



# Implementation of the Quizziz Application As a Media in Assessment of Online Learning to Grow Student Learning Motivation in Elementary Schools

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## ABSTRACT

Learning motivation is the key to success in teaching and learning assessment activities in elementary schools. However, learning assessment instruments so far tend to be monotonous and boring for students. The purpose of this research is to describe how the application of the Quizizz application which is a medium for conducting assessments in online learning, and to describe the increase in students' learning motivation through this Quizizz application. The research method used is qualitative with a descriptive approach, the results of interviews and observations are a data collection technique in this study. The research was carried out at Al-Azhar Islamic Elementary School, Cairo, Pagar Alam City, South Sumatra. The results of research in the field prove that the application of the Quizizz application, which is a medium in the assessment of the teaching and learning process, can foster interest and motivation to learn. This can be seen from the activeness and enthusiasm of student learning, competing to get high scores, and so on. Through the Quizizz application, students can learn while playing.

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## 1. INTRODUCTION

The Covid pandemic that has hit Indonesia has greatly affected the world of education. The implementation of learning is never separated from the evaluation of learning outcomes. Learning outcomes will also be assessed online during the Covid-19 pandemic. During the pandemic, students' learning motivation also decreased, because online learning was not creative, using only WhatsApp media. As we know there are many online applications available for evaluation of learning and motivating students in learning, including the Quizizz application, which is one of the related applications used in the online learning evaluation process and can motivate students (Mulatsih, 2020).

During this pandemic, it is not possible to hold teaching and learning activities in schools. These conditions make the world of education must implement distance learning which is carried out online (Ayun & Irwansyah 2022, pp. 148). In this case, technology-based learning and social media are the best choices. Information technology and social media are developing very rapidly at this time, one of which is finding many electronic devices such as smartphones as devices that are supported by internet services and cannot be separated from everyday life.

Many technological advances have been shown to affect the field of education, one of which is the use of media in learning that can be available in schools. The positive effects of technology from various media that have been developed will greatly help improve students' understanding and ability to achieve learning abilities (Ningtyas & Syaodih 2021, pp. 112).

Online learning is a learning system that takes place online using the internet network during the learning process. In the era of rapid technological development, changing the world paradigm in education. By studying information technology, students can stimulate the emergence of a generation that is familiar with technology. This is important for the country, because according to Ngafifi, if developed countries can master information technology, mastering information technology allows students to filter the information provided (Fazriyah dan Catono, 2020, pp. 200).

Learning media is related to software and hardware that can be used to convey the contents of teaching materials to students individually or in groups from learning resources, as well as students' thoughts, feelings, concerns and interests in how to learn. The learning process that takes place inside and outside the classroom can be more effective outside the classroom. Media serves as a means of communication for students, with the aim that students more easily understand the subject matter.

With the help of interesting media, students' learning motivation must be increased. Motivation plays an important role in learning activities with the aim of high learning success (Widayanti & Purrohman, 2021). The use of interactive Quizizz interactive media has a positive effect on teachers and students. Teachers can use Quizizz from a lot of existing material in the application to help provide learning materials, coordinate students in class, and motivate students to study (Hidayati & Aslam 2021, pp. 252).

One of the digital applications that support online assessment is Quizizz. Quizizz is an education-based game application, which presents classes with activities together so that classes become more interactive and fun. In addition, the multiplayer assessment activity

supports students practicing together using computers and smartphones (MS Darmawan, F. Daeni 2020, pp. 145). Quizizz application is an application that supports the learning process by creating materials, exercises, and quizzes with attractive graphics. Creating exercises and quizzes with pictures in question allows teachers to add pictures to their questions or in questions. Adding pictures to their questions will help students better understand and answer the material easily. The Quizizz app allows students to see the ranking achieved and motivates them to achieve satisfactory learning outcomes (Annisa & Erwin 2021, pp. 3662).

This Quizizz app was founded in 2015 by Deepak Joy Cheenath and Ankit Gupta from Bengaluru, India. This application can help teachers present interesting quiz questions to their students. Learning by using Quizizz has the advantage of improving critical thinking skills. The advantages of this application include: (1) the questions asked can be used at any time; (2) can share quiz questions with other Quizizz accounts; (3) can be done anytime and anywhere; (4) quiz results can be displayed in a variety of outputs. In addition to its advantages, the Quizizz application also has disadvantages including: (1) it requires a stable network; (2) required hardware such as computers and gadgets; (3) questions that have been answered cannot be repeated ( Yulistiarawati dan Siti Umayaroh 2021, pp. 574-575).

From the results of previous research, it can be obtained that the application of Quizizz media through online learning can foster motivation from student learning outcomes (Al Mawaddah et al., 2021, pp. 3114). In other research it can also be found that using the Quizizz application students can be active because there is learning to display interesting text and images and provide practice questions or game-based quizzes that can make students happier. (Annisa & Erwin, 2021, pp. 3666). Apart from that, in other studies it was also stated that the Quizizz application was also used to assist in making quizzes for teachers in elementary schools. This is because it makes students enthusiastic about working on learning assessments that are given by the teacher in a timely manner (Khairiyah et al. 2021, pp. 130).

Based on the explanation, this study aims to describe how the application of the Quizizz application as a medium for conducting assessments in online learning, and to describe the growth of student learning motivation through this Quizizz application. The location of this research was carried out at Al-Azhar Islamic Elementary School, Cairo, Pagar Alam City, South Sumatra. As for the differences between this study and previous studies, there are actually not many differences, only the location of the research, the time, and its application in the online learning assessment process.

## 2. METHODS

In this study, researchers used a qualitative method with a descriptive approach. According to Bogdan and Biklen, the characteristic of qualitative research is that it is carried out directly (not experimentally) in natural conditions at the source of the data. In this qualitative research, there are no treatments, manipulating variables, or developing operational variable definitions. In order to achieve the objectives of this qualitative research, the use of data collection techniques are those that are commonly used, such as observation and interviews (Nurdiani, 2014).

The location of this research was carried out at Al-Azhar Islamic Elementary School Cairo Pagar Alam which is located on Jl. Dempo Raya No. 81, Nendagung district. Pagar Alam Selatan, City of Pagar Alam, South Sumatra. This research was conducted in the even semester of the 2021/2022 school year. Informants involved in this study were grade 5 teachers and their 4 students at Al-Azhar Islamic Elementary School Cairo Pagar Alam. The profiles of these informants are shown in **Table 1** below.

**Table 1.** Informant Profiles

No	Name	Information	Age
1	G1	Classroom teacher	24
2	S1	Student	12
3	S2	Student	11
4	S3	Student	11
5	S4	Student	12

The interview instruments in this study are in **Table 2**.

**Table 2.** Interview Instrument with Class Teachers

NO	Interview guidelines
1	What is the Quizizz app?
2	How to use Quizizz in online learning?
3	What are the benefits of using Quizizz in online learning?
4	Why choose this Quizizz application as a medium in learning assessment?
5	How do students respond to the use of this Quizizz application?
6	Can the use of Quizizz help teachers to grow learning motivation?
7	How do teachers know that students are motivated to learn when using the Quizizz app?
8	How are the results of the assessment after learning activities using the Quizizz application?
9	Are there any obstacles experienced by teachers in using the Quizizz application during online learning?
10	What are the advantages of the Quizizz application?

In learning must have motivation to be more enthusiastic. Basically motivation to learn is learning according to the needs, support, motivation and interest of students. The essence of learning motivation is an internal and external encouragement of students to learn to change behavior which usually uses several indicators or supporting factors. Based on Hamzah B. Uno's explanation, indicators of learning motivation can be categorized as shown in the **Table 3** (Elmirawati, Daharnis, 2013, pp. 2).

**Table 3.** Indicators of Student Learning Motivation

No	Learning Motivation Indicator
1	The desire to succeed.
2	The need and drive to learn.
3	Future goals and hopes.
4	Awards or rewards in learning.
5	Interesting learning process.
6	Conducive environment to study well.

The data collection method or technique used in this research is using observation and interview techniques. These two techniques were used to obtain data and information related to this research, namely the application of the Quizizz application as an online learning assessment medium to foster student learning motivation.

Data analysis techniques in the process aspect of qualitative research are more result oriented. The qualitative data analysis process has three main activities that are interrelated, namely data reduction, presentation, and conclusion drawing. The analysis used is an interactive analysis of the three components.

### 3. RESULTS AND DISCUSSION

#### 3.1. Application of Quizizz as an Assessment Media in Online Learning

The Quizizz application is a medium for online learning assessment conducted at Al-Azhar Islamic Elementary School, Cairo, Pagar Alam City, which is an assessment medium in the form of quizzes and questions that can be used in the learning process. In online learning the teacher will send material or explain first via virtual zoom. After that the teacher will later provide a quiz code to enter the Quizizz application.

This is in line with the explanation of the results of the interview with the class 5 teacher on May 21, 2022, namely: *"The Quizizz application is a quiz application that can be used in the learning process. Its use is carried out in online and offline learning. In online learning, the teacher will usually send material or present material via zoom, and later they will be given a quiz code to enter the Quizizz application or on the website, or the teacher will prepare a QR code to make it easier for students to enter the Quizizz application that has been prepared by the teacher. After that students can immediately join the Quizizz application."*

This Quizizz application is also useful for implementing practice questions, evaluations, and so on. Quizizz can also be used as an alternative in providing evaluations to children about things in online learning. The reason the teacher chooses the Quizizz application is because in Quizizz there are lots of menus that can help teachers, such as making their own learning evaluations.

Based on the explanation from the results of interviews with the grade 5 teacher that: *"The benefits of using quizizz are for practice questions, evaluation, and so on. Quizizz can also be used as an alternative in providing evaluations to children about things in online learning. The reason is because in Quizizz there are lots of menus that can help teachers, such as being able to make their own evaluations or teachers can already search for*

*available evaluations in the Quizizz application and then modify them according to the learning carried out in class."*

The application of the Quizizz application is also very responsive and raises student interest in learning. Based on the explanation of the grade 5 teacher that: *"The student response in this case is that students are very interested in this Quizizz application. Because he feels very happy doing evaluations through this Quizizz application."* Apart from that, when the learning process takes place students look more active and enthusiastic in learning. They are happy because it is easier to use, all they have to do is open the application and they can immediately answer questions and can do it at any time.

This is based on the researcher's interview with 4 5th grade students of Al-Azhar Islamic Elementary School, Cairo, Pagar Alam City, on May 19, 2022, that Student 1: *"A fun learning application, which can work on questions."* Student 2: *"Quizizz is a quiz application that can answer questions and sometimes if there is a live quiz, there will be a score display immediately."* Student 3: *"Quizizz is a quiz app for kids."* Student 4: *"An exciting game, you can play guesses, answer questions, and so on."*

So, the Quizizz application is an application in the form of a quiz and is very useful for students where students feel happy and can attract their attention in online learning.

### **3.2. Learning Motivation Growth**

The application of the Quizizz application can foster motivation, because in this case students do not feel that they are taking an exam, but feel like they are playing together. In line with the explanation of the grade 5 teacher, namely: *"The Quizizz application can foster student motivation, because in this case the student does not feel that he is carrying out a test or test but is like playing together with his friends. The way the teacher knows that students are motivated is because it can be seen from their enthusiasm in working on answering questions on the quizizz application. And students often ask teachers to play and learn with the quizizz application. Besides that, it can also be seen from the increase in student learning scores."*

The results of learning evaluation using the Quizizz application can be further improved. The increase can be seen from the high motivation in the learning process. Based on the explanation from that: *"The results of the evaluation using the quizizz application tend to increase more, the increase is the high motivation of students in working on it. In addition, learning evaluation also increases because students feel like they want to compete with their friends, and students try their best to be able to answer questions correctly."*

In addition, the Quizizz application also has advantages and disadvantages. From the interviews, the teacher explained that: *"The advantage of the Quizizz application is that teachers can make their own quizzes or take advantage of existing quizzes in the application. In addition, there are also many interesting features that make students more enthusiastic, plus there is a ranking feature that tends to make students more enthusiastic in using the Quizizz application. While the drawback is the poor network connection that is sometimes experienced by some students who study in their respective homes."*

The Quizizz application is proven to be able to grow students' learning motivation, how they are more enthusiastic in learning, can play while competing, can answer, and learn too. This is an explanation from 4 students in grade 5 on May 19, 2022 saying that, Student 1: *"Happy, because it's fun in the sense that the score immediately arises."* Student 2: *"I'm*

*happy, because at home it can be done anytime and at school, if the quiz is live, the ranking tends to go up and down on the scoreboard, so I'm more enthusiastic." Student 3: "Happy, because it is often live." Student 4: "I'm happy, because I can play and compete in levels, can answer, and learn too."*

### **3.3. Application of Quizizz as an Online Learning Assessment Media**

The application of the Quizizz application, as explained earlier, means that the teacher will send learning materials or questions and present them first via zoom, after which the teacher will provide a quiz code to enter the Quizizz application. The teacher prepares a QR code to make it easier for students to enter the Quizizz application that has been prepared, after that students can immediately join the Quizizz application.

Quizizz is one of these e-learning Web applications. This is used by educators to form online quizzes that are common today. Quizizz is a competitive game and students provide answers to questions prepared by the teacher. Students can track their progress as they can take online quizzes again and again. Teachers create online quizzes interactively and thanks to participating in activities using their devices, students learn actively and interactively (Rukiye Degirmenci 2021, 2). Quizizz is also an educational application in the form of an interactive quiz game used in online learning. The use of Quizizz is relatively easy, so the possibility to be self-taught is very large.

Quizizz media is very important in the process of using it for online learning. The Quizizz ability is also very helpful for teachers to create materials and questions that will be given to students when they carry out learning. Quizizz learning media makes it easier for teachers to ask learning questions. It is better for students to only solve questions on a predetermined day so that there is no accumulation of assignments when studying online. This will also make the teacher process shorter and faster in processing grades, because assignments are done together.

One form of innovative learning is to use the Quizizz application as a platform for student practice. Quizizz is a fun online learning platform. Using Quizizz as a form of practice questions is an innovation that is very suitable for the character of today's students (Kurniawan & Huda, 2021). In a state of the learning process through decision making, evaluation is very important because evaluation can provide information about the implementation of the learning process so that it can act as a guide in the ongoing learning process (Al Munawaroh, 2021, pp. 29).

Quizizz, allowing students to complete exercises on their electronic devices. Unlike other educational apps, Quizizz has game features such as avatars, themes, memes, and music, to keep the learning process interesting. To motivate them in learning, Quizizz can also allow students to compete with each other. Students will take quizzes at the same time in class and can check their rankings directly on the leaderboard. Instructors can monitor the process and download reports after the quiz has been carried out in order to re-evaluate student performance results (Zhao, 2019, pp. 37).

Assessment is one of the activities in the organization besides planning and implementation. In the world of education, assessment is an element that can support the process of successful teaching and learning. Assessment is used to monitor student learning

progress mathematically. The form of assessment is usually in the form of assignments per individual, group, UTS, and final exams. This progress information can be obtained in various ways. One of the tools in gamification is Quizizz. Students can use Quizizz via their PC or cell phone as long as they are connected to the internet. This quiz also provides statistical data from the results, and is very flexible due to time constraints for managing quizzes. Quizizz allows students to compete against each other and increase their motivation to learn by displaying leaderboards directly on the scoreboard. Teachers can monitor the process of running the quiz and download reports after the quiz is completed to evaluate student work (Handoko et al., 2020, pp. 1-2).

### **3.4. Student Learning Motivation Growth**

The use of the Quizizz application can motivate students in learning. This can be seen because of the high interest in student learning in working on the problem. In addition, this Quizizz application can increase motivation because students are enthusiastic in carrying out learning by using media in the form of the Quizizz application and feel a sense of wanting to compete with their friends, and students try their best to be able to answer questions correctly.

Motivation in the Big Indonesian Dictionary is an urge that arises in students both consciously and unconsciously to act according to the specifications of the goals. Motivation is a very important part of the learning process (Dwinta & Sapriya, 2021, pp. 195). Interest in learning is never separated from students' desire to learn as a sense of encouragement in learning activities. This interest in learning arises from various factors including internal factors and psychological aspects that have a very basic impact on learning activities and the process of student progress ( Yolanda & Meilana 2021).

Learning motivation is the driving force that creates a person interested in learning as a result of continuous learning. Low interest in learning can be due to low success in learning, so it will also undermine the process of achieving student learning. This can be a barrier for teachers to continue to make the learning process interesting and fun. Even if learning is done remotely or online, the teacher must be able to foster student motivation and activity ( Anugrawati & Hermansyah 2021, pp. 601).

According to Hamalik, the application of learning media can foster interest and motivation to learn. When summarized in an interesting way, the enthusiasm for learning can develop and attract the attention of students (Widayati & Purrohman 2021, pp. 811). Students need interesting learning media to continue learning more enthusiastically. Students will find it easier to get learning experiences and work on topics.

The use of the Quizizz application is expected to be able to motivate students' enthusiasm for learning. This app aims to help students understand each question asked and solve it in a fun way. Quizizz is a game-based learning media with interactive and fun exercises. Choosing this medium is very interesting for students because it gives students the opportunity to play while learning, using all the possibilities of the Quizizz application. In addition, educators can use the Quizizz application to see how they are performing against their learning outcomes. The use of this quiz game media deserves to be used as a choice of learning media that encourages strong interest and motivation to learn (Tiana & Krissandi, 2021, pp. 945).



Some of the explanations described above, in addition to motivating students, the Quizizz application itself can make students more focused on learning. It is known that when students work on questions, they must be on time and students must be careful in working on questions.

#### 4. CONCLUSION

The Quizizz application is a medium commonly used in online learning in the form of quizzes and questions. In its application it can be used in online and offline learning. In online learning the teacher provides material in the form of quizzes and questions, and can be directly accessed by students to answer questions that have been listed in the Quizizz application. Application of Quizizz can foster interest and motivation to learn. Because it can be seen the enthusiasm of students and feel more happy to carry out the learning process, students feel a desire to compete with their friends, and compete to get higher scores through this Quizizz application. In addition, it can also be seen from the increase in student scores.

In this study, several indicators of learning motivation have not been found to have overall learning achievement. Therefore, it is recommended to carry out further research to identify some indicators that have not been achieved.

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