

**STUDENTS' PERCEPTION IN ONLINE LEARNING USING QUIZZZ
APPLICATION**

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ABSTRACT

This study discusses students' perception in online learning using the Quizizz application, and as well how Quizizz can improve their understanding when the lecturer using Quizizz as learning media in online learning. Pandemic era caused COVID-19 makes the activities in the education system was disturbed and teachers must found the effective way but want to form students to stay active during learning by using game-based software. Descriptive quantitative method was chosen. The participants of this study were 20 students B class of third year of English Education Universitas Muhammadiyah Jember. To collect the data, Google Form for questionnaire and to support the questionnaire data the researcher also conducted indirect structured interviews using Whatsapp application. The result showed, it is critical for lecture to employ a learning media in the class because it encourages students to participate in the learning process by stimulating students motivation, students can easily understand the material because learning media can explain learning materials. Using Quizizz media could helping the students recall material that has been given, also Quizizz give rise the competition among students so the students are challenged to be the best in the class.

Key Words: Quizizz Application, Perception, Online Learning, Improvement.

INTRODUCTION

According to a letter of Ministry Education the Republic of Indonesia number 3 of 2020 concerning Prevention of Corona Virus Disease (COVID-19) in the education unit, and the letter of Secretary-General the Ministry of Education number 35492/A.A5/HK/2020 dated March 12, 2020, about the prevention of the Spread of Corona Virus Disease (COVID-19)). The government through the Ministry of Education and Culture (Kemendikbud) takes advantage of the development of information and communication technology by establishing a new regulation, namely Study From Home (SFH) because of the current situation of the COVID-19 pandemic. Ministry of Education wants to teach and learning to be carried out even in different ways which are online learning. According to Khairunnissa, Dedy & Agus (2021), many obstacles must be experienced by students, such as the material delivered by teachers being less clear and students becoming difficulty in

understanding what has been delivered.

Ramadhani (2019, p.4) suggested that one of the uses of technology and information is to use online application-based learning media, or by using game-based learning media. Mei. Ju and Adam in Cahyani and Berlian (2020, p.264) stated that Quizizz is one of the digital games that makes class activity fun.

In this research, the researcher conducted in online learning with participatory students of the Muhammadiyah University of Jember in the 2018 year B class students who are already doing online learning activities. For this study used an adaptation questionnaire from Purba (2019) and structured interview.

METHOD

This study employed a quantitative descriptive find out students' perception in online learning using Quizizz application and how students' understanding when lecturer using Quizizz as learning media.

Researchers used two kinds of instruments in collecting the data of this study. Those are questionnaires

and interview. The questionnaire was used to find out students' perception of Quizizz. Whereas, interview to find out more the students answer in questionnaire respon once again.

Participant of this study were 20 undergraduate English students from B class in 2018 year. The researcher collected the data by administering the questionnaire by using google form, and interview by using Whatsapp application. In Interview session there were 13 participants of 20 students. 7 students who did not conduct to interview were not willing to follow the continuation of the research.

After collecting the data, the researcher then analyzed the students' questionnaire responses by looking at the mean of each indicator to determine how students perceive the use of Quizizz in online learning. And the result of the average score are matched with the respondent's perception classification according to the following table:

Average Answer Classification of

<i>Score</i>	<i>Attitudes</i>
>4,2 – 5,0	Strongly Agree
>3,4 – 4,2	Agree
>2,6 – 3,4	Neutral
>1,8 – 2,6	Disagree
1,0 – 1,8	Strongly Disagree

RESULTS AND DISCUSSION

The results of this study revealed that the students agree that Quizizz is easy to use, it shows from the average answer is 4,35 that is mean the students strongly agree and the students strongly agree that is fun, from the questionnaire number 6 Quizizz is a fun application with the average answer is 4,5. The answer from the interview also supports this answer that 8 of 13 students agree that Quizizz is fun. For question in material understanding indicator, Quizizz could help students to recall the previous material the average is 3,95 it shows that the students agree about Quizizz could help them figuring out the previous material. In Quizizz could help me to figure out the material that I did not understand question, the average answer is 3,25 it is mean students answer is neutral. For question Quizizz could improve my understanding of the material provided by the lecturer the average answer is 3,8 and it shows that students agree that Quizizz helps them to improve it. From 13 students there are 7 students answered that Quizizz helps them in understanding the material. For question number 6, Quizizz is a fun application, students strongly agree

that Quizizz is fun, the average answer from the questionnaire is 4,5. From question number 7, Quizizz makes the regular mini test boring, also shows that students disagree about statement that Quizizz makes the regular mini test boring it shows from the average answer is 2,15. From Quizizz increased my interest in joining the class question in number 8, the average answer is 3,8 and it shows that students agree. Beside that, from question number 9, my learning motivation increased because there was a ranking display (*leaderboard*) score from other participants. It shows 3,85 it means students agree. And from question number 10, When I am using Quizizz, I am motivated to earn the highest ranking and scores, the average answers is 3,8 it shows that students agree to earn the highest ranking and scores. For question Quizizz could make me more active in the learning process, the average answer is 3,8 it is mean students agree that Quizizz make students more active in the learning process. And for Doing Quizizz before the learning process make me want to study at home the average answer is 3,7 it shows that students agree.

From the ineterview question number 5 (Do you enjoy when you are using Quizizz in the learning

process?) shows 8 of 13 students enjoy using Quizizz in learning process. It can be concluded from the questionnaire number 8 that students agree with this statement. And from question interview number 4 (Does the use of Quizizz make you understand the material delivered by the lecturer?) 8 of 13 students answered that it helps them to understand material easily, 4 students said that sometimes Quizizz could them understand the material, and only one student did not answer the question. 11 of 13 students in interview answered that Quizizz is simple, fun, easy, interactive, and they are enjoy it and one student said that Quizizz is good for reviewing and measuring understanding in learning process. Also one student has answer but not related to the question in interview.

Based on the results presented, most of students said that Quizizz is easy to use and the features on Quizizz make the learning process interactive and fun. Based on Zao in Latifa (2020) Quizizz is a game-based education application that facilitates multiplayer classroom activities and makes classroom exercises more dynamic and enjoyable. It supports

that Quizizz is interactive for teaching and learning. And it proved by PradnyaDewi and Kristiani (2021) through Quizizz students can easily understand the material because learning media can explain learning materials and the utilization of learning media in the learning process can help students avoid students' boredom. Quizizz also could improve students motivation and could students to have better score and challenged. PradnyaDewi and Kristiani (2021) stated it is critical for teachers to employ a learning media in the classroom because it encourages students to participate in the learning process by stimulating students motivation. It proves that Quizizz could improve students motivation by some features that it provide. Quizizz could recall the materials that lecturer have been taught, and from interview some students also snwered that Quizizz could helps them to recall the material. Irma (2018) stated using Quizizz media could helping the

students recall material that has been given, also Quizizz could give rise the competition among students so that the students are challenged to be the best in the class.

CONCLUSION

The results of this study revealed that Quizizz makes them enjoy in online learning process, not only enjoy but also make learning process atmosphere more fun and students does not get boring easily. Lecturer by usig Quizizz in online learning as learning media it could help lecturer to make students motivate to participate in the learning process, because Quizizz could help lecturer explain the material and also avoid students boredom. Beside that Quizizz could help students recall the material that has been learned, and the features on Quizizz also be a part of their motivation especially the leaderboard make students want to earn highest score and ranking. That it is clear that using Quizizz is useful to make online learning process more fun, enjoyable and to help students recall the material easily.

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