

THE UTILIZATION OF QUIZIZZ APPLICATION IN ONLINE LEARNING

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ABSTRACT

One of learning applications that is commonly used in learning English is *Quizizz*. The purpose of this research was to determine the students' perceptions of the effectiveness of using the *Quizizz* application in English courses. This research used a mixed method, namely quantitative method and qualitative method. The data collection method used was a questionnaire. Quantitative data collection was obtained with closed questions and qualitative data was collected with open questions. Based on the students' perceptions, the *Quizizz* application is a learning application that is fun, effective, not boring, varied, challenging, simple, and can be used anywhere. However, the weakness of this *Quizizz* application is that it must have stable internet usage. There were also comments from students who hoped that more teachers would use the *Quizizz* application in the learning process on a regular basis. The conclusion of this research was that the utilization of the *Quizizz* application, in general, has a positive impact on the process of learning English.

Keywords: English learning, Game-based learning, Online learning, Students' perceptions, and *Quizizz*

A. INTRODUCTION

During the Covid-19 pandemic, many sectors stopped operating. One of the vital sectors experiencing disruption during a pandemic like today is the education sector. In a pandemic situation, The government has issued various policies to support education by changing the previous paradigm. All teaching and learning processes in the education sector must switch, namely from face to face to on line or in the network. All teaching and learning processes can be done by utilizing the media on line. This means that the development of information and communication technology also has an impact on the world of education, especially in the field of learning. The impact of these developments includes changes in student learning processes and method. So, it takes academics who are also ready to adapt information technology in carrying out one of the tasks in teaching and learning process. On the other hand, for students themselves, various conveniences will also be obtained by using information technology in learning (Damara, 2016). In addition, learning methods will also be easier to develop to be more flexible and efficient (Anwar et al., 2019; Fies & Marshall, 2006).

In order to meet the needs of the education world in the millennial era and protect themselves from Covid-19 as it is today, integration between information technology and the world of education is needed. One method that can be taken is to use application-based learning media On line (Ratnasari, et. al, 2019) and or by using game-based learning methods. The material provided by the teacher will be more easily understood by students with the help of appropriate learning media. Such as several applications used by teachers in carrying out the learning process, namely; *Google Classroom, E-mail, Youtube, Zoom, Jitsi, Google Meet, Quizizz, School, Kahoot*, etc. These learning approaches using games can provide a new learning experience for students (Bicen & Kocakoyun, 2018). Students becoming more active, a more dynamic learning atmosphere and additional learning experiences in general are some of the benefits that can be obtained from the use of game-based applications. This is also supported by the literature on previous research which states that the use of technology-based learning media is generally considered better than the traditional system (Fies & Marshall, 2006). In addition, Lestari (2018) also reveals that the use of media is in the form of games on line in running teaching and learning activities can encourage students' motivation to be more enthusiastic in learning. One example of digital media that can be used by teachers during the learning process in class is the use of *Quizizz*.

Quizizz is one of the learning media in the form of an application-based quiz game. This learning application is different from other applications. In this application, students can answer quizzes or questions with a simple display interesting. With the limitation of time, it will be more challenging for students to complete it. Some of the advantages possessed by the *Quizizz* application compared to other applications including the existence of a leaderboard which makes it possible for quiz participants to know the scores and rankings of quiz participants compared to other participants (Zhao, 2019). Puspitarini (2019) mentions that teachers should not only master conventional media but also digital media to the maximum, it is hoped that the use of these two media can arise and motivate students to learn English. Furthermore, *Quizizz* application can create an interactive and fun atmosphere for the learning process. From this description it can be concluded *Quizizz* is an application in the form of a quiz game that can be used in class and the process of playing it by using smartphone which is connected to the internet.

In previous studies, the benefits and the utilizations of the *Quizizz* application have been studied in the process of teaching and learning activities. Application *Quizizz* gives a better impact on classes that use it regularly compared to classes that only use the *Quizizz* application once (Zhao, 2019). In addition, Rusmana (2019:3) reveals the advantages of *Quizizz* are that this application has an attractive appearance and the process of making questions and answers is very easy. Besides the advantages, there are also weaknesses in this media. Dewi et al. (2020) mentions that this media has weaknesses because it relies heavily on an internet connection to play it and the time to do quizzes is limited.

Students as users of this application have different opinions about this learning application. Opinions expressed by students varied. Students' opinions are needed to determine the effectiveness of this application in the learning process. The purpose of this study was to determine the students' perceptions of the effectiveness of using the application *Quizizz* in English courses. Based on the explanation above, the researcher is interested in analyzing the effectiveness of using the *Quizizz* application in learning English.

B. METHOD

This study used a mixed method namely quantitative methods and qualitative methods (Sugiyono, 2017). This study involved 20 students of Junior High School in one of private schools in North Sumatra as the participants of this study; 12 females and 8 males. There are two criteria of the participants. They are; *first*, the students should be familiar with the *quizizz* application, at least they have used it for 5 to 10 times. *Second*, the students must be taking English subject when they use *Quizizz* application. In the questionnaire, there are several closed ended questions and open ended questions to find out and explore the students' perceptions about the effectiveness of using the *Quizizz* application.

The data collection method used is a questionnaire. Quantitative data collection by distributing questionnaires in the form of questionnaires with closed-ended questions. Meanwhile, qualitative data collection was collected by distributing questionnaires with open-ended questions. The Indonesian language is also used to make the participants easy to answer. In the quantitative questionnaire instrument there are 15 closed questions which are measured using a Likert Scale. The questions measured by strongly disagree had a score of 1, disagreed had a score of 2, neutral had a score of 3, agreed had a score of 4, and strongly agreed had a score of 5. While on the open-ended question instrument, the data were analyzed using descriptive methods. The results of this study were presented with formal and informal presentation methods. Then, the results of the questionnaire were analyzed descriptively by looking at the average value (mean) of each indicator to determine student perceptions of the effectiveness of using the *Quizizz* application in English courses based on aspects of easiness, mastery of the material, satisfaction, motivation, and activity. The results of the average score are then matched with the classification of respondents' perceptions according to the following table:

Table. 1 Classification of Respondents' Perceptions

Average Answer Score	Attitude Classification
> 4.2 to 5.0 >	Strongly agree
> 3.4 to 4.2	Agree
> 2.6 to 3.4	Neutral
> 1.8 to 2.6	Disagree
> 1.0 to 1.8	Strongly Disagree

C. FINDINGS AND DISCUSSION

There are several indicators analyzed in this study to find the effectiveness of using the application *Quizizz* in English courses for students. The indicators are: indicators of convenience, indicators of the material mastery, indicators of satisfaction, indicators of motivation, and indicators of activity. Based on the analysis, the following results can be found:

1. Convenience Indicator

There are several questions posed to students to get responses regarding the ease of use of the *Quizizz* application.

Table. 2 The Questions of Quizizz convenience

Questions	mean
Quizizz is easy to use in the English learning process	4.38
I find that it is easier to do quizzes with apps Quizizz on a smartphone instead of a paper quiz	4.22

Based on the table above, questions related to ease of using *Quizizz* have an average of 4.38. This shows that the student's response is in the category of strongly agree. According to the students, *Quizizz* application is very easy to be used in the learning process. Related to questions regarding the use of the *Quizizz* application or using paper in quizzes, student responses show an average of 4.22. In other words, students strongly agree to use the *Quizizz* application in the implementation of the quiz rather than using paper.

To support the closed questions above, open questions were given to students about their opinions on the ease of using the *Quizizz* application. Here are some of the students' responses:

Table. 3 Answers to Ease of Use Questions

In my opinion, the *Quizizz* application is very effective because it is easy to operate and the features are also attractive, easy and not stressful.
 It's actually very easy, but there will still be pluses and minuses, such as network problems & internet quota
 Using the *Quizizz* application is more practical than using paper
 It's really worth it for students. It's very simple, no need to write too long and short enough
 Time.

Based on the table above, it can be concluded that according to students the *Quizizz* application is very easy, simple, and effective to use in the learning process, especially in the implementation of quizzes.

2. Material Mastery Indicator

The next indicator analyzed is the mastery of the material in the learning process. The student's responses to these indicators can be seen in the following table.

Table. 4 Material Mastery Questions of Quizizz

Question	mean
Quizizz helps me to recall the material I have learned in class	4.32
Quizizz helps me to find out the material that I don't understand	4.22
Quizizz improves my understanding of the material I am studying	4.32

Based on the table above, the statements related to *students can recall the material that has been discussed or studied in class when using the Quizizz application*, in this case, the average obtained is 4.32. Therefore, it can be said that students strongly agree with this statement. Regarding the following statement, that by using *Quizizz* students can find out the material they have not studied, the average was found to be 4.22. Because of this average,

it can be stated that students feel very helpful with the *Quizizz* application. It's in knowing material they have not studied. In the last statement, it can be concluded that the application of *Quizizz* can improve students' understanding of the material they are studying. This is because an average of 4.32 was found in student responses regarding the statement.

In addition to the closed questions above, students were also given open ended questions to support their responses to the previous closed questions. Here are some students' responses to the open-ended questions:

Table. 5 Answers regarding Material Mastery

Mastery of material in <i>Quizizz</i> can't be perfect because there are still bad networks that cause errors to occur when receiving lessons
Improve my understanding of the material I have studied
Very helpful in the learning process in understanding the material being studied and explained
<i>Quizizz</i> is very useful to help students remember learning material because of its unique and easy-to-understand features.
I can't understand the material on <i>Quizizz</i> because the time limit is very fast

In the table above, there are several answers related to open questions regarding indicators of material mastery on *Quizizz* application. Therefore, it can be concluded that most students find it is helpful in terms of mastering the material they are studying.

3. Satisfaction Indicator

In addition to indicators of ease and indicators of material mastery, it is also analyzed the answers regarding indicators of satisfaction with *Quizizz* application usage on students. The following are the results of the analysis of the questionnaire data obtained based on closed questions given to students.

Table. 6 Satisfaction Questions of *Quizizz*

Question	mean
<i>Quizizz</i> I think is a fun and challenging application	4.45
<i>Quizizz</i> make learning English more fun	4.45
<i>Quizizz</i> reduces my fear of English courses	4.29
<i>Quizizz</i> makes quizzes not boring	2.83

Based on the table above, there are four closed questions. Regarding questions about *Quizizz* is a fun and challenging application, the average is 4.45 which belongs to the category of strongly agree. Therefore, it can be said that *Quizizz* is a fun and challenging application. Next, there is a question about learning English to be more fun with the presence of *Quizizz*. In this question, the average obtained is 4.45. Based on this average, the student's responses are included in the category of strongly agree.

Regarding questions about the *Quizizz* application which can reduce students' fear of English, it is obtained an average of 4.29. The average is also included in the category of strongly agree. In other words, students can freely express themselves when taking quizzes on the *Quizizz* application without fear and worry. The last question regarding the satisfaction of using the *Quizizz* application that is about *Quizizz* is boring quizzes. In this

question there is an average of 2.83 which can be categorized as disagree. It can be concluded that the *Quizizz* application makes quizzes fun, challenging and not boring.

There are also open questions to support the results of the responses to the closed questions above based on the usage satisfaction indicators. Some of the students' answers can be seen in the following table:

Table. 7 Answers Regarding User Satisfaction

Doing the questions is not complicated
<i>Quizizz</i> Application is actually fun, if we have mastered the material, ability, and speed of answering From a scale of 1-10 I take 9.5.
Practical and easy
Very interesting and varied

Based on the table above, there are several students' answers related to open questions regarding the users' satisfaction. It can be concluded, that according to students' opinions regarding the satisfaction of using the *Quizizz* application namely uncomplicated, fun, practical, easy, interesting, and varied.

4. Motivation Indicator

Regarding motivation indicators, there were several closed questions submitted to students. The following are the results of students' questionnaire responses.

Table. 8 Motivation Indicator

Question	mean
Quizizz increases my interest in learning English	4.34
My motivation to study in English courses has increased because there is a leaderboard score from other participants	4.40
I am motivated to get the highest rank and score when using Quizizz	4.93
Quizizz increases my curiosity about English materials	4.21

In the following table, there are four closed questions related to learning motivation given to students. The first question related to increasing interest in learning English has an average of 4.34. The average is in the category of strongly agree. In other words, the *Quizizz* application increases the students' interest in learning English.

The next question is related to indicators of learning motivation, namely about learning motivation which increases due to the display of ratings (leaderboard). On these questions, it can be concluded that the average student response is 4.40 which can be categorized as strongly agree. Students strongly agree with the ranking display (leaderboard) can increase student learning motivation. Regarding the motivation to get the highest rank and score when using Quizizz, obtained an average of 4.93. Based on this average, almost all students who filled out the questionnaires wanted to get the highest rank and score when doing a quiz using *Quizizz* application. The last question on the motivation indicator is about curiosity about English materials. In this question, the average of the students' responses is 4.21 which means that the students strongly agree that the *Quizizz* application can increase curiosity about English materials.

The indicators of learning motivation are not only closed questions given to students, but also open questions. Some of the answers to the open questions presented below can support student responses to the closed questions that have been presented above.

Table. 9 Answers Related to Learning Motivation

Quizizz application is very challenging for me to get rank 1 with the highest score, very disappointed if the answer is correct but the speed of answering is so long that it reduces the score and vice versa.
 I am always motivated to master the material if there is any *Quizizz* to get the highest score.
 Because there we can see the results or rankings, we will be very motivated to study English more actively.
 Every time there is a quiz using *Quizizz*, I am motivated to be the first rank.
 More excited
 It makes my curiosity about English materials increase.

In the table above, we can see some answers to open-ended questions given to students. From these answers it can be concluded that the *Quizizz* application encourages the students to get the highest rank and score when taking quizzes. By encouraging the students automatically it will give the impression of being more enthusiastic in doing quizzes and when working on it feels more challenging. Thus, before taking the quiz on the *Quizizz* application, the students will better prepare themselves in order to be able to answer quickly and accurately.

5. Activity Indicator

The last indicator that has been analyzed in this study is the indicator of activity. In this indicator, there are two closed questions to students related to their active learning. These questions can be seen in the following table:

Table. 10 Activity Indicator Questions

Question	mean
Quizizz makes me more active in learning	4.25
Working Quizizz as a quiz, makes me want to study before taking it	4.25

Regarding closed questions regarding the *Quizizz* application, it makes the students more active in learning, obtained an average of 4.25 which is categorized as strongly agree. Therefore, students strongly agree that the *Quizizz* application makes them more active in learning. The next question about the students will study before taking the quiz on the *Quizizz* application got an average of 4.25. The average is included in the category of strongly agree as well. So it can be concluded that students will certainly prepare themselves by studying the material that will be quizzed before the quiz on the *Quizizz* application started.

To support the students' responses to the closed questions above, open questions were also given to students. Here are some answers from students related to open questions regarding indicators of student learning activity.

Table. 11 Answers Related to Learning Activities

The <i>Quizizz</i> application makes me more active in learning because I want to get first rank when taking the quiz
The <i>Quizizz</i> application is interesting and can motivate us to study harder
I Highly recommended because this application can be done anywhere and can be more active and careful
<i>Quizizz</i> sometimes makes students inactive because not all of them have a smooth internet network
Very effective

Based on the table above, it can be concluded that when taking the quiz on the *Quizizz* application, students have a desire to get first rank. Therefore, before taking the quiz, students try to prepare themselves well by studying the material to be quizzed. The *Quizizz* application is also recommended by students because it is easy and effective to use anywhere.

Conclusions from several indicators that have closed and open questions are to explore the student s' opinions about the effectiveness of the *Quizizz* application in the process of learning English. The open questions are also given regarding the students' opinions on the use of the *Quizizz* application which they have followed. The following are some of the students' responses to these questions:

Table. 12 Answers regarding the utilization of *Quizizz*

<i>Quizizz</i> is very fun, I hope many teachers use <i>Quizizz</i> in the learning system, because not only questions, the quiz display is also interesting.
That's very fun because that way we can get a score that maybe we can learn from the wrong and look for the right. That's why, with quizzes we can make it easier to learn and understand English.
Clear app <i>Quizizz</i> different from others because we can know the limits of our abilities, and we are enthusiastic to learn continuously
It's quite easy to use, and easy to understand, but the signal must be good. The learning process is not boring
Quite fun but sometimes there are problems in the network such as errors
Very helpful and very fun in answering questions and remembering what has been learned

In the table above, it can be seen that students' opinions on the quizzes they take on the application *Quizizz* very good. From the answers above, it can be concluded that according to students the *Quizizz* application is very fun, effective, interesting and not boring. Students suggest that more teachers can use the *Quizizz* application in the learning process. Lack of application *Quizizz* is simply a signal that must be stable in order to quickly answer each question on the quiz. Students can also measure their respective abilities by looking at the score results after completing the quiz.

The findings of this research have proven that *Quizizz* really brings fun in the class. This current research finding was also similar with the research conducted by Lestari (2019) in which they also found that *Quizizz* really has a good impact on increasing students' engagement. In addition, the students also have a positive response toward the use of *Quizizz*

such as a feeling of excitement, and the feeling to repeat the test again and again and it is related to the explanation from Basuki & Hidayati (2019) who said that Quizizz bring extraordinary progress, Quizizz is interesting, addictive, and motivates for students to learn and achieve the learning goals, also using Quizizz feels like playing a game because it is interesting and fun (Amalia, 2020). This is due to the interesting characteristics of its features. In correlation with that, Zhao (2019) stated that Quizizz is very helpful because it is easy to use, making doing-in class exercise is more fun and the features on Quizizz encourage their interest in learning.

D. CONCLUSION

Based on the explanation above, it can be concluded that the use of the *Quizizz* application generally has a positive impact on the process of English learning. English courses are initially scary for students because there are a lot of difficult words they don't understand and a lot of grammar that is difficult to understand. However, it becomes fun with the *Quizizz* application. In addition, according to students, with the *Quizizz* application they become more active as they strive to get the highest rank and score on quizzes in their class. Students are also more active in studying the material before taking the quiz. Thus, the students' learning motivation also increases. Based on the student's perceptions, the *Quizizz* application is a learning application that is fun, effective, not boring, varied, challenging, simple, and can be used anywhere. However, there are also shortcomings in the *Quizizz* application. This means that the use of the internet must be stable, while not all students have a good internet network. This causes lag in students who have network or signal difficulties. There are also comments from students who hope that there will be more teachers who are using the *Quizizz* application in the learning process on a regular basis. This is good for avoiding boredom in student learning.

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