

## Use of Quizizz Learning Media at MAN 1 Banjarmasin

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### Abstrak

Quizizz merupakan salah satu media pembelajaran yang menciptakan pengalaman belajar bagi siswa. Terdapat fitur-fitur dalam Quizizz yang bisa digunakan dalam pembelajaran. Penelitian ini bertujuan untuk mengetahui penggunaan media pembelajaran Quizizz di MAN 1 Banjarmasin siswa pada kelas X dan XI IPS MAN 1 Banjarmasin tahun pelajaran 2022/2023. Metode yang digunakan dalam penelitian ini adalah metode kuantitatif. Populasi penelitian siswa kelas X dan XI IPS MAN 1 Banjarmasin berjumlah 190 siswa dan sampel berjumlah 47 siswa. Pengumpulan data dengan kuesioner. Analisis hasil penelitian dengan SPSS 25 for Windows. Hasil penelitian menunjukkan bahwa penggunaan media pembelajaran Quizizz di MAN 1 Banjarmasin pada siswa kelas X dan XI IPS di MAN 1 Banjarmasin tahun pelajaran 2022/2023 terhadap 47 siswa sebagai responden: Sangat rendah (0%), rendah (2,13%), sedang (19,15%), tinggi (31,91%) dan sangat tinggi (46,81%). Sehingga berdasarkan hasil tersebut penggunaan media pembelajaran quizizz pada siswa MAN 1 Banjarmasin kelas X dan XI IPS tahun ajaran 2022/2023 berada pada level sangat tinggi (46,81%).

**Kata kunci:** media pembelajaran, quizizz, siswa.

### Abstract

Quizizz is one of the learning media that creates a learning experience for students. There are features in Quizizz that can be used in learning. This study aims to determine the use of Quizizz learning media in MAN 1 Banjarmasin students in class X and XI IPS MAN 1 Banjarmasin for the 2022/2023 academic year. The method used in this study is quantitative method. The research population of class X and XI IPS MAN 1 Banjarmasin students amounted to 190 students and the sample amounted to 47 students. Data collection by questionnaire. Analysis of research results with SPSS 25 for Windows. The results showed that the use of Quizizz learning media in MAN 1 Banjarmasin in grade X and XI IPS in MAN 1 Banjarmasin for the 2022/2023 academic year against 47 students as respondents: Very low (0%), low (2.13%), medium (19.15%), high (31.91%) and very high (46.81%). So based on these results, the use of Quizizz learning media for MAN 1 Banjarmasin class X and XI IPS for the 2022/2023 school year is at a very high level (46.81%).

**Keywords:** learning media, quizizz, students.

### INTRODUCTION

Education has an urgency to produce the future generation of a nation. In education there is a learning process that takes place between educators and students. To support the implementation of the learning process between educators and students, learning media is used. Media Learning is a tool that can pused Teachers

to generate a strong interest in learning in their students. Media Learning Often useful as a means of conveying information.

Learning media is needed by teachers to be a tool to deliver subject matter. Media learning includes tools that physically convey the content of teaching materials, such as books, tape recorders,

tapes, video cameras, VCRs, films, ppslides (photos), ppp and photos. The learning environment is understood as everything that can be used to convey messages (learning material) so as to involve the attention, interests, thoughts and feelings of students in learning activities aimed at achieving Specific learning objectives (Hardiansyah et al., 2023; Jennah, 2009).

Many learning media have been presented, which can be applied by teachers, one of which is game-based learning media, of course, it can also be used as a means of delivering material in the learning process, namely to measure student understanding while getting the material that has been taught (Salsabila et al., 2020).

One of the learning media used based on technology is Quizizz. The Quizizz application is a fun educational game-based learning media. Quizizz Considered as interesting learning because of the learning medium Quizizz creates a new atmosphere, makes it easier for students to understand subjects and has several features that increase student motivation. Quizizz is one of the learning applications that is currently widely used as a learning medium.

Quizizz can be used in a variety of subjects. Application Quizizz is an online learning medium E-learning. The game-based ones are free of charge. Its features include a countdown clock to answer

questions, character memes when students answer questions incorrectly, random rewards and a ranking system that encourages students to answer questions quickly, accurately and completely. Its use is very easy (not as complex as making interactive tests with animation software), but it has the quality of results in the same class as the use of animation software (Al-Jannah et al., 2023; Hanifah et al., 2019; Mukharomah, 2021; Tusyani et al., 2022).

Quizizz is an educational game application that is narrative and flexible, besides being able to be used as a means of delivering material, Quizizz can also be used as an interesting and fun learning assessment media. By utilizing this Quizizz application, teachers can create a more lively learning atmosphere, so as to achieve learning goals (Rahmawati et al., 2022).

The use of the Quizizz application as a learning medium is designed creatively, innovatively, and fun and is also valid to use, in addition, the Quizizz application as a hybrid system learning media innovation, so it is expected to help and facilitate the implementation of the teaching and learning process in schools. (Ramadhani & Ardi, 2022; Sisca Octarina, 2022).

## **METHOD**

The method used in this study is a descriptive type quantitative research

method. The selection was based on the fact that researchers wanted to see the use of the Quizizz application in learning in class X and XI IPS. The population in this study is the entire number of students who are used as data sources in the study, the population in this study is students of class X and XI IPS MAN 1 Banjarmasin in the 2022/2023 academic year with a total of 190 students. The breakdown of the population is based on the following table:

Table 1. Study Population

No	School	Class	Number of Students
1.	MAN 1 Banjarmasin	X IPS 1	31
		X IPS 2	30
		X IPS 3	31
		XI IPS 1	34
		XI IPS 2	32
		XI IPS 3	32
Sum			190

Source: MAN 1 Banjarmasin Profile Book

The sample represents the size and characteristics of the population, according to Sugiyono (2017, p. 118). it is more than 100 people, it can be taken 10-15% or 20-25% of the entire population. If the population is 190 people and the sampling is 25%, then the number of samples of this study is = 47 people.

## RESULTS AND DISCUSSION

Learning is the main activity of the educational process in schools that aims to produce behavior change. These changes include cognitive, affective and psychomotor. This learning activity

requires active learning, participation and interactive communication between teachers and students. Learning activities should be designed in such a way that they can achieve learning objectives. Success in the learning process can be seen from understanding concepts, mastery of material and learning achievements of students. Students with a high level of understanding of concepts and mastery of the material, the higher the achievements achieved.

In addition, another determining factor for learning success is the accuracy of applying learning models and media. An educator is required to understand learning methods, especially those related to learning models. Understanding learning media is designing learning and planning teaching and learning activities. While the benefits of learning media are to clarify the presentation of material and information so that it can clarify and improve learning processes and outcomes. Learning media can also direct students' attention so that it can cause learning motivation that has an impact on activeness and learning outcomes (Salsabila et al., 2020).

In learning, learning media is needed. With learning media, it is expected to be able to bring up the motivation of learning students with various kinds of motivations. Some are motivated to learn because of the fun and comfortable learning atmosphere, some

are motivated because they feel the teaching is interesting so that it causes curiosity, some are even motivated from the beginning that they must do learning because they already know what the future will become and need to learn (Nurul Hidayah, Salsa Ulya Hambali, 2020).

One game-based media that is often used is Quizizz. Through this application, teachers can combine instruction, discussion, and evaluation. Quizizz connects all the teachers in the world and all the teachers in it can access Quizizz for free. Therefore, teachers can be creative in learning and not run out of ideas. The use of this application can be done anywhere, not bound by space and time. This is because Quizizz has time settings, when the quiz will open and when it ends. Students only need to enter a password or pin game to start the quiz without needing to be in the same place as their teacher or friends (Sitorus & Santoso, 2022).

The Quizizz app has many advantages in learning English. First, the teacher can choose the type of exercise to use, because there are already several exercises made by other teachers; Second, Students can see scores directly after doing exercises; Third, the application is very effective because it can be used anytime, anywhere, and by anyone; Fourth, there is a ranking system for each student submitting answers in the Quizizz application; Finally, there are correct and

incorrect answers after submitting the answer (Marpaung, 2021).

Quizizz is an application that allows the creation of classrooms in cyberspace. This Quizizz application is still rarely used and has not even been used by some teachers in Indonesia. The existence of the Quizizz application is expected to improve student learning outcomes and increase student enthusiasm in undergoing the learning process. In this Quizizz application has many functions that are not only a classroom, but can also be a means of distributing assignments, submitting assignments and even assessing assignments that have been collected and students can see the results of the answers they have directly on the screen of the cellphone or computer used. By utilizing the existing Quizizz application, of course, this can take advantage of the use value of mobile phones owned by students so that they can find out the function of using mobile phones as learning media tools and educators can change the learning process from those who do not use media to finally change to using learning media that can increase student learning interest (Humairoh, 2023).

Quizizz It also allows learners to compete with each other thus motivating them to be actively involved during the learning process. Learners can take quizzes at the same time in class and see their live rankings on the leaderboard. Teachers can monitor the process and

download the results when the quiz is complete to evaluate student performance. Using this app helps stimulate interest and improve learners' concentration (Adityawarman et al., 2022).

There are many features that we can use in the Quizizz application such as multiple-choice questions, fill-in-the-blank questions, and description questions, besides that Quizizz also inserts material that students can learn. Students can also take quizzes according to the choice of processing time according to what they want. One of the advantages possessed by Quizizz compared to other applications is the existence of a leaderboard that allows quiz participants to find out the scores and ratings of quiz participants compared to other participants (Suryanti & Taufik, 2022).

The following scores of the Quizizz learning media usage score group can be seen in the table below which consists of intervals, frequencies, percentages and also categorization.

Table 2. Quizizz Learning Media Usage Score Group

Interval	F	Percentage (%)	Category
$x > 60$	22	46,81%	Very High
$60 \geq x > 50$	15	31,91%	Tall
$50 \geq x > 40$	9	19,15%	Keep
$40 \geq x > 30$	1	2,13%	Low
$X < 30$	0	0	Very Low
Sum	47	100	

Based on the analysis of the description of variable (X) of the use of

the learning environment of Quizizz learning media, it can be seen that the use of quiz learning materials gets the following categories from observations of 47 students as respondents: Very low (0%), low (2.13%), medium (19.15%), high (31.91%) and very high (46.81%). The use of Quizizz learning media in IPS (History) subjects for MAN 1 Banjarmasin class X and XI IPS students for the 2022/2023 school year is at a very high level (46.81%). Because in learning often used learning media in the form of Quizizz.

According to Sunardi (2020, p. 96) Quizizz is an app or learning assessment environment that helps teachers create Quizizz that students can complete by connecting to specific codes. Students can participate by opening Quizizz.com app and entering a code with their name used at the beginning of the quiz. According to Setiawan (2021, p. 8) Quizizz is an online tool for developing interactive quizzes for classroom instruction, such as formative assessments. Quizizz is an app that lets you create interactive multiplayer games to use on any device such as a computer, smartphone, or tablet. Realizing the learning system "*Learn by Playing*" through an interesting and entertaining quiz app (Rohmad, 2022, p. 147). This is in accordance with Solikah's opinion (2020, p. 7) that use Quizizz Considered as Interesting learning, because media Learning Quizizz create new atmosphere, Facilitate student to understand the

learning material, and has a lot Features that Increase motivation and interest in learning student.

The use of Quizizz which is used as a learning medium in the classroom is reflected in students' interest in it which has interesting features. Based on the variable indicator (X), the use of Quizizz *learning media* which is reflected in the ease of use, the usefulness of Quizizz in learning, and the ease and interest in using Quizizz is very high class in the ease indicator. Quizizz usage because there are quiz learning materials that can be used to learn anytime and anywhere. In addition, Quizizz is a practical and effective tool for working with lesson questions.

## CONCLUSION

From the results of descriptive analysis of these variables show that Use of learning media Quizizz at MAN 1 Banjarmasin at grade X and XI IPS at MAN 1 Banjarmasin for the 2022/2023 academic year Against 47 students as respondents: Very low (0%), low (2.13%), medium (19.15%), high (31.91%) and very high (46.81%). So based on these results, the use of learning media Quizizz in MAN 1 Banjarmasin class X and XI IPS for the 2022/2023 school year are at a very high level (46.81%).

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