QUIZIZZ APPLICATION FOR ENGLISH ONLINE LEARNING: THE STUDENTS’ PERCEPTIONS

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ABSTRACT

Education and technology are becoming indispensable nowadays. The pandemic outbreak also hastens all things up. This also applies to the English teaching and learning process that should be done by using a hybrid learning system, which combines direct interaction and an online platform. Due to that condition, a suitable online-based learning media should be applied to support the process. Quizizz application is one of the learning media that can be considered to be employed since it has attractive features and design. The research described in this article was aimed to find out the level of the students’ satisfaction with the use of Quizizz for learning English. It also presented survey data about students’ perceptions on the use of the Quizizz application for English online learning. The population involved 68 students of the Health Promotion Study Program, Politeknik Kemenkes Malang. The data was collected by applying an online questionnaire form, presented in the form of percentage data, and analyzed by using a descriptive explanation. The results showed a high perception of the students on the use of Quizizz for English online learning which can be seen through the result of the survey that showed a high percentage of students’ satisfaction in regards to the application. Regarding the result of the study, it is recommended for teachers to consider utilizing this application to create meaningful and engaging online learning interactions.

Keywords: education, technology, quizizz application, English online learning

PERSEPSI MAHASISWA TERHADAP PEMANFAATAN APLIKASI QUIZIZZ UNTUK PEMBELAJARAN BAHASA INGGRIS SECARA DARING

ABSTRAK

Pendidikan dan teknologi menjadi dua hal yang tak terpisahkan saat ini. Kondisi pandemi saat ini juga membuatnya menjadi suatu keharusan dalam hidup kita sehari-hari. Hal ini juga berlaku untuk pembelajaran Bahasa Inggris yang harus dilakukan dengan sistem hibrid, di mana terjadi pemberlakuan kombinasi pembelajaran daring dan daring. Berdasarkan kondisi tersebut, suatu media pembelajaran daring yang sesuai harus diterapkan untuk mendukung proses pembelajaran. Aplikasi Quizizz adalah suatu media pembelajaran yang patut dipertimbangkan untuk dimanfaatkan karena aplikasi ini memiliki fitur dan desain yang menarik. Studi di jabarkan pada artikel ini bertujuan untuk mengetahui seberapa jauh tingkat kepuasan mahasiswa terhadap pemanfaatan aplikasi ini. Dalam studi ini juga dipaparkan data survei tentang persepsi mahasiswa terhadap pemanfaatan Quizizz untuk pembelajaran bahasa Inggris secara daring. Populasi sampel melibatkan sebanyak 68 mahasiswa dari Program Studi Promosi Kesehatan, Politekk Kemenkes Malang. Data diperoleh dengan menggunakan kuesioner secara online dan hasilnya dipaparkan dalam bentuk presentase serta dialisasinya secara deskriptif. Hasil dari penelitian ini menunjukkan bahwa mahasiswa memberikan respon yang sangat positif terhadap pemanfaatan aplikasi Quizizz selama proses pembelajaran bahasa Inggris secara daring yang dapat dilihat dari hasil survey yang menunjukkan presentase tinggi dalam hal kepuasan peserta didik selama menggunakan aplikasi ini. Berdasarkan hasil penelitian tersebut, maka sangat disarankan bagi para penguajar untuk dapat mumpirintimbangkan dalam memanfaatkan aplikasi ini agar dapat menciptakan kondisi pembelajaran yang menyenangkan dan mendapatkan hasil yang maksimal.

Kata Kunci: pendidikan, teknologi, aplikasi Quizizz, pembelajaran bahasa Inggris secara daring

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<tr>
<th>Submitted</th>
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<td>14 April 2022</td>
<td>23 Mei 2022</td>
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INTRODUCTION

The rapid development of technology, internet, and multimedia becomes something that is indispensable from our life. All aspects of are affected by this rapid trend. The ease of use, practicality, and attractive features they offer have made them popular and are applied in almost all activities we do in our everyday life. All people, especially the younger generations are greatly attached to technology. The use of it in daily basis has already been the integral part of
their life. The emergence of COVID 19 pandemic has also made it becoming more prominent for human interaction, since direct contact is widely restricted due to the fast spreading of Corona virus disease.

One of the aspects of life that is greatly affected by the pandemic situation is the education. All process of education must be conducted online to avoid face to face contact between teachers and students. Even though the situation is getting better now, but the education process is still conducted using hybrid learning system, where the online system is combined with direct interaction with the students. So, teachers are still need to think about ways to ensure that the teaching and learning process can still be done properly to achieve the learning outcomes as expected.

Technology integration into the teaching and learning process is one of the ways to make the learning process more fruitful for both the learners and also the teachers. It will bring substantial impact on the process. Dhamayanti (2021) states that consolidating technology in the process of learning will be beneficial for the students and also the teachers. It will create a more effective lesson in the classroom. Students will be more engaged with the lesson since by combining the lesson with technology, it will become more attractive and challenging for them.

When utilizing technology in teaching and learning process, especially the online learning, some considerations should be put into mind to get the maximum result. Saxena et al (2020) has proposed some of the considerations, they are:

1. A multipurpose learning model must be created.
2. There should be a collection of digital content suitable to be used for the remote learning process.
3. The digital lesson contents should be in line with the curriculum of the education institution so that it will be suitable with the objective of the course.
4. A virtual helpdesk can be provided to support students and teachers and helping them solving the problems related to the use of the ICT.
5. For additional materials, teachers can use printed study materials at home, newspaper or social media articles can also be used.
6. Radio and television education can be a good way of interactive verbal education. This is especially useful in the area where either broadband connectivity is not there or the quality of it is very poor.
7. The quality of digital infrastructure and bandwidth must be improved to support remote learning.
8. For easy access, all the contents should be available to the students digitally in a various digital platform.
9. The material should be available on some devices, such as TV, mobile, laptops, and tablets.
10. For areas with low bandwidth, some alternative learning tools must be optimized.
11. Avoid long lectures. Short but high quality lectures are proven to be more engaging for the students.
12. A manual for accessing the digital contents must be provided.

The technology integration in teaching and learning process can be used for all kinds of teaching subjects, including English. One the alternatives is by employing Quizziz application during the remote learning process. Students can do some quizzes or answer questions online using this application. The design of this platform is attractive, completed with catchy backsound and there is also a real time design which makes it more challenging and competitive for the students. This application supports the concept of learning gamification that creates a more enjoyable learning interaction for the students. Students will be more motivated and actively involved along the process.

Some findings had shown that Quizziz can assist students to have better learning in English. The application received good perception from the students. They considered Quizziz as one of the applications that can make them studying English in a fun way without too much burden in doing the assessment (Fakhruddin & Nurhidayat (2020); Amalia (2020); Chaiyo & Nokham (2017). Besides, students also thought that Quizziz is interesting
and fun because they cannot cheat during the quiz which creates a competitive atmosphere and makes it more challenging for the students (Amalia, 2020). Based on the above considerations, this study is aimed to find out the students’ perception on the use of Quizziz application for English learning especially in this emergency remote learning context.

**RESEARCH METHOD**

This research employed a survey design to find the students’ perception on the use of Quizziz for learning English during hybrid learning period. A survey research is commonly conducted to figure out the perspectives, preferences, attitudes, and also opinions of a population toward a certain topic of interest of a researcher (Latief, 2011). The writer will then explain, tabulate, and analyze the data in a descriptive manner.

The participants of this study consisted of 68 students of Poltekkes Kemenkes Malang from Health Promotion Study Program. The instrument used was an online questionnaire with 10 questions related to the students’ perceptions about the use of Quizziz for English online learning. The questions were adapted and modified from Rahmawati (2021). They were in the form of closed questions (multiple choice questions) and were constructed based on some indicators related to Quizziz features. Indonesian language was also used to ensure that the participants could easily understand them. The respondents were anonymous when responding to the data.

Following the collection of data, they were analyzed using percentage and description to show the proportion of the group in the population (Latief, 2011). A descriptive explanation was used to describe the proportion of the data, and a conclusion was drawn based on them.

**RESULTS AND DISCUSSION**

As the application of remote learning process for our education system can be considered as something new and still needs lots of adjustment, then some breakthrough are needed to keep students’ motivation and engagement high along the process of learning. To get the best ways for handling this situation, taking students’ point of view is important to decide what learning approaches may be employed during the online learning instruction (Armstrong, 2011).

Based on the data from the result of the questionnaire, it can be concluded that most of the students had high preference on the use of Quizziz for English online learning. The complete data can be seen in table 1 below:

<table>
<thead>
<tr>
<th>No</th>
<th>Students’ Perceptions</th>
<th>Strongly disagree</th>
<th>Disagree</th>
<th>Agree</th>
<th>Strongly agree</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Quizziz is easy to use</td>
<td>3%</td>
<td>9%</td>
<td>43%</td>
<td>45%</td>
</tr>
<tr>
<td>2.</td>
<td>Quizziz helps me to understand English lesson, even though we have to study online</td>
<td>3%</td>
<td>13%</td>
<td>5%</td>
<td>28%</td>
</tr>
<tr>
<td>3.</td>
<td>Quizziz makes me enjoy the online English learning</td>
<td>4%</td>
<td>15%</td>
<td>51%</td>
<td>29%</td>
</tr>
<tr>
<td>4.</td>
<td>Quizziz improves my motivation to study English</td>
<td>4%</td>
<td>15%</td>
<td>53%</td>
<td>28%</td>
</tr>
<tr>
<td>5.</td>
<td>I think, doing English assessment using Quizziz app is so much fun</td>
<td>3%</td>
<td>7%</td>
<td>43%</td>
<td>47%</td>
</tr>
<tr>
<td>6.</td>
<td>Quizziz has an attractive design</td>
<td>1%</td>
<td>3%</td>
<td>40%</td>
<td>56%</td>
</tr>
<tr>
<td>7.</td>
<td>Quizziz reduces my boredom when studying English online</td>
<td>6%</td>
<td>9%</td>
<td>53%</td>
<td>32%</td>
</tr>
<tr>
<td>8.</td>
<td>Leader board system in Quizziz makes me more enthusiastic in learning English</td>
<td>3%</td>
<td>13%</td>
<td>43%</td>
<td>41%</td>
</tr>
<tr>
<td>9.</td>
<td>Real time feature in Quizziz makes it difficult for me to cheat</td>
<td>3%</td>
<td>16%</td>
<td>35%</td>
<td>46%</td>
</tr>
<tr>
<td>10.</td>
<td>Quizziz makes me more confident in learning English</td>
<td>0%</td>
<td>58%</td>
<td>60%</td>
<td>28%</td>
</tr>
</tbody>
</table>
Table 1 portrays the students’ perception on the use of Quizziz for English learning, especially in the emergency remote learning context. Most of the questions gained positive perceptions from the students. On the question about the ease of use of Quizziz app, 45% of the students strongly agreed that it is easy to use and 43% agree on the statement. Only a small portion of the students disagreed with the statement. This data is in line with a study conducted by Swarniti (2021) which found that students considered Quizziz app as an application that is simple and easy to use and can be accessed everywhere.

Regarding the use of Quizziz for delivering the English lesson, there were 56% of students who think that Quizziz can help them to understand the lesson better, although they have to study English online. 28% strongly agreed with the statement, while just about 14% disagreed. Some studies had proven that Quizziz can lengthen students’ attention span, make them more focused on the lesson, and make them understand the lesson better even when they have to study online at home (Dewi&Astuti, 2021; Dhamayanti, 2021; Irwansyah&Izzati, 2021; Risan, 2021).

Studying can be a burden if it was done under pressure, without any enjoyment in doing it. Quizziz has the capacity of reducing the burden and make the students enjoy the lesson and be more motivated in the process, even though it is conducted online. Zuriyah and Pratolo (2020) conducted a study which confirmed that students were more motivated to learn English by utilizing it. This is also supported by the result of this research where most of the students confirmed that Quizziz makes them enjoy learning English online, 51% agreed with that and 29% agreed. Not only that, 53% of the students also agreed and 28% strongly agreed that the application can improve their motivation to study English online. With this kind of learning atmosphere, a positive result can be expected to occur.

Quizziz application is not only considered to be fun for delivering the lesson, but it also makes the students enjoy doing the assessment due to its challenging, competitive, and game-like feature (43% agree and 47% strongly disagree). Meanwhile, the real-time feature of Quizziz makes it difficult for the students to cheat (35% agree and 45% strongly agree). This character is good for providing more accurate assessment about the ability of the students. A research conducted by Nugraha et al (2021) confirmed that learners considered that doing online activities with Quizziz is more competitive and challenging compared to paper-and-pencil quiz format. Another study conducted by Amalia (2020) also discovered that students claimed they cannot cheat during the test due to the real time feature of the application.

The attractive design of Quizziz is highly perceived by the students, 40% of the students agreed and 56% of them strongly agreed with it. This nature is capable of making the students not getting bored when studying English online (53% agree and 32% strongly agree). They can keep focusing on Quizziz while studying English online. Some studies supported these statements (Amalia, 2020; Rahmawati, 2021; Irwansyah&Izzati, 2021).

Quizziz is also proven to bring positive vibes to the students. One of them is by providing leader board system in the application. It is able to make the students more enthusiastic in doing the assignment because a challenge is offered there. This feature is in line with the students’ character, who are mostly enjoy doing game-like assignment. 43% of the students agreed with this and 41% strongly agreed with the statement. The leader board function is confirmed to be able to motivate students to study the lesson more (Rahmawati, 2021).

Finally, Quizziz is also considered to be able to boost students’ confidence in learning English. It can be seen from the result of the questionnaire. The result shows that 60% of the students voted agree for the option. A research conducted by Dhamayanti (2021) also concluded that Quizziz helps to increase students’ confidence in learning English because they can directly check whether their answers are correct or not through the application.

CONCLUSIONS AND RECOMMENDATION

When e-learning comes into mind, the utilization of proper technology becomes one of
the main items to be considered. This should be done to ensure that the learning still occurs there, the process can be done smoothly, and the outcomes can be achieved as targeted. Teachers need to select the best ways or in this case because we are dealing with remote learning context, the best application that suit the learners’ need and condition. English as a foreign language should be taught in most communicative manner to reach the objective in mastering all language skills.

Regarding the result of this study, it can be concluded that the students were highly satisfied with the application of this platform for English online learning. It can be observed from the responses given by them which had high percentage on the features offered by Quizizz application. Hence, Quizizz can be employed as one of the alternatives for conducting meaningful lesson during online learning. This platform can aid the students and also the teachers needs to study the language. The ease of use, attractive design, game-like nature, makes the students enjoy the learning process which improves their level of understanding toward the lesson. Besides, it can reduce the boredom, increase the students’ motivation, and make them more confidence in learning the language. At last, the leader board system and real time option enhances the challenge creates by the application which interest the students more in using the application. Referring to the facts hat had been discussed above, it can be concluded that Quizizz can be really helpful in assisting English learning especially in remote learning context. Teachers are recommended to use this application during online English learning. Meanwhile, further research need to be conducted with a larger number of population to get a bigger view or perception on the use of Quizizz for online English learning.

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