

STUDENTS' PERCEPTIONS TOWARD QUIZIZZ AS AN ONLINE LEARNING MEDIA IN PANDEMIC COVID-19 ERA

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Abstract

This study discusses the perception of students when using applicationbased teaching media that can be played on Android smartphones, laptops, tablets, or iPads by activated the internet access. So, that students can practice the material. The goals of this study are to find out how to the students' perception toward the use of Quizizz learning media. This research is affected by the implications of learning media in supporting enjoyable English learning and teaching activities, in addition to the function of the Quizizz application in the Covid-19 Pandemic era. Qualitative research methods were used to answer the research question. That open questionnaire was used for collecting the data as the instruments. The data questionnaire were the answer of the participants with interpret and describing the data questionnaire. As the result of this study there was two perceptions: a positive perception and a negative perception. The positive perception is that Quizizz makes learning English more fun, Quizizz have some features which is Quizizz can increase enthusiasm in learning English, Quizizz is suitable as a media for learning English, Learning English with Quizizz like playing a game, and Quizizz can increase the reading skills for students. While the negative perception of student's toward Quizizz in learning media, students dislike learning English with Quizizz as an online media because it is very allocated time limited. It is hoped that this study will motivate teachers and other researchers to investigate further on the same topic for increased education.

Keywords: *Students' Perception, Quizizz, Online Learning Media, Positive and Negative Perception*

Sari

Penelitian ini membahas persepsi siswa saat menggunakan media pembelajaran berbasis aplikasi yang dapat dimainkan di smartphone Android, laptop, tablet, atau iPad dengan mengaktifkan akses internet, sehingga siswa dapat berlatih materi. Tujuan dari

penelitian ini adalah untuk mengetahui bagaimana persepsi siswa terhadap penggunaan media pembelajaran Quizizz. Penelitian ini dipengaruhi oleh implikasi media pembelajaran dalam mendukung kegiatan belajar dan mengajar Bahasa Inggris yang menyenangkan, selain juga fungsi aplikasi Quizizz pada era pandemi Covid-19. Metode penelitian kualitatif digunakan untuk menjawab pertanyaan penelitian. Kuesioner terbuka digunakan sebagai instrumen pengumpulan data. Data yang diperoleh dari kuesioner merupakan jawaban dari para peserta yang kemudian diinterpretasikan dan dideskripsikan. Hasil dari penelitian ini menunjukkan terdapat dua persepsi: persepsi positif dan persepsi negatif. Persepsi positifnya adalah bahwa Quizizz membuat pembelajaran Bahasa Inggris menjadi lebih menyenangkan, Quizizz memiliki beberapa fitur yang dapat meningkatkan semangat belajar Bahasa Inggris, Quizizz cocok digunakan sebagai media pembelajaran Bahasa Inggris, belajar Bahasa Inggris dengan Quizizz seperti bermain game, dan Quizizz dapat meningkatkan keterampilan membaca siswa. Sementara itu, persepsi negatif siswa terhadap Quizizz sebagai media pembelajaran adalah bahwa siswa kurang menyukai belajar Bahasa Inggris dengan menggunakan Quizizz secara daring karena waktu yang dialokasikan sangat terbatas. Diharapkan penelitian ini dapat memotivasi para guru dan peneliti lainnya untuk meneliti lebih lanjut mengenai topik yang sama guna meningkatkan kualitas pendidikan.

Kata kunci: *Persepsi Siswa, Quizizz, Media Pembelajaran Daring, Persepsi Positif dan Negatif*

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Introduction

This Research is a continuation of my previous Observation when teaching and learning process using Quizizz for online Quizzes in the class. At PLP 2, the writer had given a lesson to a group of students using the Quizizz app, which is available on each students' smartphone. During this pandemic Covid-19, students are unable to study directly in the classroom. So that many teachers switch to modern learning media that can be used for online learning media. The most recent addition is the Quizizz app.

The trend of adopting online platforms for Education has taken the world by storm, as many have realized the potential these platforms offer in providing the best education for learners of all levels. The writer has agreed of e-learning makes learning more fun, Quizizz is an innovative tool available on the Website Quizizz or Quizizz Apps that helps teachers to evaluate students in a gamified way through lessons and questions song and dance, and powers, as well as providing immediate adaptive

feedback through class reports that teachers and students can see. (Chenath and Gupta, 2020). In other words, although it may be difficult at first because of media limitations, it is easier for students to adapt to remote learning systems, and teachers can evaluate students in handling song and dance exercises, and teachers and students can also see feedback or automatically value in the application.

In learning English using Quizizz apps, students can improve their English skills in reading they can in describing a building. Digital game has been popular for several decades in Indonesia (Greenhow. C., 2015). There was not, even more, to learn when taking a quiz, but it is also simple for pupils to become bored if the usual technique is used. Students might be more delighted and enthusiastic in the learning of topic Quizizz, mainly in the English lesson in the classroom or in virtual meeting class. The writer also uses students' perceptions of Toward Quizizz as an Online Learning Media in the Pandemic Covid-19 Era for Acquiring an Undergraduate Degree.

Literature Review

The previous study of Quizizz was as a pleasant learning medium in the English teaching process. Prasongko (2021). Based on first paper with the title Quizizz as Fun Multiplying Learning Media in English Lecturing Process, with the research question how the Quizizz applied as a fun learning media in English lecturing process, collects data by observation, interview, and questionnaire methodologies. The conclusion of this study are shows that lectures and students have a positive perception of the applied of Quizizz in Learning English for accounting study program students in the University. In addition, lectures and students are satisfied with the learning process through this method. This shows that this method is effective to be applied for English lecturing process.

A second study of teacher's perception of the application of the Quizizz in English learning and teaching activities, Lim & Yunus (2021) based on the title Teachers' Perception towards the Use of Quizizz in the Teaching and Learning of English: A Siystemic Review with the Research Question What are teachers' perspectives on the use of Quizizz in the teaching and learning of English? And What is teachers level of willingness to continue using Quizizz in the teaching and learning of English in the future?This study is based on sequential data and Descriptive

Comparison. As this Paper Explaining and recapping Quizizz as a platform that effective, flexible, easy to use, and motivating for all learners, thus proving that Quizizz has high potential that Quizizz has high potential to improve academic performance and facilitate knowledge development.

Third, the study of the students' perception of learning English vocabulary using quizlet Aprilany (2021). Based on the title students Perception Learning English Vocabulary Through Quizlet with the Research Question How the students' perception in learning English vocabulary through Quizlet? In this study, researcher use methods Qualitative approach with the 10th class including two female and three males aged 16-17 years old. Several steps were taken to collect data, first the researcher presented a quiz (the media used) and its use, then the researcher gave the material and gave a quiz in the session. At the end of the meeting, the researcher conducted an interview with the students after using the application, it was found in the eleventh-grade students perceived the use of Quizlet in learning vocabulary positive, the students thought and felt the use of Quizlet as the online flashcard was useful and helps them easier to understand the English learning, and also felt if the use of Quizlet could them in learning, comprehending, and memorizing vocabulary. Then, In addition, she uses the Quizizz application as a media Learning in the research.

Fourth the previous research on strategies to improve vocabulary mastery during the covid-19 pandemic, using the quizizz application, Yunus & Hua (2021) with the title Exploring a Learning Tool in the ESL Classroom: The Case of Quizizz with the research question Does using Quizizz enhance primary education pupils' learning of irregular past tense verbs? And Does using Quizizz make any significant difference to the learning of irregular past tense verbs among primary male and female pupils? The study used pre-test and post test analysis with the sample data of 30 select students who were 11 years old, with 19 men and 11 women. This paper have a conclusion Quizizz could be a media option to webpages and applications which provide a simple and encouraging for students to conduct research on smartphone, laptop, and iPad concerns, along with many other things.

In this research, She focused to know how the study perception in learning English to Quizizz as media in pandemic Covid-19 Era.

Methods

This research used qualitative method to collect and analyse data. The qualitative method includes the data from students' questionnaire through 10 openended questions. The questions will be asked by referring to the category of students' perceptions, namely positive perceptions, and negative perceptions in accordance with the theory of Demuth (2003) and Robbins (2010). The 10 questions asked cover affective values only. According to Hany Zaky (2019), the affective domain is a scope that is based on students' experiences and the phenomena they experience such as interests, values, morals, attitudes, and a healthy mentality.

Table 1.
Open-ended Questionnaires

No.	Questions
1.	Are you like studying English with Quizizz? How do you feel when you learn English using Quizizz? Why?
2.	What are the effects of Quizizz in improving your English learning?
3.	What are the Quizizz features make you more motivated to work on the questions?
4.	Do you think Quizizz suitable for learning English? Why?
5.	Can learning English with Quizizz increase your enthusiasm? Why?
6.	Do you think that learning English using Quizizz is better than learning without media? Why?
7.	How do you use the Quizizz in English learning?
8.	Are you satisfied with learning English using Quizizz? Give the reason.
9.	Is there a sense of comfort when learning English with Quizizz? Why?
10.	How can you accept Quizizz as an English learning media?

Source: writer, 2022

Finally, the data from the questionnaire were analysed using descriptions related to the theme (Creswell,2012) so that participants' perceptions could be collected, as well as assessing the data for through descriptions and defining the primary themes by studying and interpreting the context for the conclusions' greater meaning of the

findings (p.18). For example: she published specific questions related to Quizizz to enable participants to provide their perception or reaction to use the online media Quizizz by using Narrative designs. Narrative Research Design are qualitative procedures in which researchers describe the lives of individuals, collect, and tell stories about these individuals' lives, and write narratives about their experiences. In education, these stories often relate to school classroom experiences or activities in school (p.21-22), In the other word Narrative Research Design are qualitative procedures in which writer describe the Learning experiences or activities in school.

Results and Discussion

Based on the finding above, the results in the questionnaire show that students perceptions of learning English with Quizizz media, have two things, namely positive perceptions and negative perceptions. This is research was conducted because of the gap in During Pandemic Covid-19, English learning in Indonesia constantly change the learning system. Then, the writer conducted research to find out students' perceptions of using Quizizz as a suitable media to increase motivation to learn English.

A change through the learning management system requires students using just a distant learning system. It is conducted which is Pandemic Covid-19. Normally, students are learned in the classroom, now required to Study from Home (SFH). Students lose their motivation to learn so that the material delivered by the teacher is hampered. Especially in learning foreign language, where student have difficulty due to different cultures. Therefore, to anticipate this, this is one technology for recovering a students' learning motivation during Pandemic Covid-19 through adopting simple and engaging learning media. Based on Christopoulos et.al., 2018 who said that the increasing growth of Information and Communication Technology (ICT) in the education has prompted studies measuring the impact of technology on learners' motivation, performance, and engagement. Based on the explanation above, the effect of using learning media in learning English as education can increase motivate, namely student become happy to learn and are not easily bored. One of the media game-based learning that is suitable for learning English is Quizizz. Quizizz Learning media has a feature that are suitable for testing all skills in English, especially improving reading skills.

The purpose of this study was to reveal the students' perception of using Quizizz as Online media learning in Class VIII at the one of Junior High School in Cirebon. Then, the writer describes the data on the findings of students' responses to learn with media Quizizz using descriptive research. The data from the students' perception is then described by the writer based on the sort of research, which is descriptive qualitative research. This study aims to show what students' perceptions of learning using Quizizz as a learning media of interaction in face-to-face and online classes.

In this section, the writer will discuss with responses to the problems statement exists: What are the student perceptions Toward the use of Quizizz as teaching media in Learning English at class VIII at the one of Junior High School in Cirebon.

Based on the analysis of data collected through questionnaires, it was found that most para Many students agree with giving the positive perception of learning English with Quizizz as a learning media and disagreed with giving a negative perception. This can be seen from: First, positive perception of students towards in using Quizizz in learning media. In the first finding there are several for positive perceptions, which are Quizizz makes learning more fun because learning English with Quizizz can practice brainstorming speeds for students for increase reading skills. Quizizz is suitable for use as an media for learning English, Quizizz can increase Enthusiasm Student in learning English, learning English with Quizizz is like Playing a game. In this study, the writer taking conclusions from existing questionnaires and then collect responses from the same participants. After all data check have been completed, the data from the finding fields will be analysed then combined into one conclusion.

Conclusion & Recommendation

In accordance with the explanation that has been considering Students' Perceptions toward Quizizz as an Online Learning Media in Pandemic Covid-19 Era. The writer would present several points about the effectiveness of Quizizz in learning. Opening with a question on students' affective perceptions of Quizizz, which focused with the students' experiences problem during learning with Quizizz and enabled including both positive and negative responses. In the positive perception, that are Quizizz makes learning English more fun, Quizizz have some features which is Quizizz can increase enthusiasm in learning English, Quizizz is suitable as a media for learning

English, Learning English with Quizizz like playing a game, and Quizizz can increase the reading skills for students.

This study suggests a recommendation for English teachers. The result of this study learning media with Quizizz have many positive perceptions. Therefore, author recommended to use Quizizz in English lessons because as students are not bored and more challenged. The recommendation for further research can be found the use Quizizz in the cognitive and psychomotor elements to re-evaluate the impact of Quizizz on students' learning English in class.

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Conflict of Interest

No potential conflict of interest is reported.

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