

## The Students' Perspectives on the Use of Quizizz in English Learning

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### Abstract

This research discusses using Quizizz by English teachers in SMP Negeri 22 Samarinda learning activities. This research aims at students' perspectives on the use of Quizizz in English learning. Five students participated in this study. This research method uses Qualitative with descriptive approach interviews was conducted. From the data described, the researcher found that students have a positive perspective toward the use of Quizizz during English learning. They are happy and motivated to learn English using this application. Besides, this application helps students to practice questions to improve their skills. Furthermore, Quizizz helps them in increasing their interest in learning. It concluded that using Quizizz helps students in English learning activities.

**Keywords** : *Perspectives, Quizizz, English Learning*

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## 1. INTRODUCTION

Nowadays, digital technology has entered various aspects of life. As claimed by (Priyanti, Santosa, & Dewi, 2019) that there is no rejection of Revolution 4.0 comes as most people are already using technology as a daily necessity. It was influenced by the development of science that is accompanied by rapid technological development over several decades. In line with (Ariyanti, Pane, & Fauzan, 2019) the 4.0 industrial revolution is a reality that forces teachers to adapt to today's educational needs and approaches. In this situation, an extensive percentage of teachers are still not computer savvy. Whether they acknowledge it or not, our pupils might end out knowing more about various technologies than teachers. Today's real-life occurrence of this problem requires that we prepare for it. The growth of science and technology has brought many benefits to human life. According to (Pertiwi, 2022) the world becomes more advanced as a result of technological advancements. Humans can now perform tasks, look for information, speak with individuals who are far away, and learn more easily thanks to technology.

Technological developments in the field of science are increasingly encouraging renewal efforts in the learning process will be more efficient with the help of technology. In addition, innovation improvement within the world of education has driven innovations than can support the teaching and learning process. One of them is the more variety of learning media. According to Florentina Robert & Syahtia Pane (2020) to encourage the process of learning and teaching, teachers must use a variety of tactics. Because students are frequently more energetic and adaptive than adults, providing English instruction to young students or pupils is significantly distinct from teaching adults. Furthermore, Zuhriyah & Pratolo (2020) pointed out that multiple educational online platforms, like Kahoot, Socrative, Edmodo, and Quizizz, that have been heavily used the tool as teaching material, may be utilized to observe the growth of this platform. Additionally, including online games or mobile language learning aids helps teachers and students to improve teaching and learning (Pertiwi, 2022).

The current generation is a generation that is already used to having gadgets and playing games. Therefore, the use of game-based learning is very suitable to be applied to the conditions of the current digital generation. Based on Ronimus et al., (2014) when learners are introduced to game-based learning through game activities, their attention and curiosity are often piqued. One of the game-based learning that can be used in learning English is Quizizz. According to (Zhao, 2019) One of the interactive multiplayer online game-based platforms for online education, Quizizz is a platform that is simple for students to use and

efficient for cutting down on learning time. Also, Quizizz is a pleasant and interesting educational application, which means using a concept picked up while playing, which is Quizizz's main draw. Quizizz is a platform that can be accessed by students through the website <https://quizizz.com> and then again through devices such as browsers, smartphones, laptops, and PC. There are thousands of quizzes that can be played by students in this application so that they can easily access them. This Quizizz application is very suitable for use in building interactive learning. This is because students can take quizzes simultaneously with friends so that they can find out the ranking they get from answering the quiz. Based on the results of the researcher's interview with the English teacher at SMP Negeri 22 Samarinda regarding the use of Quizizz in English learning, from the information gathered it was found that Quizizz had been applied to students. Another research has already researched the students' perspectives on the use of Quizizz. Dewi & Astuti (2021) according to the study, the students had a favorable opinion about using Quizizz as a learning tool. They found that Quizizz helped students in learning online during the pandemic. Based on the description above, the researcher is interested in analyzing the opinions of the pupils regarding the use of Quizizz.

## **2. METHOD**

The purpose of this study was to find out what students think about using Quizizz to learn English. This study used qualitative research methodology. According to Creswell (2014), by using qualitative techniques, one can investigate and understand how people or groups interpret a social or human problem. For this research, the researcher chose descriptive qualitative as a research design. Descriptive research focuses on what occurred rather than how or why it occurred, describing phenomena and their characteristics (Nassaji, 2015). In addition, Rukajat (2018) stated that descriptive research is research that focuses on describing phenomena that are happening, realistic and real. The aim is to produce descriptions and pictures of the facts, characteristics, and relationships of the phenomena studied systematically and accurately.

This research was conducted at SMPN 22 Samarinda located at Pahlawan Street, Samarinda Ulu District. The subject in this study were the five students of ninth grade SMP Negeri 22 Samarinda. Furthermore, the researcher chooses *snowball sampling* to select the participants. According to Naderifar, Goli, & Ghaljaie (2017), a technique for gathering information to reach particular groups of individuals is named *snowball sampling*. The researcher is a key instrument in this research, because she designs, explores, examines, and

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interprets the data. In collecting data, the researcher used open-ended interview techniques. After the data was collected, the researcher analyzed the data using interactive model flow (Miles, Huberman, & Saldaña, 2018).

### **3. FINDINGS AND DISCUSSION**

This research is a study focused on the students' perspectives. As a data study material, the researcher conducted data search activities through open-ended interviews. After this application is used, students show that they find it easy to understand the material, especially when doing quizzes. The use of this application is also considered positive because it is done by the teacher to provide new insights and understanding to their students. Providing this application is used by students so that learning is not boring.

In this study, the researchers interviewed seven questions and categorized the answers into three categories to learn what students thought about using Quizizz. Where the first and second indicators are supporting indicators, while the third indicator is the main indicator to answer the research objectives that have been formulated. The three indicators are first, to get information about using the application in the learning process. In this indicator, the researcher wants to know what students' perspectives are on using applications in learning. Next, the second is to get information about the benefits of Quizizz in learning. The researcher is interested in learning whether Quizizz use has increased students' motivation to learn in this indicator. The final indicator is to learn more about how students view the Quizizz application.

#### ***3.1 Students' Perspectives on the Quizizz Application***

From the first indicator, the results showed that grade 9k students did not previously know the Quizizz application. Initially, their English teacher introduced them to Quizizz when they were in 8th grade. The key to learning English speaking is to concentrate so that learning can be more enjoyable and comprehended. In this situation, self-regulation learning in language learning has a significant function in the learning process (Nugroho & Rohman, n.d.(2020). The reason the English teacher uses this application is that this application is one of the applications that is widely used as an application for learning English. According to BAL (2018), there are websites and applications that are quite popular all around the world, including Kahoot, Quizlet, Quizizz, Busuu, and Vorseen. In addition, (Zuhriyah & Pratolo, 2020) stated one of the widely used applications is Quizizz. Quizizz is an application that is simple to access even if you don't use it, and it also helps students comprehend the English lessons they have been given. In a similar vein, Quizizz is a learning evaluation tool that

employs a program that makes it simple for teachers to evaluate students' academic progress. The student evaluation scores are available for free download. (Pertwi, 2022).

The development of technology makes teaching and learning activities easier to do. Many technological tools can be used as facilities for learning English. Along the same line, (Amandjonovna, n.d.) this implementation of new technologies not only improves the quality and quantity of English language instruction that is purpose-driven to the modernity provided by new techniques but instead advanced applications in the demonstration of the content, but the new technologies also make each student feel more active and motivated as they take in the classroom. One of them is the use of applications in learning. Currently, there are many applications that can be used to facilitate teachers and students in teaching and learning activities. It is the same with English language learning. The most popular foreign language for communication nowadays is English, and individuals are generally trying to get better at using it (Geroda & Yeusy, 2022). Most students find it difficult to understand English material. Thus, using applications is one way to help students easily understand the material.

During Quizizz was used by students, they found it suitable for use as an English learning application. In conclusion, the researcher concludes that the student's perspective on the Quizizz application is that they are interested in Quizizz as an English learning application. That matter makes it easy for them to find material and that they understand the material being taught. Not only is it a play application, but when using this application, they are also easier to understand the material that has been given in the form of quizzes. In correlation with that, (Irwansyah & Izzati, 2021) claim Quizizz is a game-based teaching program that makes classroom preparation interactive and enjoyable by bringing collaborative activities to the classrooms. This explanation is congruent with (Ika Dhamayanti, 2021) that technology and learning media cannot be separated using technology as a learning medium gives students a practical aspect of receiving messages and materials from teachers.

### ***3.2 Students' Perspectives on the Benefits of Quizizz in Learning***

From the results of the research conducted, the researcher can see that every view that participants give on the benefits of Quizizz in learning is very interesting. The advantages Students' motivation can be increased by using Quizizz as a learning tool and practicing questions that will help them gain information. This statement is in accordance with a previous study by (Ika Dhamayanti, 2021) the utilization of proper learning resources can

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enhance classroom activities and boost students' interest in the course material. The existence of interesting features from Quizizz, one of which is song features, makes students not feel bored when learning or taking quizzes. This statement is in accordance with (Mac Namara & Murphy, 2017) it has come some stimulating elements such as avatars, music, leader board, and a theme makes the students learn something like they are playing.

Moreover, the benefits of using Quizizz is that it increases the enthusiasm and grades obtained by students. The leaderboard feature made students challenged and motivated to take quizzes. According to (Faathinah et al., 2021) also Quizizz provides game-based learning where students can engage in in-class competitions. Hence, they can see where they rank. Students also feel that they need to compete to get the highest rank and a better grade than before. In correlation with that, (Zuhriyah & Pratolo, 2020) said that best represents Quizizz's uniqueness in its ability to perform a classifier model. Students simultaneously complete the question, and their scores are displayed on the leaderboard. Meanwhile, Quizizz tries as much as possible. So, students are not bored working on the question.

In a summary of the research findings and theoretical studies discussed above on their viewpoints on the advantages of using Quizizz to learn English, it can be said that these advantages significantly boost students' enthusiasm and interest in learning. The application's engaging features prevent learning from being boring to complete.

### ***3.3 Students' Perspectives on the Use of the Quizizz Application***

Based on the findings from the third indicator's investigation, specifically to as certain of the student's viewpoint of the Quizizz application. Participants responding to the initial question expressed a variety of perceptions. The first is utilizing Quizizz to enhance the standard of student learning. The outcomes of this research are consistent with data done from earlier studies by (Dewi & Astuti, 2021) that Quizizz keeps students motivated and influences them in learning. In addition, they were very active in doing the quizzes given.

The second view is that it is not just an application for playing and learning. Quizizz has positive things for students, they said this application was easy for them to access and find material it makes them flexible in learning. In correlation with theory, (Qian & Clark, 2016) Game-based learning is the process of achieving specific learning objectives through the play and content of games while also increasing learning by incorporating challenges and problem-solving areas that provide players who are also learners with a sense of accomplishment. Quizizz also inspires excitement and a desire to study them.

Furthermore, according to a previous study a journal article done by (Yan mei, Yan Ju, & Adam, 2019) showed that students very active in answering the question that have been given and they are also more concentrated. This statements similarities to what the researcher found. The results of interviews with participants said that the use of Quizizz in learning, made them more effective and they felt more interested and understood the material they learned. Moreover, they can concentrate on learning activities. As said by (Cheng & Su, 2012) that game-based learning places the learner at the center and facilitates, engages, and enhances learning.

According to the respondents' thoughts on using Quizizz to study English, Quizizz was considered an excellent learning tool by all participants. In addition to making learning easier, it can alter students' thinking patterns, enabling them to get more creative in their learning and seek more information on a particular topic. In addition, a to research conducted by Maharani & Rahman Nur (2021) all parts of modern activities are now simple to complete, including those in the educational sector, thanks to the advancement of technology. Technology helps teachers develop learning environments that engage students and persuade them to participate in educational activities. Along the same line as Keristiana, Arbain & Fitriana (2019) teachers desperately need this management skill because they act as facilitators in the classroom, ensuring the learning process is successful. When the class has no idea how to process the lesson, it is impossible to transfer knowledge. Teachers find it challenging to get their students to concentrate on learning when they are still involved in their enterprises. Therefore, the use of apps is necessary for improving student learning.

#### **4. CONCLUSION**

The study's findings suggest that students respond favorably to utilizing the Quizizz application while studying English. In addition, students feel happy and motivated to learn after using this application. Quizizz helps them to understand the material that has been taught. Quizizz helps students to practice questions to improve their skills. Also, using this application increases pupils' interest in studying English. So, it is necessary to use applications in English learning in order to aid students in expanding their understanding and creativity.

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