

Student's view toward utilizing Quizizz application to increase English learning motivation

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Abstract

This study aims to analyze students' views on the use of the Quizizz application to improve students' English learning motivation at SMA 15 Padang. With the development of technology, innovative learning methods are important to improve students' learning motivation. This study uses a descriptive qualitative approach method, where data is collected through questionnaires distributed to 31 students and 5 students to be interviewed. Then the data from the Questionnaire is analyzed through Descriptive Statistics and the results of the interviews are analyzed using Thematic Analysis. The results showed that 78% of students felt positive about using Quizizz, students felt that it not only made the learning process more enjoyable, but also increased interaction between students and teachers. So that students become motivated in learning English, so that the English skills possessed by students increase.

Keywords: Quizizz; student's view; motivation;

INTRODUCTION

The use of technology in teaching and learning activities has become very common in this digital era. As in English language learning, teachers can apply vocabulary development applications, grammar, games, and dictionaries that can be easily accessed by both teachers and students, so that English learning becomes more varied, fun, and more meaningful (Febriani Yun, 2021). Game-based learning can provide high motivation supported by teacher creativity can encourage student learning motivation and lead to the success of learning objectives. One of the learning media used by teachers in the current era is Quizizz. In general, Quizizz is an application that utilizes online technology. The function of Quizizz is to create interactive quiz games for students so that they can participate in online class learning with a much more enjoyable process. The quizzes created can consist of a maximum of four answer choices, including the correct answer, and allow the addition of images to the background of the questions to attract students' attention. The addition of these images is in line with the theory that visual learning is much more interesting than the Google form question and answer method, for example, which is dominated by text so that students are less interested (Hariyastuti & Triana, 2024). The use of Quizizz can increase student activity, improve learning outcomes, help students have good time management, and make students calmer and more focused in

doing the exercises given by the teacher (Wassalwa A, et.al, 2022). Therefore, one of the factors that determines the success of the learning process in the classroom is the teacher's ability to create a learning model that emphasizes active student involvement.

Quizizz provides many benefits for students and teachers by transforming traditional learning methods into interesting and interactive experiences. Quizizz can be used for formative assessments, such as quizzes that evaluate student progress during lectures, or summative assessments, such as quizzes that evaluate student mastery of a subject, so that students can evaluate for themselves the mistakes they made on the quizzes they have taken. Quizizz provides ready-to-use quizzes that can be accessed and used by users, including quizzes with various topics and difficulty levels. This feature allows teachers to save time and effort in preparing quizzes, while students can gain extensive knowledge on various topics (Rizki & Kurniawati, 2022). In addition, Quizizz also has a leaderboard feature that allows students to take quizzes, thereby increasing motivation and activeness in learning. Another advantage of Quizizz is the feature of using images and videos in quizzes. This feature allows teachers to enrich learning with interesting visual content, encouraging retention and active retrieval, which is important for long-term memory retention. As the integration of digital tools into education becomes increasingly widespread, technology has become a central element in modern teaching and learning practices (Ryan & Deci, 2000; Zhao, 2019).

Even though Quizizz has many advantages, there are still several disadvantages that need to be considered. One of them is the internet access capability required by students and teachers. To use this application, students and teachers need stable and fast internet access. These technical problems often make it difficult for students to take quizzes efficiently and effectively. This can also make things difficult for students who live or go to school in rural areas, due to the lack of available networks. Another drawback is the lack of technology understanding among students and teachers which can hinder optimal use of Quizizz, they may feel frustrated with unfamiliar features and need additional training (Göksün & Gürsoy, 2019).

In using Quizizz, students' views include how they assess the effectiveness, enjoyment, ease of use, and its impact on their learning process. These views are important to evaluate so that educators can adjust learning methods according to students' needs and preferences. Students' views on the learning process are an important aspect that influences their motivation, engagement, and learning outcomes. In an effort to increase learning motivation, especially in English learning, various tools and technologies have been used. Quizizz, as a gamification-based learning platform, has received significant attention from educators because of its potential to make learning more interactive and interesting. (Donald, 2013) stated that there are 4 important components that can influence students' English learning motivation, namely, Experience Using Quizizz, Effectiveness, Challenges and obstacles. These three components are very important to see students' views on the Quizizz application

In learning English, good motivation is needed so that students are more motivated to deepen their English skills. Motivation is very important, especially the motivation of English students in the learning process. Motivation is the key to success in this process and is one of the most important things in the learning process itself (Purnama et al., 2019). Regarding the learning process, students must motivate to learn and concentrate both before and during lessons. According to (Ryan & Deci, 2000) motivation is a basic concept in understanding human behavior, which acts as a driving force behind actions aimed at meeting needs and achieving goals. Motivation plays an important role in learning, especially for English learners, which is the key to maintaining focus and achieving success. Motivation can be intrinsic, which arises from the inherent satisfaction of the activity itself. Then extrinsic motivation, which is driven by external rewards or pressures. Self-determination theory (SDT) emphasizes the importance of autonomy and personal relevance in fostering motivation, suggesting that an educational environment that supports these factors can significantly improve learning outcomes. By recognizing and nurturing intrinsic and extrinsic motivation, educators can create a more effective and sustainable learning environment, which ultimately leads students to better academic achievement and personal growth.

From the author's initial views in school practice, the Quizizz application has been used since 2020 until now. Quizizz is quite often used by teachers as a learning medium. The use of this application is very easy to use. Through the Quizizz application, teachers only need to create a personal account as a teacher, and can directly create practice questions through the application. Teachers can also choose the type of questions to be presented in the form of multiple choice or essay. If the teacher wants to make a test, the teacher can arrange the time. Likewise, when the teacher wants to give daily tests to students, the teacher can set the time to collect assignments. The experience of using Quizizz carried out by researcher in the learning process is one of them, making quizzes as a daily repeat assessment, based on the material that has been given, then sharing links to quizzes in the Quizizz application through the class WhatsApp group. Using Quizizz for Students, students can create a personal account as a student, then students can access many practice questions from various subjects including Indonesian, Mathematics, Biology, History and English. Researcher see the response given by students in using the Quizizz application is very good and enthusiastic, with very practical use and can be accessed anywhere through cellphones, laptops and computers. However, there are still some students who do not practice it well, due to lack of interest and motivation in learning English so that students lose focus in learning.

The Quizizz application provides challenges, rewards and adjustable levels of difficulty. Quizizz creates an interesting learning experience and can motivate students to participate in the learning process, especially English learning. Therefore, the use of Quizizz game-based learning media can be a quite useful application in the English learning process and can be an alternative learning media for those who need it.

METHOD

The researchers used Description Qualitative design as a research design. Qualitative research is a type of research that looked at social and humanitarian problems while trying to understand the meaning that exists for individuals or groups. Qualitative research is a method that analyzed words to classify them into more comprehensive meanings such as codes, themes, or categories (Creswell, 2018).

To obtained the data, researchers need participants involved in this research. Research participants are individuals or groups who take part in research. Participants in this research are 1 class of class XI students at SMA 15 Padang. Researchers chose class XIF.9 at SMA 15 Padang because the Quizizz application has been used in the learning process since 2020. 1 class of class XI students are ask to fill out a questionnaire and 5 students are selected used purposive sampling techniques to be interviewed using the questionnaire results that has been obtain. A total of 5 students are select base on the results of the questionnaire who strongly agree with the use of Quizizz and recommended from them teacher . Purposive sampling is use to select participants base on predetermine standards and their willingness to participate as well as their experience in using Quizizz. This is emphasized by (Sugiyono, 2019) who defines purposive sampling as a sampling strategy that requires selecting samples according to certain criteria.

Instruments

According to (Creswell, 2018) qualitative research involves collected information used various techniques, including document analysis, participant interviewed/questionnaires, and behavioral observation. Instruments in research must be created to accommodate and process various data that will be collected in research or instruments can also be said to be tools in conducted research to collected data. In this research, researcher used data or information collection tools in the form of questionnaires and interviews.

Procedures

In this study, the researchers used questionnaires and interviews to collect data. The first step in collecting questionnaire data, the researchers verified the validity and reliability of the questionnaire that had been made by the researcher to the research supervisor, the results of the validity test were 28.7 and the reliability results were 3.91, so this data can be said to be valid and reliable. Then the researcher confirmed with the teacher at SMA 15 Padang to provide the questionnaire to students in the class. After getting approval from the teacher, the researchers distributed the questionnaires that had been prepared in advance and made sure all students answered the questionnaire completely. The data that had been filled in by the students was immediately collected on the same day, in order to speed up the data collection process. After that, the researcher analyzed the data based on the explanation of the data analysis technique which will be explained in the next point.

The next step in the interview, the researchers asked several questions related to the indicator points of students' views on the use of Quizizz to the students who were interviewed. The goal is to find out in detail the reasons why students view the use of Quizizz. In data collection, the researcher conducted interviews that were selected individually. After completing the interview, the researchers analyzed it and the results helped the researchers to find out students' views on the use of Quizizz to increase learning motivation.

Data analysis

The questionnaire will be analyzed using descriptive statistics by (Cresswell, 2018). The steps that has been done researchers to analyzed data from the questionnaire is :

1. Tabulated questionnaire data from respondents into Excel to arrange it correctly
2. Then, to find out the percentage of students' views, the data can be calculated by the number of student responses for each question item divided by the total respondents, then multiplied by 100%.

Where :

$$P = \frac{F}{N} \times 100\%$$

P : Percentage of student views

F : Sum of student response for each item

N : Total Participant/Sample

3. After that, the data is arranged using a matrix diagram to visualize the results of the percentages that have been calculated
4. To validate the findings, use data triangulation from several data sources including confirmation with respondents.
5. Make conclusions from the data obtained by percentages on a scale of 0%-100% of the results given by respondents.

Then, to analyze the interview results, the researcher used data analysis techniques from (Braun Clarke, 2006), namely using Thematic Analysis.

RESULTS AND DISCUSSION

The researcher has conducted this research with the aim of identifying the answer to the research question "How is student view of using Quizizz to increase learning English motivation". There are two instruments used in this study, namely questionnaires and interviews. Overall, students' views on the use of Quizizz to increase motivation to learn English stated that 78% of students strongly agreed that the use of Quizizz as an English learning medium provided a positive response to increase their motivation to learn English. It can be seen in the table 1 below:

Indicator	Percentage	Category
Experience Using Quizizz	85%	Strongly Agree
Effectiveness	81%	Strongly Agree
Challenges and Obstacle	62%	Agree

Learning English Motivation	83%	Strongly Agree
Average Score	78%	Strongly Agree

From the first indicator, about the experience of using Quizizz obtained by students, it can be concluded that students' interest in the features in Quizizz, the ease of students in using Quizizz and the comfort of students when using Quizizz anytime and anywhere, shows that 85% of students strongly agree that the experience students have in using Quizizz for a long period of time can influence and improve students' motivation to learn English well.

Then for the second indicator, about the effectiveness of students in using Quizizz as an English learning medium, it can be seen from 81% of students strongly agree that being active and interactive in learning can increase motivation to learn English. The activeness of students in the learning process increases, students become confident when answering and asking questions directly related to the questions given by the teacher. Then the interaction that students have between the teacher and their classmates can make students more active in discussing questions that are considered difficult to solve on their own.

For the third indicator, related to the challenges and obstacles of using Quizizz, 62% of students agree that Quizizz does not always have advantages, but there are several things that need to be improved. Such as internet problems, where some students feel that the internet network is often disrupted when using Quizizz, so students need a better network to use it. Then there is a lack of understanding regarding skills in using Quizizz, some students feel the need for a deeper understanding of technology, and some students do not need to have deeper skills in technology, because students consider Quizizz quite easy to use.

The last indicator regarding increasing motivation to learn English can be seen from 83% strongly agreeing that Quizizz can increase their motivation to learn. They become motivated to various variations of English questions from the easiest to the most difficult, students are very confident in working on them. Then students become motivated in learning how to pronounce English through the audio question feature provided by Quizizz, and students can also practice more often outside of class hours.

From the results of the interviews that have been conducted to strengthen the results obtained from the questionnaire related to the use of Quizizz in increasing motivation to learn English, researchers can conclude that Quizizz used by students in learning English greatly influences student learning motivation, seen from the results of the interview students are very comfortable using Quizizz with the features provided are very helpful for students in learning English. Learning becomes more fun, interaction is created between teachers and other friends, and Quizizz is also considered practical to use in learning. The rewards given by teachers to students who get rankings 1,2,3 make students more motivated and compete well in the English learning process.

Reviewing the findings above, it can be seen from the overall results of 78% which shows that Quizizz has a positive impact on students, so that students feel interested and

happy and more motivated when learning English. This is related to the theory put forward by (Degirmenci, 2021) where Quizizz is designed to help teachers create a more interactive and enjoyable learning environment and allow students to learn in a more interesting and less boring way, so that students feel comfortable in the learning process. Then the results of this study also show that the Quizizz features are designed as attractively as possible, then these features provide ease of use, convenience, and the interactivity offered by Quizizz makes a significant contribution to increasing student motivation. These factors allow students to feel more involved in the learning process, which ultimately helps them develop better English skills. Related to what was stated (Zhao, 2019) With its complete and easy-to-use features, Quizizz is a very useful application for teachers and students in increasing interaction and effective learning experiences.

This is in line with previous research as stated by (Wulandari, 2022) which shows that Quizizz is not only easy to use, but also has an attractive and game-like design, making students enjoy the learning process more. In addition to the benefits of using Quizizz that have been found, there are challenges faced, such as limited internet access and limited technological capabilities, which do not seem to be significant obstacles for students.

In line with research (Hill and Hannafin, 2001) In the context of using Quizizz, internet problems and technological limitations are quite significant challenges, especially in environments where the technological infrastructure is not yet optimal. It is noted that the success of using technology-based devices in education is highly dependent on stable and reliable internet access and supporting devices. If internet access is unstable or the devices used are inadequate, students' learning experiences through Quizizz can be disrupted, reducing its effectiveness as a learning tool. This can be explained by students' adaptation to technology and the support they receive from their teachers and classmates. Thus, despite technical constraints, students' motivation and interest remain high because they are able to overcome these constraints, both independently and with the help of teachers and other friends. Therefore, this finding confirms that the integration of Quizizz in English learning can be an effective tool to increase student motivation, although there are still technical constraints. This shows that educational technology such as Quizizz has great potential in creating a more dynamic learning environment and supporting the improvement of students' English skills, so that students' learning motivation will always grow in improving students' English skills.

CONCLUSION

Based on the research that has been conducted, it can be concluded that the use of the Quizizz application in learning English generally receives positive responses from students. The experience of using Quizizz is considered fun and interactive, which makes students more enthusiastic in learning. In terms of effectiveness, Quizizz is able to help students understand the material better and encourage them to study harder through interesting game elements. However, there are several challenges such as limited internet

access and technical problems that still need to be overcome to maximize the use of this application. Overall, Quizizz contributes significantly to increasing students' motivation to learn English, making it an innovative and effective learning tool.

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