

## ABSTRACT

Dahrius, Ajeng Vembri Lutfiandini. 2021. *College Students Perception in Online Learning Using Quizizz Application*. Thesis. English Education Program, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisor: (1) Indah Werdiningsih, M.Pd. (2) Yeni Mardiyana Devanti, S.S., M. Pd.

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

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. This research aimed to investigate the use of Quizizz in online learning during pandemic era. Descriptive quantitative method was chosen to produce a summary of the information gathered from the results. 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 to investigate the students perception when the students uses Quizizz in online learning. To support the questionnaire data the researcher also conducted indirect structured interviews using Whatsapp application. The result showed, the students enjoy when the lecturer used Quizizz during online learning, also Quizizz makes students want to learn more. The features on Quizizz also being part of students understand when lecturer using Quizizz during online learning. 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.