SPSS. 20 questions to be studied, the final score data is recorded in the SPSS application which can be proven to be true. Then it is summarized as interesting as possible so that readers are interested in reading the articles made by the researcher.

### Data Collection and Analysis

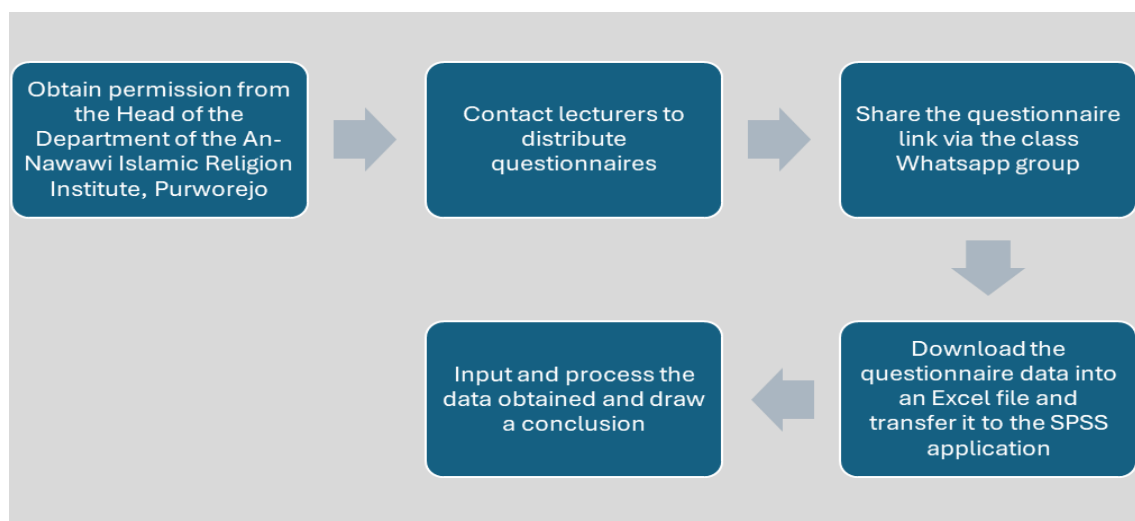
Then the data that has been collected is input and processed using the SPSS application. It is distributed in the form of tables and also diagrams that can calculate the score obtained from students. The way to analyze the data is to compare each answer given by each student with previous researches. The data is presented in the form of average scores and percentages. Then the data was tested using the anova one-way test. Which compares the scores of each group that fills out each statement related to the questionnaire made by the researcher. The researcher also takes into account the score obtained by each student who fills in the questionnaire previously made by the researcher. And will never leave the slightest answer given by students from the beginning of filling out the questionnaire to the last student to fill out this questionnaire. Furthermore, the researcher will also summarize in a significant conclusion.

**Table 1.** Feasibility Category of Approach and Application of Roblox Application as a Learning Media

No.	Procurement categories	Value interval
1	Strongly Agree	>90%
2	Agree	70-80%
3	Disagree	50-60%
4	Disagree at all	0-40%
<b>Total</b>		100%

**Table 2.** Details of the Research Sample

No	Students of the Batch	Gender		Sum
		Man	Women	
1	T.A 2022	10	10	20
2	T.A 2023	15	15	20
	<b>Total</b>	<b>25</b>	<b>25</b>	<b>50</b>



**Figure 1.** Quantitative research flowchart



## RESULT AND DISCUSSION

The Roblox application is an online game platform in which students can create and play games made by others. This media can increase the interaction between one student and another student in one game. Roblox offers a wide range of games, from adventurous games to simulation games. With such a thing, it can sharpen the brains of students so that they can aspire to something useful and useful for the public. This tool can also develop programming skills in which you can create designs independently and can collaborate with many people who have the same goals. This can make this Roblox game not just a game but can be a tool to encourage the creation of creativity for students.

The table below is the acquisition of students who are at the level of the 2022 academic year. Those come from various departments in the faculty of tarbiyah and also teacher training at Institut Agama Islam An-Nawawi Purworejo. A total of 25 people who contributed to this study, most of the students answered with a very agreeable outcome compared to a series of disagreement or strongly disagree with the results. Thus, the approach using the Roblox application plays a very important role in supporting student progress and increasing collaborative learning between a lecturer and also a student. Therefore, with adequate technology in the world of lectures, it can also minimize the occurrence of various challenges and obstacles experienced by students in the world of lectures.

**Table 3.** Acquisition of the Class of 2022 on the Approach and Application of the Roblox Application as a Learning Media

NO	Statement	SS (%)	S (%)	TS (%)	STS (%)
1	The use of the Roblox application can be integrated into curriculum development in formal learning in the world of lectures	60%	40%	0%	0%
2	There are many advantages to using the Roblox application as a learning medium	50%	50%	0%	0%
3	An approach using the Roblox app can create an effective learning environment	75%	30%	0%	0%
4	Educators play a very important role in developing the use of roblox applications	65%	35%	0%	0%
5	The Roblox application can increase students' interest in learning, namely with the features in the application	65%	30%	5%	0%
6	The application of Roblox as a learning medium can reduce dependence on passive learning	50%	50%	0%	0%
7	Roblox can be a tool to improve	75%	25%	0%	0%

	learning collaboration skills according to individual needs				
8	The application of Roblox can create an inclusive learning environment for various learning styles	65%	30%	5%	0%
9	Roblox can be a means to strengthen problem-solving skills as well as creativity	65%	35%	0%	0%
10	The Roblox application can be a provision to use learning media in the future.	70%	25%	5%	0%

The most dominant score was that there were two question items that obtained the same score, namely 75% in the strongly agree category. The first is in question item 3 stating that an approach using the Roblox application can create an effective learning environment. Using the Roblox application can reduce boredom in the classroom, so that with more modern learning that is balanced with the development of the times, it can easily realize something you dreamed of. Roblox provides a variety of media that is interactive and also fun. For example, when learning physics models in the lecture world, it can be interpreted that concepts such as gravity with more interesting concepts. This will make it easier for students to express their creativity and also their talents in a relevant manner and hone their skills to solve problems.

The same achievement also has question item number 7 which explains that Roblox can be a tool to improve learning collaboration skills according to individual needs. Roblox not only contains games but can hone collaboration skills. The features of this application really allow students to study together in a place while adjusting the experience to their own personal characteristics. There is also an exploration space where every student can explore something that can hone their abilities so as to make the mindset of students critical. Then students will be created who can be globally competitive. And also participate in all activities held in the country and abroad wisely and responsibly in carrying out every mandate given.

The approach by using the Roblox application plays a very important role in the world of education, every interaction that is carried out involves other people in it. When interaction occurs, there will be a lot of students who exchange thoughts and also say words that will come out. In the context of education, the use of this game as a learning tool, taking advantage of the potential that exists in Roblox to produce an interactive learning experience for students. One of the main aspects discussed in this approach is the use of games as a means of learning. With various types of games available, educators can choose games that are in accordance with the curriculum and also the learning topics that are studied with students. For example, to learn the concept of biology, educators in the world of lectures can use games that simulate biological phenomena such as graffiti or motion through games available on Roblox.



The table below is the acquisition of students who are at the level of the 2023 academic year. Which is a relatively new student at the An-Nawawi Purworejo Islamic Religious Institute. As many as 25 people who contributed to this study, most of the students answered with a strong agreement compared to a series of results of disagreement or strongly disagree, but there were also students who strongly disagreed. Thus, the use of the Roblox application plays a very important role in learning media. So that it plays a very important role in increasing the success rate of learning in the lecture process face-to-face and offline. As well as the achievement of effective and efficient learning goals in an educational institution.

**Table 4.** Acquisition of the Class of 2023 on the Approach and Application of the Roblox Application as a Learning Media

NO	Statement	SS (%)	S (%)	TS (%)	STS (%)
1	With Roblox, students can learn by actively exploring and experimenting.	70%	30%	0%	0%
2	Roblox can be used as a means to teach social and cooperative skills.	60%	40%	0%	0%
3	The application of Roblox can stimulate students' critical and analytical thinking through challenges in the game.	75%	30%	0%	0%
4	Through Roblox, students can learn about the cultures and diversity of different communities around the world.	65%	35%	0%	0%
5	Roblox can be a platform to teach the principles of ethics and responsibility in the use of technology.	60%	40%	0%	0%
6	The integration of content creation and sharing features in Roblox can stimulate students' creativity.	75%	25%	0%	0%
7	Roblox can be a means to change the mindset of students	55%	40%	5%	0%
8	The use of Roblox can facilitate virtual outdoor learning, expanding the learning experience of students.	65%	30%	5%	0%
9	The application of Roblox as a learning medium can encourage innovation in teaching and learning approaches.	70%	30%	0%	0%
10	The use of Roblox allows for immersive and memorable experiential learning.	70%	20%	5%	5%

The highest score obtained from the questionnaire made by the researcher is found in question items number 3 and also number 6 which say that the application of Roblox

can stimulate students' critical and analytical thinking through challenges in the game. The achievement is 80%, this proves that an educator greatly determines the level of student understanding of certain learning. When lecturers have maximum ability, they will be able to easily apply technology and understand language understanding in the learning process. But on the other hand, if an educator does not understand the slightest intricacies of technology, then students will find it difficult to express every thing they want to do, making it easier for students to make a new innovation that is useful for the next life and create students who are critical thinkers.

The second highest achievement is still in the series of very agreeable numbers, which is found in question item number 6 as much as 75%. Stating that Roblox can be a means to change the mindset of students. There is a lot of interaction between lecturers and students, so it will be easy to create every talent and interest of each student. So that quality students who are proficient with understanding will help expand their understanding of the very wide outside world and appreciate the cultural diversity that exists in their respective regions. Thus proving that the feasibility of the Roblox application is needed in the learning process in the world of lectures. The percentage produced from the role of learning media using the Roblox application is as much as 80%.

**Table 5.** Acquisition of the Class of 2022 Regarding the Approach and Application of the Roblox Application as a Learning Media which was tested for feasibility with the one-way anova test

		ANOVA				
		Sum of Squares	df	Mean Square	F	Sig.
X.01	T. A 2022	2,400	5	,480	.	.
	T. A 2022	,000	4	,000		
	Total	2,400	9			
X.02	T. A 2022	2,400	5	,480	.	.
	T. A 2022	,000	4	,000		
	Total	2,400	9			
X.03	T. A 2022	2,100	5	,420	.	.
	T. A 2022	,000	4	,000		
	Total	2,100	9			
X.04	T. A 2022	2,400	5	,480	.	.
	T. A 2022	,000	4	,000		
	Total	2,400	9			
X.05	T. A 2022	2,100	5	,420	.	.
	T. A 2022	,000	4	,000		
	Total	2,100	9			
X.06	T. A 2022	2,100	5	,420	.	.
	T. A 2022	,000	4	,000		
	Total	2,100	9			
X.07	T. A 2022	2,100	5	,420	.	.
	T. A 2022	,000	4	,000		

	Total	2,100	9			
X.08	T. A 2022	2,100	5	,420	.	.
	T. A 2022	,000	4	,000		
	Total	2,100	9			
X.09	T. A 2022	2,400	5	,480	.	.
	T. A 2022	,000	4	,000		
	Total	2,400	9			
X.10	T. A 2022	2,100	5	,420	.	.
	T. A 2022	,000	4	,000		
	Total	2,100	9			

The table above is a sample of answers from students in the 2022 level who obtained a total sum of squares of 2,400, then with a df of 5, then a Mean square of 480. There is no F and also Sig. with the high acquisition of sum of squares states that the approach and application of the Roblox application as a learning medium can be included in student lectures. Supporting the increase in learning progress owned by students. The main purpose of using the Roblox app is to increase a deeper insight into the game based on this game. The technology used in the Roblox application allows educational institutions to use data and analysis to accurately measure individual student progress in various aspects of learning. This allows lecturers to more accurately identify the strengths and weaknesses of each student and develop more customized and individualized learning strategies.

**Table 6.** Acquisition of the Class of 2023 Regarding the Approach and Application of the Roblox Application as a Learning Media which is tested for feasibility with the one-way anova test

ANOVA						
		Sum of Squares	df	Mean Square	F	Sig.
X.01	T. A 2023	2,500	4	,625	.	.
	T. A 2023	,000	5	,000		
	Total	2,500	9			
X.02	T. A 2023	3,600	4	,900	9,000	,017
	T. A 2023	,500	5	,100		
	Total	4,100	9			
X.03	T. A 2023	2,500	4	,625	.	.
	T. A 2023	,000	5	,000		
	Total	2,500	9			
X.04	T. A 2023	2,400	4	,600	.	.
	T. A 2023	,000	5	,000		
	Total	2,400	9			
X.05	T. A 2023	2,400	4	,600	.	.
	T. A 2023	,000	5	,000		
	Total	2,400	9			
X.06	T. A 2023	2,000	4	,500	5,000	,054
	T. A 2023	,500	5	,100		

	Total	2,500	9			
X.07	T. A 2023	3,100	4	,775	,861	,545
	T. A 2023	4,500	5	,900		
	Total	7,600	9			
X.08	T. A 2023	2,000	4	,500	5,000	,054
	T. A 2023	,500	5	,100		
	Total	2,500	9			
X.09	T. A 2023	1,900	4	,475	4,750	,059
	T. A 2023	,500	5	,100		
	Total	2,400	9			
X.10	T. A 2023	2,000	4	,500	5,000	,054
	T. A 2023	,500	5	,100		
	Total	2,500	9			

The table above is a sample of answers from students from the class of 2023 who obtained a total sum of squares of 2, 500, then with a df of 4, then a Mean square of 625. F and also the sig which has a value of zero. There is a significant difference between the two acquisition tables obtained through the answers given by each student. This proves that each student has different abilities in learning. In the acquisition of X.02 there is a difference in the acquisition of sum of squares, df, mean square, F and also Sig. The acquisition of sum of squares is 3, 600, then with the acquisition of df as much as 4, and the acquisition of mean square is 900. And there are 9,000 Fs and 017 sigs. The difference does not only lie in the results of the oneway anova X.01 and X.02 tests but also in the overall acquisition of each answer given by each student.

#### **Acquisition of the Class of 2022 on the Approach and Application of the Roblox Application as a Learning Media**

The use of the Roblox application can be integrated into the development of the curriculum in formal learning in the world of lectures. Considering the many demands in the curriculum, it is very necessary to have adequate media to support the implementation of a learning. The use of the Roblox application in curriculum development in formal learning in the world of lectures. Offer innovative approaches that can increase student engagement and enrich the student learning experience. This app can be used as a tool to visualize complex concepts in subjects such as computer science. By utilizing the game-making feature, educators can invite students to design and build 3D models of these student projects. This can help students understand these concepts in a more interesting way.

There are many advantages of using the Roblox application as a learning medium, for example it will increase students' sense of involvement in learning. Provide a variety of interactive and engaging virtual environments using this game-based learning. By using the Roblox application, students can learn to understand, solve every problem that arises in the learning process. Roblox also allows educators to adjust to each student's needs, not to discriminate against each student they teach. The Roblox application also provides an opportunity to cooperate with each other in one game.

Thus, there are many advantages in using this application as a learning medium that provides many benefits to prepare students for success in the future.

The approach by using the Roblox app can create an effective learning environment. Online game platforms that provide students to create and share their own student games, have enormous potential to become a relevant learning tool. Roblox offers a variety of games designed for student learning. Using features such as scripting and also 3D design, students can create interesting and relevant simulations for certain subjects starting from the various courses taught by the student. In addition, educators can also use this application as motivation which with the victory in the game can be an award for students. So that it can increase students' interest in understanding the subject matter that students are in. And also encourage students to learn more things and a wider scope.

Educators play a very important role in developing the use of roblox applications. Online learning using the Roblox application is superior to various methods in universities. The method in question is the habit of an educator who is only fixated on one thing or a way of teaching that is very easy to make students feel bored. With the sophistication of existing technology, it will solve every problem faced by students. The advantage of learning using technology is that it can produce more interesting learning and is not easily bored in learning. The approach involving roblox in it will create students who can easily work together with other colleagues to work together to win various challenges in the game, making it easier to interact for students who find it difficult to adapt to the new environment.

The Roblox application can increase students' interest in learning, namely with the features in the application. Which teaching staff must strive to develop online learning with technology, so that students are not easily contaminated with new things that are considered to damage student morale. Most of them abuse social media, students access more things that are not useful than learning everything related to learning. So this research is to change the learning model, into innovative learning that uses the Roblox application in it. Online learning that has summarized everything related to technology-based learning. Equip students to be more prepared to face the next life that is increasingly sophisticated in the future. So that quality students are created and have many skills in the field of technology as well as in the academic and non-academic fields.

The application of Roblox as a learning medium can reduce dependence on passive learning. In this context, passive learning refers to a method in which students only receive information without much interaction or what is also called active involvement. This application provides various features that will result in more innovative learning. One of the best ways to reduce dependence on passive learning is through the creation of games that encourage students to actively participate, for example, an educator can make learning using the crossword puzzle method or it can also be with simulations that require students to solve problems. Collaborate with other students and then make decisions that will have an impact on the results of the game

being played by the student. By integrating this application, educators can create a more interesting and useful learning experience for students.

The Roblox application can be a provision to use learning media in the future. Technology in online learning can equip students for life in the future, online learning has an important role in preparing and equipping students to face various problems and challenges that exist in the all-digital era. In technology-based learning, there are many benefits that can make it easier for students to explore new innovations in solving a problem. This study also shows that optimizing online learning involves a lot of factors that make a future education relevant. For example, by using the Roblox application which will make professional educators who understand every intricacies of the digital environment. As well as to teach students how to use technology intelligently. Without falling into a mistake that is considered to affect students' learning styles. When teachers and students have combined language skills and technology, an educator can contain a comprehensive assessment.

#### **Acquisition of the Class of 2023 on the Approach and Application of the Roblox Application as a Learning Media.**

With Roblox, students can learn by actively exploring and experimenting. Some students find it difficult to explore new things, because of the lack of adequate media that will make students more enthusiastic to innovate to create a work that will be useful to the public. The application of the Roblox application can have enormous potential to reduce dependence on passive learning and encourage students to be active in the learning process. The Roblox app is not only a gaming platform, but it is also a very effective tool to facilitate exploratory learning that allows students to explore new things in an interesting way. By integrating the Roblox application in the curriculum, educators will create a more interesting and useful learning experience for students. As well as focusing on learning which will result in a dependence on students.

Technology-based learning exposes students to technologies that are highly connected to the millennial era. Through this method, students will not only get sciences related to technology but will be able to change the mindset of each student. With innovative ideas, it will be possible to make a very useful update in today's all-digital life. Currently, technological capabilities must be better studied and also understood in order to contribute to a world that is increasingly connected to the perspective of future education. So that the skills in using the Roblox application can be contributed to every learning carried out by students in the learning process, both lecturer discussions with students, and student discussions with other students in a lecture environment that can socialize well.

The application of Roblox can stimulate students' critical and analytical thinking through challenges in the game. In a game, students must have a high level of curiosity, so when they have lost a game, students will continue to try to reach the point or the highest level in the game that is being played. Thus, what the student did was a thought to cause critical thinking. The use of the Roblox application will have an impact on a



student, with technology will have a significant impact on learning a lesson. Students can access everything they want by using technology very quickly. One of the main benefits of technology in online learning that will be felt by students is that the access capacity is wider than face-to-face learning in the world of lectures.

The use of Roblox can facilitate virtual outdoor learning, expanding the learning experience of students. Learning is not only carried out in a formal institution that has rules in it. However, you can use a game in which students will never feel bored in the slightest because in it students are faced with games that will hone their motor skills. So with the many advantages that have been provided by the approach by using the Roblox application as a learning medium, this application is highly recommended to be included in the interactive learning media that will change the mindset that every student has at various levels ranging from students who are classified as beginner to final level. This will be easy to achieve effective and efficient learning goals in a formal educational institution.

Online learning using the Roblox application can provide opportunities for students to access more diverse resources that are relevant to their interests. Not only fixated on one thing, this will also make students express various things that are in accordance with the interests and talents of the student. Currently, some students are hampered by media that will make students bored easily, so there are tips, namely by utilizing technology in social media, for example with the Roblox application approach. There are many benefits that will add insight and also the way students think. Every problem faced will be solved in a genius way, namely not blaming any party and always defending the truth. The Roblox application can also support exercises that can be adjusted to the level of mastery of students.

The use of Roblox allows for immersive and memorable experiential learning. The Roblox app can promise unforgettable things for students as it provides a rich platform with diverse content and also inspiring interactions. Roblox is not just a game but also a tool to expand your social network with people all over the world. This will make the student experience even more enhanced, as they have the opportunity to explore various types of experiences, ranging from breathtaking adventures to in-depth simulations. Combining all the elements in the Roblox application will provide the ability to interact with other people who are not known so that it will enrich the experience that exists in every student. So that they will not find difficulties in the world of learning.

## **CONCLUSION**

The approach and application of the Roblox application is an effective medium, through this approach Roblox is not only considered as a game platform for students but can also be a tool to facilitate interactive learning. This learning will also expand social networks around the world. Through features such as 3D, scripting and mult features, students can create and explore a project-based learning environment as well as social interaction with others. The application of the Roblox application for education also

opens the door for greater student motivation, because the experience is interesting and spurs students to learn more enthusiastically and effectively. Thus, this approach not only reduces the dependence on passive learning, but also creates a more memorable and useful learning experience for students

Considering the many significant influences of the Roblox application, it can be concluded that this research was conducted to show the public that the Roblox application is very suitable to be used as a learning medium. Considering the huge potential and flexibility of the Roblox application, the application of the Roblox application as a learning medium is a promising step in expanding innovative and effective learning methods. This application will also be a provision for a prospective educator to be able to create learning that is not monotonous or also called one-way learning. However, it can produce generations that will bring change in the future. Paying attention to the many challenges and obstacles that will be faced in the future in accordance with the development of the times

With the development of technology, the educational paradigm has also changed. An educator is no longer only required to teach conventionally, but also to take advantage of technological innovations to create an interesting and effective learning experience for students. One of the technologies that can be leveraged is the Roblox app, which offers an innovative and engaging approach to learning. Roblox allows college students to solve problems, collaborate, and create in a secure virtual environment. Design and implement creative projects and develop problem-solving skills that are essential in real life. By leveraging Roblox's approach and application in education, educators can create engaging, interactive, and relevant learning experiences for college students. This will not only help to improve academic achievement, but will also equip students with skills and understanding in an increasingly connected and rapidly changing society due to increasingly sophisticated technological factors.

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