STUDENTS' PERCEPTIONS OF QUIZIZZ PLATFORM UTILIZATION IN ENGLISH LEARNING ACTIVITY

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Abstrak

Pandemi COVID-19 menyebabkan banyak perubahan di dunia, khususnya di bidang pendidikan. Peralihan dari pembelajaran tatap muka ke pembelajaran jarak jauh memaksa berbagai pihak untuk menggunakan teknologi sebagai media pembelajaran daring. Quizizz adalah platform online berbasis game yang menjadi salah satu pilihan media pembelajaran dalam kegiatan pembelajaran bahasa Inggris. Quizizz memungkinkan guru untuk melakukan pelajaran interaktif dan kuis dengan siswa mereka. Penelitian ini bertujuan untuk mengetahui persepsi siswa kelas 9 SMP Tiara Nusantara terhadap penggunaan platform quizizz dalam kegiatan pembelajaran bahasa Inggris. Penelitian ini merupakan penelitian survei yang menggunakan analisis statistik deskriptif untuk menganalisis data. Temuan penelitian ini menunjukkan bahwa dari 10 item terdapat 6 item yang memiliki tingkat Sangat Setuju dan 4 item yang memiliki tingkat Setuju berdasarkan skala Likert. Hal ini menunjukkan bahwa siswa memiliki persepsi yang positif terhadap penggunaan platform Quizizz dalam kegiatan pembelajaran Bahasa Inggris.

Kata kunci: *Quizizz, platform, persepsi, bahasa Inggris*

Abstract

The COVID-19 pandemic caused many changes in the world, especially in the field of education. The transition from face-to-face learning to distance learning forced various parties to use technology as a medium for online learning. Quizizz is a game-based online platform that became one of the learning media options in English learning activities. Quizizz allows teachers to conduct interactive lessons and quizzes with their students. This study aimed to determine the perceptions of 9th Grade of Tiara Nusantara Secondary School students towards the use of the quizizz platform in English learning activities. This research was survey research which used descriptive statistical analysis to analyze the data. The findings of this study indicated that from 10 items there were 6 items that have a Strongly Agree and 4 items that have an Agree based on the Likert scale. This showed that students have a positive perception of the use of the Quizizz platform in English learning activities.

Keywords: Quizizz, platform, perceptions, English

1. Introduction

The covid 19 pandemic outbreak that hit the world caused a tremendous impact on various fields of world life. Education is one of the fields affected and has undergone many changes. Due to policies issued by the government, the learning process that was originally carried out at school face-to-face then had to be transferred to distance learning. The policy is contained in Circular No.4 of 2020 on the COVID-19 emergency educational implementation, Circular No.3 of 2020 on COVID-19 prevention, and No.

36962/MPK.A/HK/2020 on both work-from-home and online learning (Minister of Education and Culture, 2020). This of course makes everyone involved in education, especially students and teachers, should be able to deal with the many changes that are happening.

Forms of adaptation include students being required to be able to use or operate all forms of technology such as smartphones, laptops, and other types of gadgets. This is so that students can still follow the learning and interact with teachers and classmates even though they are far apart. Not only students, but teachers also at all levels of education must utilize technology in carrying out learning. Lestari et al. (2021) claim that online learning makes all teachers and educators have to work harder to create new innovations in online learning so that the goals in education can be achieved. In online learning, teachers are required as facilitators in delivering learning through technology. In addition, teachers are required to further develop their skills to be more innovative and creative. If those things have been done by the teachers, hopefully, teachers can keep learning objectives even through online learning. The utilization of digital media in learning is currently a demand that must be done. With today's development in the world of information and technology, teachers need to explore various digital media that can be used to support learning activities. By utilizing technology, the online learning process becomes less boring. Sulasmi and Mahartika (2022) revealed that it is necessary for each teacher as an educator to have the ability to integrate science and technology into the learning process.

But the most important thing is the process of evaluating the student's understanding of utilizing this technology can still be achieved. Sulasmi and Mahartika (2022) added that Due to the covid-19, the changes in learning activities require innovative media to support the enthusiasm for learning in every student.

One example of innovation in learning media that the teacher can do is in assessment media.

Teachers can make light quizzes about learning material using various interesting and fun digital quiz platforms. Summarizing from the official website of the Directorate of Junior High School of the Education, Culture, Research, and Technology Ministry (Kemendikbud Ristek), there are several digital quiz platforms that can be used, such as Google form, Quizizz, Kahoot, Wordwall, and Quizlet.

One technology-based platform that can be utilized is Quizizz. Zhao (2019) claims that Quizizz is a game-based learning platform that brings multiplayer activities into the classroom, turning classroom practice into fun hands-on learning. Through Quizizz, the students are able to be competitive with their classmates, further encouraging them to learn. Furthermore, Learning using the Quizizz game can be done in a direct face-to-face mode in the classroom or it can also be given as homework for students. This is considered very possible because Quizizz is easily accessible via the web. Students only need to be given a link and game pin, after which students can complete it wherever they are (Asria & Putri, 2021).
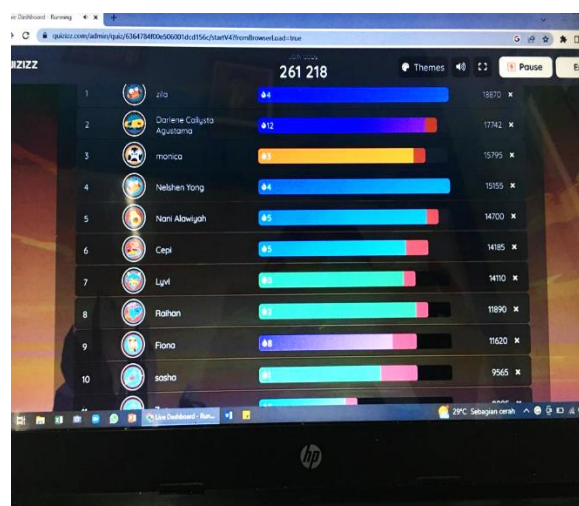

Figure 1. Quzizz Leader Board

Furthermore, there were several previous studies who conducted the similar research. Mulatsih (2020) revealed that Quizizz is an application that can assist teachers in providing material, evaluation, and online assessment with an attractive and exciting game-based display. In line with that statement above Amri and Shobri (2020) revealed that Quizizz utilization had given positive feedback on learning. Students consider Quizizz to be an easy-to-use application. Moreover, learning through Quizizz can also increase students' understanding of the material that has been and will be learned in class. Furthermore, according to Salsabila et al. (2020), Learning through games can be utilized as a good tool for reinforcing both the verbal and visual parts of learning. With the aim that students can see the rankings, they find after completing the test. However, the usage of Quizizz can be an alternative to learning while maintaining the substance of the lesson that has been taught by the tutor.

Based on the explanation above, the researcher aims to conduct research to figure out the perceptions of the students of the Quizizz platform utilization in English learning activities.

2. Method Research

This research is survey research. Sugiyono (2018) defined the survey method as a quantitative research method aimed at gathering data that took place in the past or present of people's opinions, characteristics, beliefs, and behavior of variable relationships. Furthermore, the survey method tends to examine a number of hypotheses regarding sociological and psychological variables among samples collected from a particular population.

The gather the sample, the researcher used non-probability sampling which more precisely used convenience sampling. Non-probability sampling, according to Sugiyono (2018), is a method of sampling whereby there is no guarantee or the same chance for each individual or group of the population to be chosen as the sample. On the other hand, Convenience sampling is a sampling process where the sample is selected according to the available population. The sample in this study was grade 9 students from Tiara Nusantara Palembang Junior High School, totaling 21 students.

In this study, the object that is perceived by students is Quizizz educational game-based learning media. Learners are given learning experience using Quizizz, so that can interpret experiences through sensing. This is in line with the definition and conditions of perception. According to Irwanto (2002), the process of receiving stimuli (objects, qualities, relationship between phenomena, or events) until the stimulus is realized and understood is called perception. Because perception is not just sensing, then there are authors who state perception as the interpretation of experience (interpretation of experience).

Then, this study used primary data collection. The primary data in question is the authentic data that the researchers collect to answer specific research problems. Meanwhile, the data collection technique was carried out by distributing questionnaires. Sugiyono (2018) stated that a questionnaire is a data collection technique that is carried out by providing a series of questions or written statements for respondents.

The questionnaire in this study used a Likert scale by providing 4 answer options, namely number 1 presented "strongly disagree", number 2 presented "disagree", 3 presented "agree", and number 4 presented "strongly agree" (Sugiyono, 2018). Ten questions were administered to the students. The questionnaire was adapted from Rahmawati (2021). Then, to distribute questionnaires to respondents, researchers used a questionnaire in the form of a Google form that students could access or fill in anywhere and anytime.

Table. 1 Likert Scale Scoring Categories

Scale	Attitude Classification
4	Strongly agree
3	Agree
2	Disagree
1	Strongly Disagree

After the data has been collected, the writer used descriptive statistical analysis to analyze the data and to figure out the research data general description. The descriptive analysis method is a statistic for analyzing data by describing the collected data as it is without intending to draw conclusions that are applicable to the general public or generalizations (Sugiyono, 2014). Then the data acquired would then be analyzed by: 1) Classify the scores and the frequencies of students' answers based on the categories on the Likert scale, 2) Interpret the students' answers based on the percentage results, in order to find out how students' perspectives on the use of the Quizizz platform in English learning activities.

3. Findings and Discussions

After distributing questionnaires to students, the results were obtained in the form of student responses to the questionnaires given. The table below shows the results of the student's responses in the form of student perceptions of the Quizizz platform utilization in English learning activities:

Table 2. The Perceptions of the students toward Quizizz for English Learning Activity

No	Items	S	F	P	MS
1	Quizizz is an easy-to-use platform	**1**	-	-	
		2	-	-	SA
		3	8	38,1%	
		4	13	61,9 %	
2	It is fun to do the Quizizz exercises	**1**	-	-	
		2	-	-	SA
		3	10	47,6%	
		4	11	52,4 %	
3	The display of Quizizz is very eye-catching	**1**	-	-	
		2	1	4,8 %	A
		3	12	57,1%	
		4	8	38,1 %	
4	Quizizz allows me to easily recall English learning materials	**1**	-	-	
		2	1	4,8 %	A
		3	13	61,9%	
		4	7	33,3 %	
5	Quizizz is like a game where I won't feel exhausted and get bored when using it.	**1**	-	-	
		2	1	4,8 %	SA
		3	9	42,9 %	
		4	11	52,4%	
6	Quizizz has been motivating my involvement in learning English	**1**	-	-	
		2	2	9,5 %	A
		3	14	66,7%	
		4	5	23,8 %	
7	Quizizz increases my involvement in learning English	**1**	-	-	
		2	1	4,8 %	A
		3	14	66,7%	
		4	6	28,6 %	
8	Quizizz has a leaderboard on	**1**	-	-	SA

		S	F	P	MS
	which I can see my rank that encourages me to keep learning.	2	3	14,3 %	
		3	7	33,3%	
		4	11	52,4 %	
9	I always try to achieve the highest score in Quizizz because the practice is done in real-time and I can't cheat	1	-	-	SA
		2	-	-	
		3	7	33,3%	
		4	14	66,7 %	
10	I feel that Quizizz is the best platform, especially for doing English practice questions.	1	-	-	SA
		2	2	9,5 %	
		3	9	42,9%	
		4	10	47,6 %	

S = Score, F = Frequency, P = Percentage, MS = Most Chosen Scales

From the table above, it could be seen the ten items have different numbers of responses from the students.

1. In the first item with the statement "*Quizizz is an easy-to-use platform*", there were 8 (38,1%) students who chose Agree, and 13 (61,9%) students who chose Strongly Agree.

2. In the second item, the statement "*It is fun to do the Quizizz exercises*", there were 10 (47,6%) students who chose Agree, and 11 (52,4%) students who chose Strongly Agree.

3. The third item, the statement "*The display of Quizizz is very eye-catching*" had only 1 (4,8%) student who chose Disagree, 12 (57,1%) students who chose Agree, and 8 (38,1%) students who chose Strongly Agree.

4. The fourth item with the statement "*Quizizz allows me to easily recall English learning materials*" had only 1 (4,8%) student who chose Disagree, 13 (61,9%) students who chose Agree, and 7 (33,3%) students who chose Strongly Agree.

5. The fifth item with the statement "*Quizizz is like a game where I won't feel exhausted and get bored when using it*" had only 1 (4,8,%) student who chose Disagree, 9 (42,9%) students who chose Agree, and 11 (52,4%) students who chose Strongly Agree.

6. In the sixth item, the statement "*Quizizz has been motivating my involvement in learning English*", there were 2 (9,5%) students who chose Disagree, 14 (66,7%) students who chose Agree, and 5 (23,8%) students who chose Strongly Agree.

7. In the seventh item with the statement "*Quizizz increases my involvement in learning English*", there was only 1 (4,8%) student who chose Disagree, 14 (66,7%) students who chose Agree, and 6 (28,6%) students who chose Strongly Agree.

8. The eighth item with the statement "*Quizizz has a leaderboard on which I can see my rank and that encourages me to keep learning*" has 3 (14,3%)

students who chose Agree, 7 (33,3%) and 11 (52,4%) students who chose Strongly Agree.

9. In the ninth item with the statement "*I always try to achieve the highest score in Quizizz because the practice is done in real-time and I can't cheat*", there were 7 (33,3%) students who chose Agree, and 14 (66,7%) students who chose Strongly Agree.

10. The last, in the tenth item with the statement "*I feel that Quizizz is the best platform, especially for doing English practice questions",* there were 2 (9,5%) who chose Disagree, 9 (42,9%) students who chose Agree, and 10 (47,6%) students who chose Strongly Agree.

In addition to the number of students who chose the Likert scale option value of each item in the questionnaire, there was also the most chosen scale of each statement or item in the questionnaire, would be shown in the following figures:

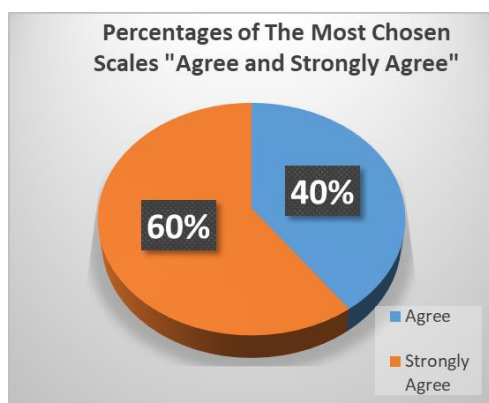Figure 2. Most Scale Chosen for Each Item

Figure 3. Percentages of The Most Chosen Scales "Agree and Disagree".

Based on the most scales chosen for each item or statement in Figures 2 and 3, it could be seen that there were 4 items (40%) that got the most "Agree" scales of the Likert Scale based on the answers from respondents. First, item number 3 "*The display of Quizizz is very eye-catching*". Second, item number 4 "*Quizizz allows me to easily recall English learning materials*". Third, item number 6 "*Quizizz has been motivating my involvement in learning English*" and the fourth is item number 7 "*Quizizz increases my involvement in learning English*". On the other hand, there were 6 (60%) items that got the most "Strongly Agree" scale of the Likert Scale based on the respondents' answers. First, item number 1 "*Quizizz is an easy-to-use platform*". Second, item number 2 "*It is fun to do the Quizizz exercises*". Third, item number 5 "*Quizizz is like a game where I won't feel exhausted and get bored when using it*". Fourth, item number 8 "*Quizizz has a leaderboard on which I can see my rank that encourages me to keep learning*". Fifth, item number 9 "*I always try to achieve the highest score in Quizizz because the practice is done in real-time and I can't cheat*". And the last, item number 10 "*I feel that Quizizz is the best platform, especially for doing English practice questions*"

4. Conclusion

The results of the descriptive statistical calculation show that the Agree Scale (40%) and the Strongly Disagree Scale (60%) are the most scales chosen by students based on 10 items in the questionnaire. Based on these findings, it can be concluded that students showed a positive perspective on the use of Quizizz platform in English learning activities. Furthermore, it can also be concluded that Quizizz is an effective online platform used as a varied and interesting evaluation media that can be used by teachers for English learning activities even though it is used in distance learning

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