

**THE USE OF QUIZZZ AS A LEAD-IN FOR LANGUAGE LEARNING**

**BEST PRACTICE**

**Presented to the Department of English Language Education as Partial  
Fulfillment of Requirements to Obtain the *Sarjana Pendidikan* Degree in  
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**By:**

**Akmal Genius Fikri**

**18322123**

**ENGLISH LANGUAGE EDUCATION DEPARTMENT**

**FACULTY OF SOCIOCULTURAL SCIENCES**

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**APPROVAL SHEET**

**THE USE OF QUIZZZ AS A LEAD-IN FOR LANGUAGE LEARNING**

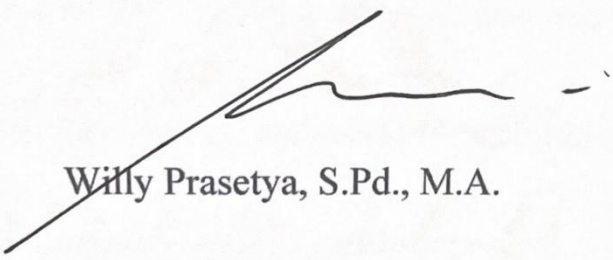
**AKMAL GENIUS FIKRI**

**18322123**



Approved on 18 Juli, 2025

Supervisor,



Willy Prasetya, S.Pd., M.A.

## RATIFICATION SHEET

The Use of Quizizz as a Support For Language Learning

By:

Akmal Genius Fikri

18322123

Defined before the Board Examiners on 2025 and Declared

Acceptable

Board Examiners

Chairperson : Willy Prasetya, S.Pd., M.A

First Examiner : Dr. Ista Maharsi, S.S., M.Hum

Second Examiner : Irma Windy Astuti, S.S., M.Hum

Yogyakarta

Department of English Language Education

Faculty of Psychology and Socio-cultural Sciences

Islamic University of Indonesia

Head Department



Puji Rahayu S.Pd., M.L.S.T., Ph.D.

## **STATEMENT WORK ORIGINALITY**

I hereby declare that this thesis, which I have composed, is entirely my own work and does not contain any portion of the work or ideas of others, except those properly cited in the quotations and references. As is expected in a scientific paper, all sources have been appropriately acknowledged and credited.

**Jakarta, 19 March 2025**

**The Writer,**



**Akmal Genius Fikri**

**18322123**

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**MOTTO**

**“And it wasn’t social intelligence. It wasn’t good looks, physical health. And  
it wasn’t IQ. It was grit” – Angela Lee Duckworth**

**DEDICATION**

I wanna thank me, I wanna thank me for believing in me, I wanna thank me for doing all this hard work, I wanna thank me for having no days off, I wanna thank me for never quitting, I wanna thank me for just being me at all times.

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**THE USE OF QUIZZ AS A  
LEAD-IN FOR LANGUAGE LEARNING**

**Akmal Genius Fikri**

**18322123**

**ABSTRACT**

The main focus of this research was to facilitate students' understanding of the structure and elements of narrative texts and enhance their English language skills through a playful and interactive learning experience. This best practice was implemented to 11<sup>th</sup>- grade high school. The implementation of the Game-Based Learning method using the Quizizz platform in the context of narrative text learning. Narrative text can be difficult to teach in an 11th grade high school English class at the intermediate level. As a result, an inventive and captivating teaching strategy must be used. An engaging and interactive method is provided by game-based learning, and the Quizizz platform allows for the creation of quizzes that are customized to the learning material.

I use Quizizz as a tool to examine and evaluate the learning materials during my lessons. The ability of Quizizz to give students instant feedback after every question is one of its main advantages. This strengthens their comprehension of the course materials by assisting students in identifying their errors and drawing lessons from them. The study's conclusions suggest that combining the game-based learning approach with the Quizizz platform is enhancing students' understanding of narrative texts and enhancing English language skills at the level in the 11th-grade high school. The implications of this best practice can be used as a basis for the development of more innovative and engaging English language teaching strategies at higher levels.

*Keywords : Quizizz, Game-Based Learning, Narrative text*

## CHAPTER I

### INTRODUCTION

#### 1.1 Teaching Context

I taught for the PPL program in various classes ranging from Special Sports Class (KKO), 10th grade to 12th grade. The students I taught in these classes had various characteristics. For the class that I taught, it was the 11th-grade science class, the students were generally very disciplined and attentive to what was being taught. Sometimes, when they got too bored with the subject, they would request an ice-breaking activity. When they seemed to be getting bored, I would tell them that after I finished presenting the material, we would watch a movie or have a karaoke session together as a class. Since the students I taught were in grade 11, they appeared to understand better and cooperative when given instructions.

Based on my observations during the teaching sessions, I noticed that the teacher often used PowerPoint presentations to deliver the lessons and frequently engaged the students with small quizzes or questions. I observed that the students were very enthusiastic about answering these quizzes. However, I also realized that relying solely on PowerPoint as a teaching tool and combining quizzes through it might not be the most efficient approach and may lack appeal for the students.

From this experience, I can infer that students' enthusiasm increases when they are actively involved in quizzes, and it prevents them from getting bored in

the classroom. As a result, I used my experience during campus learning where lecturer used Quizizz to create a more enjoyable and engaging classroom atmosphere. By combining interactive activities, like quizzes or other interactive exercises, students are more likely to remain focused and enthusiastic about their learning process. Utilizing a variety of teaching methods and materials can help maintain students' interest and enhance their overall learning experience.

According to Zhao “Quizizz is a gamebased educational tool that makes in-class lessons interesting and enjoyable while bringing multiplayer activities to schools” (2019, p.8(1), 37-43). Quizizz offers several advantages that can be easily utilized not only as a teaching tool but also as an assessment method. One of the key benefits is the availability of data and statistical analysis of students' performance. This data helps to assess the extent of students' understanding of the material and serves as a comprehensive evaluation of the learning process.

The use of Quizizz is easy. This interactive quiz offers up to 4-5 answer choices, including the correct answer. Images can be used as the background for the queries, and the question parameters can be configured to match individual preferences. Once the quiz is ready, it can be shared with students using a unique 6-digit code. Quizizz can be employed as an effective and enjoyable learning strategy without losing the essence of the ongoing learning process. Moreover, this strategy can actively engage students right from the beginning Noor. (2020).

## **1.2 Considerations for Using the Quizizz Application**

Based on my observations during the teaching sessions, I noticed that the teacher often used PowerPoint presentations to deliver the lessons and frequently engaged the students with small quizzes or questions. I observed that the students were very enthusiastic about answering these quizzes. However, I also realized that relying solely on PowerPoint as a teaching tool and combining quizzes through it might not be the most efficient approach and may lack appeal for the students.

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In addition to using Quizizz, I also explored other interactive tools such as Kahoot! and Mentimeter, which offer different formats of engagement and real-time feedback. These platforms not only support various question types, such as multiple choice, true or false, and polls, but they also introduce elements of gamification that can boost students' motivation and participation. Incorporating these tools into the lesson plan allowed me to diversify the learning activities, catering to different learning styles and keeping the class atmosphere lively and competitive in a positive way.

Furthermore, I realized the importance of striking a balance between traditional teaching methods and modern digital tools. While PowerPoint can still be a useful visual aid, supplementing it with interactive technologies fosters a more dynamic learning environment. It encourages students to think critically, collaborate with peers, and apply their knowledge in a more engaging context. Moving forward, I intend to integrate these approaches consistently in my teaching practice to support deeper learning and to create a classroom culture that values interaction, curiosity, and continuous engagement.

Quizizz is a game-based learning application that enhances classroom learning by incorporating multiplayer activities and interactive exercises. Quizizz allows students to complete in-class exercises on their personal gadgets. Unlike other educational apps, Quizizz incorporates game elements such as avatars, themes, memes, and music to keep students engaged while they learn. Quizizz also allows students to actively participate in the learning process Zhao. (2019) and Degirmenc. (2021). Quizizz also allows students to compete with one another, which encourages them to study. Students take the quiz in class at the same time and see their current ranking on the leaderboard. According to Petress. (2006), increased student participation in the learning process will help enhance learning quality.

Teachers can unlock Quizizz's potential as a powerful and enjoyable educational tool by incorporating Game-Based Learning principles. This approach is consistent with the findings of Amri and Shobri. (2020), who emphasize that Game-Based Learning not only promotes effective learning but also transforms

the traditional classroom into a dynamic and interactive environment. By carefully considering these factors, educators can effectively utilize Quizizz as a versatile tool to enhance student knowledge and engagement. It is essential to prioritize data security and privacy, which entails teaching students appropriate digital behavior and ensuring that teachers are well-versed in Quizizz's privacy policies. Game-based learning platforms like Quizizz can significantly increase motivation by offering an engaging and dynamic approach to learning and memory retention. Research by Zhao (2019) and Irwansyah and Izzati (2021) underscores that Quizizz creates an interactive and stimulating learning environment that significantly boosts student enthusiasm and engagement with the material.

Educators should experiment with different methods for incorporating Quizizz into their curricula while maintaining the educational integrity of their lessons, thereby enabling students to learn in a fun and comfortable setting. Additionally, the inclusive nature of Quizizz must be considered to ensure that it meets the diverse needs and abilities of all students. Teachers should provide alternative engagement methods for students with varying technological skills and ensure that Quizizz activities are accessible to learners with different levels of technological proficiency. By offering various question formats and integrating multimedia elements, teachers can enhance student engagement and understanding across diverse backgrounds. Regular feedback loops allow students to express their preferences and challenges, enabling educators to make informed adjustments. Ultimately, the strategic and inclusive use of Quizizz fosters a productive and enjoyable learning environment for all students.

## **CHAPTER II**

### **CONSTRUCTS**

#### **2.1 Game-based Learning and Gamification**

In this digital era, students are pushed to engage with various digital tools for learning. Exposing students to Quizziz as a gamified learning tool may enhance their digital skills and raise their awareness and considerations in order for them to understand more about the material taught, and they may even be encouraged to conduct self-assessments. Furthermore, it allows teachers to vary their online teaching methods.

A contemporary instructional strategy known as "game-based learning" leverages the engaging and enjoyable features of games to enhance the educational experience. By integrating game elements—such as challenges, rewards, and advancement—into the curriculum, students can acquire various skills, including problem-solving, critical thinking, and teamwork, within a stimulating and interactive setting. Research indicates that game-based learning not only captures students' attention but also fosters engagement and enhances understanding. Investigations by Gee (2003) and Steinkuehler and Duncan (2008) have highlighted the positive impact of games on learning outcomes and cognitive development. Furthermore, Deterding et al. (2011) examined the design principles that contribute to the success of game-based learning programs. This approach has the potential to transform traditional educational practices, creating a more dynamic and effective learning environment.

Gamification, a concept closely related to game-based learning, refers to the application of game design elements in non-game contexts to increase user engagement, motivation, and participation. In education, this involves using features like points, badges, leaderboards, and challenges to create an engaging

learning environment. Recent studies in Indonesia have explored the effectiveness of gamification through platforms such as Quizizz. In Indonesia, Quizizz-based gamification has seen growing interest across various educational levels: a mid 2025 study at SDN 4 Bungbulang found that using Quizizz Mobile in elementary IPAS classes lifted students' motivation and cognitive outcomes post test scores rose by an average of 17.86 points versus minimal gains with traditional methods. Similarly, in 2024, Hayina P. Permatasari et al. reported a media development study where Quizizz gamification for Grade V Science classes yielded a 30.1 point increase (from 61.33 to 91.43) in average student scores and received a 93–96% satisfaction rating from learners and experts. These findings underscore how incorporating competitive features and instant feedback via Quizizz can significantly boost engagement, intrinsic motivation, and academic achievement among Indonesian students.

Additional research has shown that game-based learning is versatile and can be adapted across various age groups and academic disciplines. Scholars, such as Hamari et al. (2016), have explored the integration of game elements into non-game contexts, such as education. This expanded perspective underscores the applicability of game-based learning strategies across diverse educational settings, ranging from corporate training to elementary education. The immersive character of games, as noted in self-determination theory Ryan and Deci. (2000), not only makes learning enjoyable but also promotes a sense of flexibility and mastery. Game-based learning in the classroom has been shown to improve student motivation and engagement Hanus and Fox. (2015).

Quizizz and other game-based learning platforms offer several features that enhance classroom engagement, fun, and interaction. Utilization with the aid of the engaging online assessment tool, all students can practice together using their laptops, tablets, and cellphones. With Quizizz, educators may design and customize tests with multiple-choice, true/false, and open-ended questions, among other question types. With the platform's real-time feedback and game point system, students are encouraged to compete in groups or independently. These platforms use a game-like framework to display information in an effort to promote comprehension and accumulation. Based on studies conducted by Balakrishnan (2017) and Akcayir and Akcayir (2016), it can be concluded that these platforms positively influence student motivation, engagement, and retention of knowledge. As technology plays a bigger role in education, Quizizz show how game-based learning can be easily incorporated into the classroom to make learning pleasant as well as effective.

Additionally, Quizizz facilitates a shift in emphasis from traditional teacher-centered methods to student-centered, interactive learning settings. Teachers may evaluate students' understanding instantaneously with these platforms' real-time feedback features, which enables prompt adjustments and individualized support. For instance, success and leaderboards provide students a sense of pride in their work in addition to motivating them to engage in active participation. According to Sailer et al. (2017), the use of games in instructional technology enhances learning results and motivation. Quizizz adaptability for remote or blended learning environments has become especially relevant in the

context of evolving educational practices, providing teachers with tools to engage students whether in the classroom or online. As educational technology advances, these game-based learning platforms serve as examples of effective and enjoyable tools that are in line with current educational goals.

## **2.2 Quizizz Application**

Quizizz is an online platform commonly employed in the educational process. The Quizizz application is a web tool accessible via [www.Quizizz.com](http://www.Quizizz.com) and offers distinct advantages compared to other online learning platforms Zhao. (2019). By using Quizizz, students can maintain their focus without distractions during quizzes. They only need to concentrate on their own device, as the questions and answer options are displayed exclusively there while the time is monitored. Moreover, Quizizz ensures fairness by randomizing the questions and answer choices, preventing cheating and giving all students equal opportunities to obtain results that are objective. In basic terms, Quizizz provides multiple benefits that boost student motivation. Quizizz and other similar tools help students find enjoyment and maintain engagement with tasks that they might otherwise find boring.

Learning media not only deliver educational content but also serve as assessment tools. Interactive quizzes conducted online have become a popular means of evaluating learning progress. Quizizz is one such platform that facilitates learning evaluation, providing formative questions and combining enjoyable and engaging features for all students.

### **2.3 Using Quizizz as Game-based Learning to Review Learning Materials**

Quizizz represents a noteworthy advancement in learning assessment practices. According to Citra and Rosy. (2020), Quizizz is an educational application that incorporates game-based elements, maintaining multiplayer activities within the classroom and enhancing the interactive and enjoyable aspects of in-class learning. The application boasts various features that are designed to support both teachers and students throughout the learning process, as highlighted by Wibawa. (2019). This demonstrates the potential of Quizizz as a tool for educational innovation.

Quizizz offers an engaging and interactive approach for students to review their learning materials. Educators can design quizzes featuring various question formats, such as multiple-choice, true/false, and open-ended questions. This flexibility allows for alignment with learning objectives and accommodates different learning styles, thereby enhancing the review process. The platform also provides immediate feedback after each question, helping students understand their errors and learn from them. This instant feedback mechanism supports a deeper comprehension of the material and highlights areas needing further review.

Additionally, Quizizz enables teachers to monitor student progress and pinpoint areas of weakness. Through real-time performance tracking and result analysis, educators can identify specific challenges faced by students. This data can then be utilized to tailor the learning experience and offer targeted support where necessary.

Quizizz stands out as a highly adaptable and user-friendly platform, accessible from any internet-connected device. This accessibility allows students to review their materials at their convenience and from any location, further supporting a flexible and effective learning experience.

This flexibility empowers students to set their own pace and choose optimal study times that suit their individual schedules and preferences. As a result, Quizizz maintain a seamless and personalized learning experience, contributing to enhanced accumulation and comprehension of the subject matter.

In conclusion, Quizizz is a learning media for reviewing course materials, providing many benefits such as increased student engagement, reinforcement of understanding, immediate feedback, and personalized learning experiences. Its adaptability allows students to review at their own pace and convenience, while teachers can use it to enhance student learning outcomes and meet educational objectives. Overall, Quizizz is a useful and adaptable tool that can significantly enhance the effectiveness of the teaching and learning process.

## **CHAPTER III**

### **IMPLEMENTATION**

#### **3.1 Activity: 1 Preparing the Teaching Material**

When I first taught Narrative Text material in class XI, I used Quizizz as a medium to support learning by holding very attractive quizzes to attract students to learn with the theme "fun learning." Because students, as long as I explained,

they always understood the material that I conveyed. At the next meeting, I used the Quizizz application because this media used rankings and it was very fun when I started the quiz. Besides just holding a quiz, I also gave prizes to the top 5 rankings. Before teaching, I prepared lesson plans and materials first. After that, I sent my lesson plan to the supervising teacher.

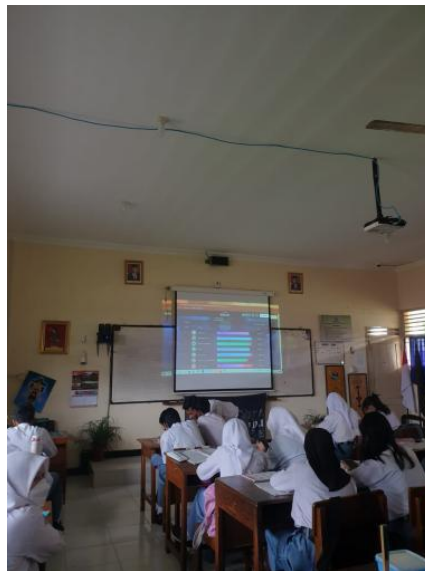
When I was first teaching, as usual, I explained material about narrative text in advance, starting from the understanding to the generic structure of the narrative text, the purpose of narrative text, and the characteristics/language features of narrative text. Then, I gave students the opportunity to ask questions about the material that I had explained before. After that, I gave an example of a narrative text, explained a little of the example, and then the students identified example.

### **3.2 Activity : 2 Review Material using Quizizz**

In the next meeting, I conducted a brainstorming session with the students by asking them several questions about narrative text, such as the definition of narrative text, the purposes of narrative text, and so on. I carried out this brainstorming activity to assess whether the students had grasped the material I had presented in the previous meeting. After the brainstorming session, I also administered a quiz for the students to answer. The quiz was conducted using Quizizz, and I implemented its use to make the classroom atmosphere more enjoyable and interactive. Students who ranked in the top 5, as shown in *Figure 3.1*, were rewarded with snacks.



*Figure 3.1 ranking results from Quizizz*



*Figure 3.2 students work on quizzes via Quizizz*

*Figure 3.2*, the students had already started working on the quiz provided through Quizizz. The atmosphere was charged with enthusiasm, with each student

actively participating in the quiz on their individual devices, such as laptops, tablets, or smartphones.

The students were seated at desks arranged in a semi-circle, facing a large interactive display at the front of the room. The display featured the Quizizz platform, presenting questions and answer options in a visually appealing and engaging manner. Colorful graphics and animations were incorporated, enhancing the element of fun in the learning experience.

The students were focused and animated, exhibiting a range of expressions from concentration to excitement as they read and answered the quiz questions. Some students were observed engaging in discussions and debates with their peers, fostering a collaborative learning environment. The classroom was filled with the soft glow of device screens, creating a modern and technology-proficient learning atmosphere.

#	Question	Question Type
1	An imaginative story to entertain people. The defir	Multiple Choice
2	What is the purpose of Narrative Text ?	Multiple Choice
3	What is the writer's intention on writing the text?	Multiple Choice
4	Which is the kind of narrative text?	Multiple Choice
5	What is resolution of the text ?	Multiple Choice
6	What is the orientation of narrative text ?	Multiple Choice
7	Choose which is NOT part of the generic structure i	Multiple Choice
8	These are kind of narrative text, except....	Multiple Choice
9	Once, a cap seller was passing through a jungle. He	Multiple Choice
10	One day a man stopped at a flower shop to order s	Multiple Choice
11	A Story From The Farm Yard Two roosters were figh	Multiple Choice
12	From these Narrative Stories, which one IS NOT a li	Multiple Choice
13	What is the dominant structure used in the narrati	Multiple Choice
14	What is the coda of narrative text?	Multiple Choice
15	The generic structure of narrative text are...	Multiple Choice

*Figure 3.3 Questions for students*

Question Accuracy	Average Time per Question (mm:ss)	Correct	Incorrect	Unattempted
79%	00:12	38	1	9
72%	00:19	35	6	7
70%	00:28	34	8	6
75%	00:17	36	4	8
70%	00:23	34	2	12
79%	00:11	38	1	9
81%	00:11	39	1	8
75%	00:11	36	5	7
75%	00:35	36	5	7
75%	00:45	36	3	9
64%	01:02	31	6	11
77%	00:15	37	2	9
64%	00:22	31	7	10
68%	00:24	33	5	10
79%	00:13	38	3	7
<b>73%</b>	<b>05:48</b>	<b>532</b>	<b>59</b>	<b>129</b>

### ***Figure 3.4 Percentages of students answer***

**Figure 3.3**, I presented 15 questions on Quizizz for the quiz. These questions were related to narrative text. I provided these questions to allow the students to practice and review the material I had covered, as this material would be used for their final semester exams. My goal was clear: to ensure that they would be able to answer all questions related to narrative text during the final semester exams.

**Figure 3.4** The figure illustrated the results of analyzing students' responses to a quiz, specifically focusing on question number 7. In the displayed graph or table, percentages represented the distribution of students' answers for that particular question. Based on the presented data, it could be concluded that the highest percentage of correct responses for question number 7 was 81%. This indicated that the majority of students successfully answered the question correctly.

This graph or table provided a visual representation of the distribution of student answers for this specific question, focusing on their success rate in understanding and answering question number 7. This information could be used to evaluate the effectiveness of the learning process and offer insights into the extent to which students comprehended the material contained in that particular question.

### **3.3 Teaching Reflection**

As a teacher, implementing Quizizz into the classroom gave me a unique perspective on student learning. The platform made students' learning experiences more engaging and enjoyable, while also providing valuable insights into their understanding of the subject matter. By examining the data to determine which questions were answered correctly and which had the highest percentage of correct responses, I was able to evaluate students' comprehension of the material. With the help of the instant feedback feature, I was able to promptly correct misconceptions and adjust my teaching methods accordingly. Reflecting on my experience with Quizizz, I recognized how it fostered healthy competition, active participation, and a positive learning environment. Through this platform, I enhanced my teaching strategies and became more capable of tailoring my lessons to meet each student's individual needs. Overall, integrating Quizizz into my instructional approach proved to be a valuable asset in enhancing student engagement and understanding..

## **CHAPTER IV**

### **CONCLUSION**

#### **4.1 Conclusion**

Students consider the Quizizz app to be an exceptionally engaging educational tool for reviewing course content. Even those who were initially less interested in the material often become more engaged when Quizizz is used for assessment. Feedback from students indicates that Quizizz significantly enhances both teaching and learning processes. The app facilitates easier vocabulary acquisition, increases student enthusiasm, and reduces boredom during online

study sessions. Furthermore, Quizizz serves to boost motivation among students participating in online courses.

This increased motivation is particularly crucial in the context of online learning, as it plays a key role in capturing and maintaining students' attention. As a result, students' focus during online educational activities is significantly enhanced, which in turn fosters critical thinking and drives them to achieve the best possible grades. Quizizz also contributes to students' overall comfort during the learning process. Increased comfort leads to increased excitement, curiosity, and a willingness to actively participate in learning activities, which is fueled by the platform's compelling features.

Despite the obvious benefits, a significant challenge encountered in the use of Quizizz is the limited participation of some students due to a lack of internet connectivity. However, a practical solution, involving the provision of personal devices or the use of portable wifi, has been devised to allow all students to participate in the learning experience.

#### **4.2 Suggestion**

As teachers, we must understand students' needs and maintain learning progress. Many students were less active in learning when I observed them in class before I started teaching. This was possibly because the learning environment was lacking and too monotonous. In addition, as the recommendation, the researcher suggests that further research related to the use of Quizizz during online learning has to ensure that students have good internet

connection to access Quizizz since it requires a stable internet network. Moreover, Quizizz media is expected to facilitate students and increase students' motivation to take part in online learning, and the researcher also hopes that Quizizz helps teachers to achieve the effective learning objective. The researcher also recommends that teachers provide a time limit for each question adapted to the type of given questions. As final remarks, the researcher really has high expectations that this research can be used as a reference in conducting further research with various other aspects.

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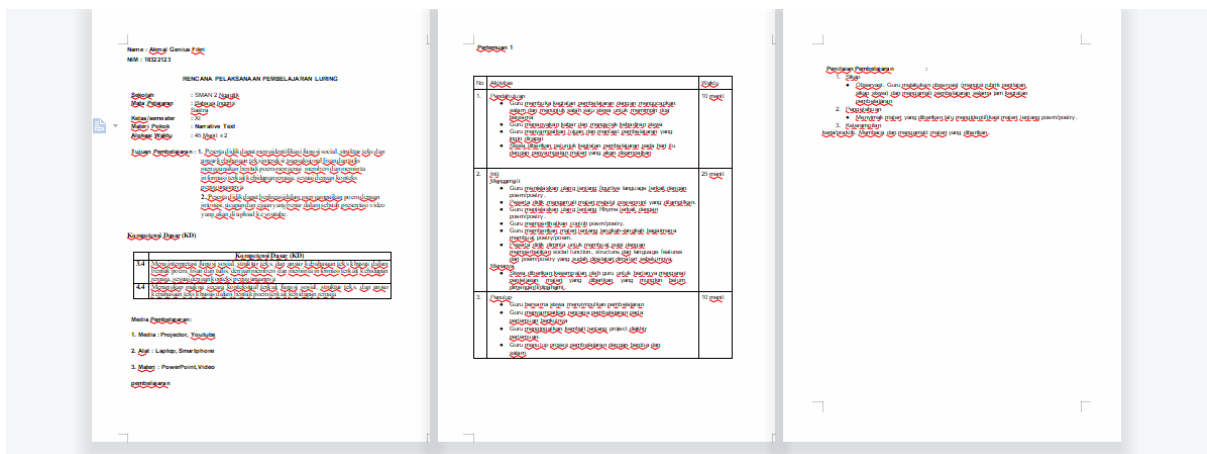
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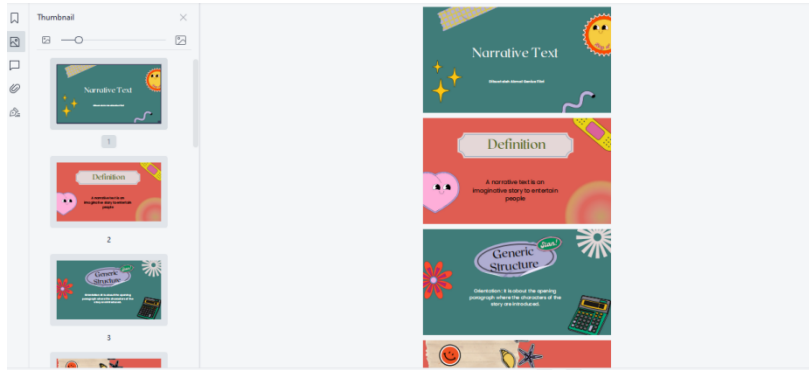
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## APPENDICES



## Lesson Plan



*Powerpoint slide contained the material*

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	No	Nama				Nilai Youtube	Nilai UH Poetry	Nilai creating poem	Rata - Rata				
2	1	Adi Wahyu Nuryono				75	100	82	86,66666667				
3	2	Akhdan Azzamy Ariq				75	96	80	84,66666667				
4	3	Ailika Putri Anjani				75	96	88	86,66666667				
5	4	Almer Hendry Zora Savero				82	86	78	82				
6	5	Amalia Nurjanah				80	84	84	82,66666667				
7	6	Audy Rahmadhani				78	84	80	80,66666667				
8	7	Cahyo Kawalayan				78	88	76	81,33333333				
9	8	Cantik Zahra Putri Maharani				92	96	80	89,33333333				
10	9	Chunya Paramitha Putri				86	88	90	88				
11	10	Dahendra Ariyaputra				86	88	80	84,66666667				
12	11	Dirazza Alfarh Nurhuda				76	80	82	79,33333333				
13	12	Eka Nur Urida Rahayu				80	92	84	85,33333333				
14	13	Eto Juliana Eko Putri				86	84	80	83,33333333				
15	14	Eunike Maswar Ariane				92	96	90	92,66666667				
16	15	Farhan Ikhsanaji				82	92	88	87,33333333				
17	16	Fathurrahman Surya Waskita				82	96	76	84,66666667				
18	17	Gloria Kezia Marcelline Hariyadi				90	96	86	90,66666667				
19	18	Hidayatiningtyas Kurniawati				90	80	84	84,66666667				
20	19	Hawita Sunnah				78	88	76	80,66666667				
21	20	Izza Aqifa				86	96	92	91,33333333				
22	21	Jasica Cahya Tembria				80	80	84	81,33333333				
23	22	Juan Davis Pandya				80	88	88	85,33333333				
24	23	Michel Adinda				82	92	80	84,66666667				
25	24	Milla Nur zini				84	96	84	88				
26	25	Mirhan Nur Ikhsanah				80	96	80	85,33333333				
27	26	Muhammad Halih Kuluw Wicaksono				80	92	76	82,33333333				
28	27	Nuzati Aulia Wahyuntano				86	92	88	88,66666667				
29	28	Nuzhanis Asti Tsany Prabawara				94	96	88	92,66666667				
30	29	Naydhilla Rahma Widamayya				80	80	82	80,66666667				
31	30	Rah Naufal Wibowo				80	96	80	85,33333333				
32	31	Ruhin Nugroho Saputro				80	96	80	85,33333333				
33	32	Sabrina Angita Tanudjodion				80	92	86	86				
34	33	Sakura Holly Oceania Wibowo				82	88	94	88				
35	34	Salis Cahya Cholima				80	80	80	80				
36	35	Saphira Putri Darmawan				82	88	82	84				
37	36	Tiara Ilda Fuaddino				86	88	86	86,66666667				
38													

*Students score's result*

QUIZZZ

Overview Questions

Email all parents Show Time Taken

Participant Names	Score	Q5	Q6	Q7	Q8	Q9	Q10	Q11	Q12	Q13	Q14	Q15
1 Akhdan Azzamzy Ar.	13800 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
2 Amalia Nurjanah	13600 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
3 Elsa Juliana I3	13300 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
4 Danendra I0 XI M.	13200 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
5 farhan ikhsanajl.	12600 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
6 eunika mawar	12500 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
7 Adi Wahyu	12450 (93%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
8 Hassyaningtyas K.	12400 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
9 Gopu (177)	12300 (100%)	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

*Quizizz results*



*prize giving for top 5 Quizizz*