CHAPTER I

INTRODUCTION

1.1 Background of the Research

The use of information and communication technology has become part of daily needs in human life, especially with the presence of smartphones that now almost reach all walks of life, ranging from adulthood to children. Smartphones have been considered a tool in human life, and the presence of smartphones has also led to an increase in internet use in Indonesia.

Indonesia's education system before the pandemic relied on conventional teaching and learning, namely face-to-face teaching system between teachers and students, or lecturers and students. This conventional system can be an easy target in wanting to improve the quality of Indonesia education system, with the development times the advancement of technology and information system becomes faster, the conventional systems can be said as ineffective in the process of teaching and learning if only using conventional systems without involving technology. It also makes institutions or schools that still use this traditional teaching system very slow and not in line with the development of technology and information.

The use of technology and information in Indonesia's education system has just entered the learning stage for various possibilities in the development and application of the education system. Information represented by a computer or smartphone that is connected to the internet as the main media has been able to

Make a great contribution to the education process. With these changes in learning mode in the era of the COVID-19 pandemic, integration between technology and information with education is needed, therefore the government is making a strategy to reduce the number of COVID-19 cases by temporarily eliminating conventional or face-to-face system learning and replaced with online learning starting from school to college level. This system is realized with a system called electronic University (e-University). The new system aims to support education, so universities can provide better information services. The way students learn and the changing methods of teaching are also the impacts of these developments and teachers must be ready to adopt technology and information in the teaching-learning process, so that the teaching and learning process continues to run effectively.

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.

In a pandemic era, the online learning system does not always run smoothly. 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, also the internet network is not always good and not infrequently many families of students who only have one smartphone, and the lack of discipline of students in doing tasks, not infrequently also with erratic lecture schedules because of adjusting the schedule of lecturers. It is also supported by statements from Handayani (2020, p.19) network instability is disrupting student classes. Networking is an important factor for the online learning environment.

With the change in learning mode in the era of the COVID-19 pandemic, integration between technology and information needs to be integrated with education. 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. In addition, many teachers who already use information technology in their classes intend to provide new methods of learning. By using these media, students will easily understand the materials provided by teachers. Game learning media has lately become popularly used by teachers. Since online learning is enforced, the biggest challenge experienced by teachers is in preparing materials that must support online learning.

In addition, except for the material of the way of presentation, the way of delivery to students is also a challenge. According to Wang, Zhu &Saetre (2016), It is supported by the emergence of game-based educational applications that can

be downloaded easily on smartphones such as Quizizz, Kahoot!, Socrative, iClickers, and Edpuzzle that have been used by some teachers.

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. Students can practice through computers, *Ipad*, tablets, iOS-based smartphones as well as Android and the *Chrome* app. In addition, Quizizz is a learning media that contains educational games with interactive quiz content.

This program is needed by students in Hotel and Tourism courses as a medium of learning. Quizizz makes students more competitive and keep students unsaturated when taking quizzes by displaying a combination of images, colors, words, and leaderboards. The use of teaching media could greatly help to learn activities and delivery of messages and content of the lesson at that time. In addition to increased motivation and to make earning activities more enjoyable. The media also help to improve understanding, presenting data with interesting images making it easier for students to interpret data, and obtain information.

From the explanation above Quizizz attracted teachers' attention to use Quizizz as media in learning method. Therefore researchers conducted research aimed to find out more about the effectiveness of using Quizizz as a learning medium. How students perceive the use of Quizizz application as a learning media, whether students are motivated and happy in participating in learning activities.

1.2 Problem of the Research

Based on the background of the research, the problems that researcher can find is How do students understand the materials when teachers use Quizizz to deliver materials?

With the problem it mentioned, the researcher wants to know how the students perceive using Quizizz as a media learning method during online lectures.

1.3 Objective of the Research

The purpose of this study is to find out more about students' perceptions in the use of online quiz apps; Quizziz in online learning activities.

1.4 Operational Definition of the Terms

1. Online Learning

   Online learning is the concept of learning activities that are carried out without having face-to-face activities, which utilizes the development of information technology. Information technology as learning activities media is a computer and /or smartphone using the internet network.

2. Perception

   Perception is a person's point of view on an object that influences the decision-making process. Everyone's perception is different because a person experiences information acceptance, organizing, and translating a different object resulting in different views.

3. Online Quiz Application

Online Quiz Application is an application that is used as one of the supporting media in learning activities. And based on what has been described in the background of the research, the online quiz application that is used is Quizizz. Quizizz is one of those online quiz applications for creating interactive quiz games to use in classroom learning activities. In the Quizizz app, there are several features presented that are useful for students as well as teachers, such as scores on leaderboards, students can set up work time in timer options, and more. For teachers, in Quizizz there is an "Instructor-paced" menu where teachers can add an explanation of the material contained in the question number, and with the "Instructor-paces" menu indirectly students will review and assist the teacher in delivering the material. In addition to the features mentioned, many other interesting features can be used as considerations in the creation of interesting quiz questions.

1.5 Significances of the Research

From the purpose and problems above, the benefits of this research theoretically and practically are:

1. For Teachers and Lecturers

The results of the study 'College Students Perceptions in Learning Online Using Quiz Application' is expected as an alternative to facilitate teachers in explaining materials to students to make learning activities more interesting and varied.

2. For Other Researchers

   The findings of this study can be used as a guideline for future studies.

1.6 Scope of the Research

The scope of the research is concerned with knowing how students perception in online learning using Quiz application and how students understand the materials that have been delivered by lecturer B class of 2018 in Universitas Muhammadiyah Jember.