
Quiz Enhances Writing Skills in Descriptive Texts Among Students in Indonesia

Nurmansyah Eryka Putri¹, Ermawati Zulikhatin Nuroh²

Universitas Muhammadiyah Sidoarjo, Indonesia

nurmastigamo@gmail.com¹, ermawati@umsida.ac.id²

Correspondence author Email: ermawati@umsida.ac.id

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Abstract

This study investigates the impact of Quizizz media on the ability to write descriptive texts in class VIIIIB at MTs. Al-Musthofa. Utilizing a pre-experimental design with one group pretest and posttest, 30 students from a total population of 126 were selected as the sample. Data were collected through written tests to assess students' writing skills. The analysis revealed a significant improvement in students' writing abilities when taught using Quizizz, with a sig (2-tailed) value greater than 0.05, indicating that the null hypothesis was accepted. Additionally, a positive influence of Quizizz on writing skills was observed, supported by a homogeneity value of 972. This study underscores the importance of integrating technology-based media like Quizizz to enhance creativity and foster an engaging learning environment, particularly for millennial students. The findings suggest that teachers should incorporate varied, technology-supported teaching methods to create a stimulating educational experience.

Keywords: Quiz, Writing Skills, Pre-Experimental Design, Educational Technology

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1. Introduction

The world of education continues to grow and a number of factors can result. One of is technology, technology is unavoidable especially in the education world. Technology can support the learning process become more effective and interesting. Technology based learning can encourage students to be more enthusiastic about learning and doing some exercises about and also mastering English in the age of globalization. According to Mei [1] positive effects on teaching and learning processes in implementation of technology in educational settings has become crucial. By acquiring acceptable levels of speaking, listening, reading, and writing abilities, learners can increase their communicative abilities. According to G. Balla [2] to teach English in schools not only for intellectual objectives, but also for actual elements of learning such as using language for different purposes such as business goals, communications, reading foreign literature, and so on. K. Graham [3] said that there are many aspects to show that teaching in English is necessary for use and communication in the world.

In addition, English teachers and students at school can implement strategies, English learning and teaching will have a understanding that the application of the process of educating and gaining knowledge is already in technology. Education becomes more advanced with more advanced technology. The technology of language learning helps teachers and students to enhance effectively in learning English. Zhang [4] said that technology has a wide range of

possible uses in learning and skills, includes interaction between students and teachers, the distribution of instructional materials, the provision of mentorship to students, group projects and teacher preparation, and knowledge transfer. In current history, teachers increasingly started to comprehend the potential for teaching and learning as they have become more widespread. Some applications that can be used as media study to support the effectiveness of learning. Many applications and technology platforms that teachers can use in the learning process of teaching English. Tech application that can be used in the learning process are the four most wanted Kahoot, duo lingo, Memrise and Quizizz. The last platform application will be focus of research. This is not only used to teach but can also be used to assess students' learning ability and as a tool to support students. The reason why the researcher choose Quizizz for this research because, effective and plays an important role in learning and teaching English, increasing motivation and has a positive effect on learning English, and Quizizz has positive impact on building students' learning independence, it is more fun and more enjoyable and interactive.

Based on previous study, the first research it was discovered that one of the strategies for teaching grammar was using the Quizizz website, Purnawarman [5] shows that Innovative formative assessment has made use of a web-based assessment tool to encourage student self-evaluation. The majority of students showed significant improvement in their grammar comprehension as seen from the improved scores on the three tests they took. This research has demonstrated the use of Quizizz and its ability for assessment in order to improve students' understanding of grammar principles. The results reported here support the claim that the use of Quizizz for assessment has effectively improved students' grammatical understanding. Second research was conducted based on Winingsih [6] difficulties in learning English, particularly in vocabulary acquisition. Through data analysis, he found that there was a significant difference between vocabulary knowledge in students at SMP IT Al-Fityah Pekanbaru depending on how they were instructed with quizzes and without using quizzes. The third study according to Rizat [7] The Quizizz program demonstrates that it is successful in teaching writing in classrooms, and student grades are high. The purpose of this study was to determine whether the use of the Quizizz program to teach reading skills had a discernible effect. This program helps children in solving writing problems.

Based on three previous study are discuss about the use of Quizizz in improving grammar in senior high school, the use vocabulary in junior high school in Pekan Baru and the effectiveness of using Quizizz to teach reading in senior high school in Kediri. Whereas in this study it discusses the effectiveness of Quizizz learning media in simple present tense writing skills at MTs. Al-Musthofa Mojokerto.

Most of schools and colleges have available technological access to provide high-capacity and equality Internet access to teaching and learning. Students and teachers are easier to access technology and quick to receive more fun and educational activities information and a broader learning community as well. Tazkiyah [8] said that Quizizz website, which can be used as an assessment instrument in addition to having an appealing design and a ranking supported by contemporary educational resources, may catch students' interests when they are assessing their English-language proficiency. According to Puspitarini [9] one of technology or software that supports the studying process and helps students succeed their targets is

described like a teaching material. The researcher will use *Quizizz* as a media quiz in application teaching to help students understand structure and grammar. The reason why researchers prefer *Quizizz* as grammatical strategy is to convert grammatical structure of teaching into more valuable, communicative, enjoyable learning strategies as well as most teachers in learning strategies that never use media like *Quizizz* or any other platform. Prayudi [10] state that to provide students with the chance to communicate and engage in creativity and evaluating learning. Indonesia curriculum, grammar was rarely applied specifically in junior high school. Pitoyo [11] state that the answer students' will give feedback directly. So that the student can know their answer correct or incorrect. Grammar is indispensable to study Manik [12] said that since grammar needs to express ideas in sentence writing. Teachers must be able to create an enjoyable situation in the learning process primarily in grammar in order to consider comprehension grammar easily. If good mastery in the student learning process can be easier to state what is obtained during the learning process. Using appropriate, effective methods, media, and techniques to stimulate interest and learn the students on the main subject to learn English and students can attract students to pay attention to the subject matter.

According to Fadhilawati [13] *Quizizz* is a game-based learning program that makes lesson preparation exciting and enjoyable by bringing multiplayer activities to the lesson. Using online games in learning can directly connect between enjoyable competitions also increase the intrinsic motivation of students to be number one. Basuki [14] *Quizizz* is one of those web e-learning as game-based learning competitive website and this website has been used extensively by teachers all over the world in learning activities. So, teachers can use these components are to introduce and evaluate the language's slightly complex content. *Quizizz* is quite powerful and balancing a student learning understanding. The student enjoy learning in classs and animates *Quizizz* is played. Purnawarman [5] who describe *Quizizz* as a learning tool that can help students check their knowledge and learning progress, underline this point. Based on the foregoing information, the researcher would like to do a study of using *Quizizz* to learn grammar at eight grade MTs. Al-Musthofa in English. There are three varieties of *Quizizz* like tests, discussions and surveys. Quizzes are the most common in the learning process. Students or players are invited to add codes and nicknames into the *Quizizz* website or program. It's the most frequent type of *Quizizz* for learning, and the quantity of questions in the quiz is unlimited.

Writing skills are the abilities that allow you to write effectively and concisely, while Durga [15] writing is part of the four skills in language learning (listening, speaking, reading, and writing). It is a system of written that represent the sounds, syllables, or words of language through various mechanisms such as capitalization, spelling, and punctuation, as well as word form and function. Some students think writing is difficult. Junior High School students should develop writing skills that are suitable for a variety of text types, including writing in grammar simple present tense. S. Giuridiche [16] state that writing ability is the result of what is already read that focuses on the message and morals: all the necessary grammatical structures and writing rules will be obtained by students. Uswatun [17] The most challenging aspect of grammar for learners is actually using it because there are so many rules that need to be taken into account, particularly when using the tense to describe events that happened at a specific period. In fact, Junior High School students face at least three challenges when writing. With *Quizizz* website the researcher hope that students are not difficult in writing.

For this research, simple present was suitable and Implemented into the main part. According to Murphy [18] he does not only thinking about the present. But also a concept occurs frequently or consistently, or when something is true in general we use this grammar. It doesn't matter if the activity is taking place while you talk. Specifically in this study, researchers used simple present tense for writing exercises for students. The reason the researcher used the material, because this material is the basic material to improve students' writing skills. The results of observations conducted by researchers on November 4, 2022 found that in this school there had never been students from the university who conducted research and used applications for learning, researchers also asked permission to introduce and teach Quizizz to students. Based on the discussion, to know the result the researcher's question of this study is how the effect of using Quizizz for teaching writing and interested in conducting research to find the effectiveness of Quizizz to help student improve their writing skill at MTs. Al-Musthofa. As a result the researcher proposed the research by the title "The use of Quizizz as media to improving writing ability at MTs. Al-Musthofa".

This study aims to determine the results of using the quizizz application in improving students' writing skills. Based on these objectives, this research question is: how is effect Quizizz to teach writing skill in junior high school?

2. Method

The research in this study is quantitative research to a method for planning and conducting a particular investigation Cresswell [19]. The research design will use pre-experimental design with a type one group pre-test dan post-test. Pre-experimental research used in this thesis to know more about the effect of Quizizz for learning English. The use of Quizizz will independent variable. A variable thought to have an impact on the dependent variable was called an independent variable. The Quizizz website served as the independent variable in a research on applying it to learn English. The students' learning will the dependent variable. The component that the researcher will most interesting in the dependent variable. The dependent component changes what the researcher will attempt to quantify using all their playfulness methodology. The study dependent component will extent to which learners understanding writing skill.

Table 1. The symbol of research model

Group	Pre- test	Treatment	Post- test
Experimental	01	X	02

The study is conducted at MTs. Al-Musthofa academics 2022/2023. MTs. Al-Musthofa is on Jl. Raya Canggu No.303-A, Sonosari, Canggu, Kec. Jetis, Mojokerto distric. The reason researchers choose MTs. Al-Musthofa was the teacher accepting researcher activities for the school. The population of the study were all the student on 8th grade of MTs. Al-Musthofa consist 30-35 students for each class, so the total 126 students for the sample of this research are the student from around 30 students from 8B. The reason why the researcher choose 8B class because the score are less enough for the other classes.

Table 2. Student scoring final test

No.	Class	Frequently	Score
1.	8B	30	78,34375

This research was use simple present in writing for pre test and post test to know the skill writing students'. Pre test will give to the students before students get treatment and to determine the students' knowledge of grammar. The post test on simple present in writing covered verbal and nomina. The researcher has conducted pre-observation and interviewed with the teacher English class about learning the material learning and will focus on Quizizz as media learning English.

The process of method collecting quantifying data on specific parameters in a systematic way, allowing each to respond to inquiries and classify the result data collection was an integral part of the research in all including, humanities, social science and science. Although techniques differ depending on the profession, the importance of making sure accurate and truthful collection does not change. All data collection procedures will designed to obtain high-quality data that would enable analysis to result in the formation of ideas that were realistic and convincing in response to the issues that had been given. There were three methods of data collection used in this research, pretest, treatment and posttest.

According to Cresswell , the t-test is used to detect if two means differ substantially at a certain probability threshold[19]. The approach utilized to comprehend how to properly use Quizizz to teach English to students' relates to the first value of pre-test and the last value of post-test by applying *Quizizz*. The researcher in this research used the formula of t-test to analyze the data in SPSS 23 version because to find out an understanding how to employ Quizizz effectively to learn English to students' of 8 grade at MTs. Al-Musthofa. An evaluation of quantitative data was employ in this study. This study employ quantitative data analysis. This study's quantitative data is numerical and may be expressed using a statistical approach. The data analyses in the experimental design are experimental one groups, including pretest and post-test. In this study, the t-test was applied to evaluate the results.

3. Findings and Discussion

The hypothesis test used by the researcher is: If $t\text{-test} > t\text{-table}$, reject the alternative hypothesis (H_0) and accept (H_1). This means that there are significant differences in the writing ability of eighth grade MT students. Al-Musthofa Mojokerto interacts with Quizizz before and after class. If $t\text{-test} < t\text{-table}$, accept (H_0) and reject (H_a). This means that eighth grader Al-Musthofa Mojokerto had no significant difference in writing skills before and after taking the Quizizz class.

Data analysis was performed using the paired-sample t-test statistical test specified in SPSS 26. In addition, the researchers calculated data before and after the test to

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see how the test affected students' writing skills. The result is as follows: The discussion focuses on connecting the data and analysis results to the problem or research objectives, as well as the larger theoretical background. It's also possible that the conversation provides the answer to why such facts were discovered in the data.

The discussion is written and related to the data. The debate should not be split up from the data being discussed. According to data analysis with SPSS 26, the pre-test and post-test results of eighth graders at Mts. Al-Musthofa Mojokerto with a mean pre-test score of 73.63 and a mean post-test score of 87.47. Furthermore, to determine whether or not there is a correlation with the pre-test and post-test. If the significance level is 0.05, the association between pre-test and post-test exists. While the significance level is 0.05, this indicates that there is no connection among the pre-test and post-test. Furthermore, the important score in sample correlation of $0.00 > 0.05$ in this study revealed that the pre-test and post-test have a connection. Bury [20] states that the use of Quizizz as a form of question practice by clarifying learning conditions that are conducive and enjoyable for students.

In this research, the researcher assigned significance to substantial value. This study's statistically significant value was 0.000 and the substantial value was 0,05. If the significance value ($0.000 > \text{significance level } (0.05)$) the alternative hypothesis (H_0) was accepted and (H_a) was rejected, then there is no significance different among the outcome of pre- test and post-test in learning writing in simple present. Whereas an alternate hypothesis (H_0) was rejected and the hypothesis (H_a) was accepted, it is a substantial difference among the results of the pre-test and post-test in learning simple present. Therefore the significant value (0.000) was lower than the significance 0.05, and because the statistical utilized paired samples t-test in this study, the t-test results demonstrate that there were significance differences in the pre-test and post-test. The t-test statistic is 11.137. With df 29, the t-table is 1.697. The conclusion was that the t-test was superior to the t-table ($11.137 > 1.697$). The significant value was 0.000, indicating that it was less than 0.05 ($0.000 < 0.05$). It is possible to conclude that the alternative hypothesis (H_0) was rejected and the hypothesis (H_a) was accepted. It suggests that there is a considerable difference in the pupils' writing skills before and after using Quizizz. On Paired Sample Statistic, mean before teaching without Quizizz was 73.63, mean after teaching with Quizizz was 87.47.

Students who are taught using Quizizz, in the other hand, outperform those who are not. As a result, it can be determined that Quizizz has a considerable effect on the writing skill of the eighth grade at Al-Musthofa Mojokerto in the 2023/2024 academic year. By using Quizizz, students were more motivated and found it easier to study writing content. The advantages of using Quizizz to teach writing include that the learning process becomes more enjoyable, students get more involved in their learning, students' motivation grows, students are trained to can use technology in the learning of education, and motoric learners abilities improve. Bicen [21] argued that the form of question practice in the Quizizz platform is interactive and interesting for junior high school students.

The same case occurred in a SMAN 3 Kediri, this research was conducted on 30 students in a SMAN 3 Kediri. The study stated that learner's insight about the average value among the pre-test and post-test of the experiment was different. The mean pre test score was 51.50 and the mean post test was 77.50. This shows that the post test score is higher than the pre test score. After that, this study expose the option hypothesis (H_0) is rejected and (H_a) is accepted. After that, there is a different effect of using Quizizz in learning [10].

In addition, Quizizz can help support for students' grammar understanding. Students who have sufficient mastery of grammar principles benefit the most from self-evaluation. This research will likely contribute to the creativity of self-assessment using Quizizz or other platforms by considering the comprehension process rather than simply replacing paper and pencil tests with gameized quizzes [5].

Another study stated that the application of Quizizz vocabulary in Pekan Baru Junior High School. According to the findings of the study, Quizizz is a helpful equipment for teaching writing simple present. The students' posttest results with experimental design were better than pre-test in terms of writing, can be seen from their scores. In addition, researchers in this research used Quizizz to calculate how it affects development of other skills. We saw that Quizizz was have benefit to improving student's writing skill. Therefore, the author recommends Quizizz for students[6].

The posttest value after being given treatment using Quizizz learning media is higher than the pretest value. The application of learning media using Quizizz during the learning process makes students more interested in understanding the material, especially in

practical learning, this is because learning makes interesting and interactive questions, students can compete to get number one and have explained the steps systematically in accordance with existing learning objectives. In this case the teacher does not just provide knowledge to students, but facilitates students to build their own knowledge in thinking independently so that students can understand how to use correct grammar. The combination of image animation, sound, and writing in Quizizz media can add attractiveness and can facilitate understanding of information for students. The opinion above explains that Quizizz can be used as one of the creative, innovative and fun learning media so that it can affect student learning outcomes. This means that the use of Quizizz learning media in the learning process of teaching can help and increase student learning motivation which in turn students are more focused and enthusiastic in learning so that student learning outcomes can increase.

4. Conclusion

Based on the results of the research and discussion, Quizizz can help students improve their writing skills, especially in making sentences for class VIIIB students. This is shown by the increase in the average score between the pre-test and post-test. This can be a reason that using Quizizz to teach students how to write and understand the simple present can improve their writing skills. In addition, the data analysis showed that the t-test value showed a significant difference. Therefore, H_0 is rejected, and H_a is accepted. So, the use of Instagram can improve students' writing skills in explanatory texts.

Based on these conclusions, there are several suggestions related to the learning process using Instagram, among others: Teachers can create an optimal learning environment by using Quizizz and developing teachers' teaching skills especially in writing skills. Teachers can make their students enjoy writing and understand the simple present so that students can improve their writing skills. The students will be helped in improving their writing skills by using Quizizz. The readers can use it as a reference for those who want to conduct research in English teaching and learning process.

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