

USE OF QUIZIZZ MEDIA AS AN EVALUATION APPLICATION ICT BASED LEARNING IN CLASS VI SD NEGERI 1 GLANGGANG PAKISAJI MALANG

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Abstract

This research was conducted to describing the use of quizizz media as an ICT -based learning evaluation application and improve evaluation results through quizizz. This Classroom Action Research was conducted in two cycles. Each cycle consists of planning, implementation, observation, and reflection. The subjects in this study were students of class VIA SD Negeri 1 Glanggang as many as 24 students in the 2021/2022 Academic Year. The results showed that quizizz can be used as a learning evaluation application. There is an increase from the results of the evaluation using the quizizz media. This is evidenced by the increase in the value of learning outcomes before the action through the pre-test with an average of 68.12 to 81.25 in the first cycle and 82.70 in the second cycle, which means it can increase students' learning motivation and the quizizz media is effectively used as a learning evaluation.

Keywords: Quizizz, ICT, Evaluation

INTRODUCTION

The Covid-19 pandemic has caused many changes in various fields. One of them is in education. This makes educators look for an online learning pattern that can meet all students needs even though it is not done face-to-face. Online learning provides new experiences and atmosphere for students which can foster spirit and enthusiasm for learning. However, if carried out continuously, this will also have a non-conducive impact on learning, including because the home atmosphere is less conducive and limited facilities such as cellphone internet quotas for learning or cellphone which needed for learning.

Technological developments in the field of science and technology greatly influence learning. This is supported by students who are already adept at utilizing current technology. One of the determinants of distance learning is the use of ICT (Information and Communication Technology) based learning media. One of the factors that determines distance learning is the learning media. Distance learning requires learning media that can be used independently by students. By implementing this learning system, the use of teaching media in the learning process can produce more colorful teaching methods, the learning material presented becomes clearer and can attract students' attention, thereby increasing children's learning motivation.¹

Simamora explained that media is a tool that functions to convey the content of learning. The requirements for good learning media are that learning media can increase student motivation, provide stimulus to students to remember what they have learned in addition to providing new

¹ Wahyu Pujiono dan Guntur Maulana Zamroni, Pelatihan pengembangan media pembelajaran berbasis ICT pada SD Muhammadiyah Ambarketawang 3, Prosiding Seminar Nasional Hasil Pengabdian Kepada Masyarakat Universitas Ahmad Dahlan; e-ISSN: 2686-2964, p. 315

stimulation and providing stimulus to students in providing responses, feedback, and also encouraging them to do practice properly.²

Based on the statement above, in order for online learning to be more effective and enjoyable, there needs to be learning media that can motivate students to remain focused on learning like face-to-face learning. The use of ICT-based learning media is one of the efforts that can be made by educators as a means to see students' progress when learning at home. The media that can be used is the quizizz application.

Quizizz is interesting and effective because it is a technology that can foster students' enthusiasm for competing in learning. The use of quizizz is also suitable for application in online learning patterns where the results of student work can also be directly known. Using quizizz is fairly practical and easy, where users are divided into 2 parts, namely *the host* (question creator) and *users* (students) who join to answer the questions that have been created by the teacher.³

In Pusparani's journal, quizizz is an interactive quiz application originating from Santa Monica, California, United States. quizizz is an application that provides questions with various choices that are presented in a fun and interesting way for all students. Quizizz is a media innovation that can be used to evaluate learning. There are many features to choose from, such as multiple-choice questions, fill-in-the-blank questions, and description questions that students can use wherever they are.⁴

Citra and Rosy in (Pusparani, 2020) also explained that quizizz is a game-based application where several players can enter and play. Quizizz makes classroom learning more fun and more interactive. Quizizz provides a collection of quizzes, which can make it easier for students to access them. Apart from that, this application has the option to sign up namely as a teacher or student. If you sign up as a teacher you can easily upload questions that can be accessed by students.⁵

One component of learning that has utilized technology is learning evaluation. Learning evaluations that benefit teachers and students are evaluations that use technology to access information according to students' needs, both teachers and peers and device applications. Computer-based evaluation is also an alternative to overcome the sub-optimality of conventional assessments.⁶

Evaluation is an important part of learning activities. Evaluation activities must be carried out well, thoroughly and continuously. To be able to carry out evaluation activities on learning during this pandemic, teachers can use ICT-based evaluation media in their implementation. ICT-based evaluation is an evaluation that involves computer technology and internet networks. The use of ICT-based media can simplify and speed up student work. ICT media can increase student learning motivation because students can interact with fun colors, images, sounds and videos.⁷

² Ricky Firmansyah dan Iis Saidah, Perancangan WEB Based Learning Sebagai Media Pembelajaran Berbasis ICT, Jurnal Informatika, Vol. 3, 2016, p. 178

³ Ni Luh Supartini and Luh Eka Susanti, "Implementasi Penggunaan Quizizz Dalam Evaluasi Pembelajaran Online English For Food and Beverage Service" 4, no. 3 (2021) p. 468

⁴ Herlina Pusparani, "Media Quizizz Sebagai Aplikasi Evaluasi Pembelajaran Kelas Vi di SDN Guntur Kota Cirebon," *Tunas Nusantara* 2, no. 2 (2020) p.272

⁵ Yoselia Alvi Kusuma, "Efektivitas Penggunaan Aplikasi Quizizz dalam Pembelajaran Daring (Online) Fisika pada Materi Usaha dan Energi Kelas X MIPA di SMA Masehi Kudus Tahun Pelajaran 2019/2020", *Skripsi*, Universitas Sanata Dharma, Yogyakarta: (2020), p. 12

⁶ Arnelia Dwi Yasa, "Pengembangan E-Evaluation Berbasis Aplikasi Hot Potatoes Untuk Siswa Kelas V Sekolah Dasar," *Jurnal Ilmiah Sekolah Dasar* 4, no. 1 (2020), p. 27

⁷ Hasanatun Ma'muroh, Asrizal, and Zuhendri Kamus, "Pembuatan Instrumen Evaluasi Pembelajaran Ipa Terpadu Berbasis ICT Untuk Mengukur Kompetensi Siswa SMP Kelas VIII," *Pillar Of Physics Education* 1, no. April (2014), p.42

From the explanation above, teachers can use quizizz media as an innovation in learning to improve student learning outcomes. With quizizz media, students become motivated to be able to participate in learning, resulting in learning achievement. So quizizz learning media was created as an evaluation media to motivate students to learn.

Online learning activities carried out at SD Negeri 1 Glanggang have decreased because students feel bored and need other, more enjoyable learning media. The use of technological media is not enough just through zoom or other applications which causes learning to still be conventional, where students only listen to the teacher's explanation and ask questions. Online learning requires something more interesting and fun so that students have motivation to learn.

By paying attention to existing problems, one strategy that can be used to provide learning that can motivate students is through quizizz media as an ICT-based online learning evaluation application at SD Negeri 1 Glanggang. The selection of quizizz media is based on the number of features that can be used, such as multiple choice questions, fill in the blank questions and essay questions.

Previous research on the use of quizizz as a learning evaluation was carried out by Wahyuillahi, et al., entitled "Use of the quizizz application as an evaluation method in online learning on learning outcomes in grade V elementary school civics content". The research was carried out using a quasi experimental design method. The research results show that the quizizz application is very effective and has an influence on student learning outcomes. This can be seen from the research results, which showed that the average post test score for the experimental class was 95.27 (very good criteria) with an increase in score (*gain score*) of 25.08, while for the control class the average post test score was 65.75 (sufficient criteria) with an increase in score (*gain score*) of 16.29.⁸

Research by Ariyanto, et al., with the title "Increasing Class IV Students' Learning Motivation Through the quizizz Application in Learning Evaluation Activities". The research was conducted using the Classroom Action Research (PTK) method. The results of research in the pre-cycle show that the learning activeness score in applying the quizizz application in learning evaluation activities is 40%, while in cycle I it reached 46.7% and in cycle II it increased, reaching 93.3%. In the pre-cycle, the percentage of student learning completeness in applying the quizizz application in learning evaluation activities was 33.3%, while in the first cycle it reached 46.6% and in the second cycle it increased, reaching 86.7%.⁹

RESEARCH METHODS

This research uses PTK research or Classroom Action Research which was carried out in the first semester at SD Negeri 1 Glanggang. The subjects of this research were students in class VIA at SD Negeri 1 Glanggang for the 2021/2022 academic year, totaling 24 students. This research was carried out in two cycles, each cycle consisting of four components according to the Kemmis and Mac Taggart model. These components are: a) Planning; b) Implementation (*action*); c) Observation, and d) Reflection.

The data collection techniques in this research are: a) Tests, which are used to obtain test data on student learning outcomes using the quizizz application. This test data was taken in cycle I to determine the increase in students' abilities from the pre-test and in cycle II to determine the improvement in cycle I. So that each cycle the students' post test data was obtained through quizizz

⁸ Nurul Izzah Wahyuillahi, dkk., Penggunaan Aplikasi Quizizz Sebagai Metode Evaluasi dalam Pembelajaran Daring terhadap Hasil Belajar pada Muatan PKn Kelas V SD, *Jurnal Pembelajaran, Bimbingan dan Pengelolaan Pendidikan*, 2021, 597–604, p. 597

⁹ Tegar Ponco Ariyanto, dkk., Peningkatan Motivasi Belajar Siswa Kelas-IV Melalui Aplikasi Quizizz Dalam Kegiatan Evaluasi Pembelajaran, *Journal of Education Research*, p. 1

app; b) Observation, used to obtain data regarding students' process skills in the learning process that implements quizizz media.

DISCUSSION

This research was carried out in two cycles, each cycle consisting of 4 stages. Stage The first thing that researchers do is plan with the following steps: (a) determine the goals and competencies to be achieved; (b) prepare quizizz media; (c) determine stages of the learning and evaluation process using quizizz; d) designing all the tools learning from cycle I and cycle II.

The second stage is the implementation which is carried out by students working on pre-test questions and continuing with learning science material on Electrical Energy. The learning process includes pre-learning activities, initial activities, core activities and final activities. Activity pre-learning is carried out by researchers to prepare learning tools and instructional Media. Initial learning activities begin with the delivery of competencies basics, indicators, learning objectives. Entering the core activity is the delivery of Energy material Electricity. The teacher also explains how to use quizizz to students so that students can use quizizz independently. Next, before the final activity, the teacher asks students to complete questions as a learning evaluation via quizizz media. Quizizz work carried out online by students because learning is still *blended learning* or 50% via PTMT and the other 50% online.

Observations were carried out in the third stage which was carried out to obtain data supporting the learning process. Observations were carried out to obtain data regarding students process skills in learning using quizizz. The final stage is reflection, namely evaluating the results of implementing learning and observing actions in cycle I and II for repairs. Use of quizizz media in learning in VIA classes SD Negeri 1 Glanggang for the 2021/2022 academic year can improve student learning outcomes. This matter proven by the achievement record before the action in the sufficient category with an average of 68.12. After taking action with quizizz, student learning outcomes increased in cycle I the average value was 81.25 and in cycle II the average obtained was 82.70.

The results of cycle research I showed that 20 students had scores that reached the minimum completeness criteria (KKM). Meanwhile, the other 4 students are still below the KKM. This is because students do not understand the learning material provided. However, students' enthusiasm can be seen in the increase in grades in cycle I from the recorded grades before the action. The results of research in cycle II showed that there were 3 students still below the KKM and 21 other students reached the KKM score. Despite being achievable Evaluation using quizizz has not reached 100% but some students experienced an increase in learning outcomes. This proves that the use of quizizz media as an evaluation application for students can increase their motivation to carry out learning evaluations. Although in its implementation there are several technical problems for students, such as when using the quizizz application it cannot be used because it is not supported on students' cellphones and internet network problems. Bearing in mind that when the research was conducted, learning was carried out using blended learning (50% of PTMT came to schools and 50% did online learning).

The results of the second research cycle can conclude that there has been an increase in student learning outcomes using quizizz media as an application for learning evaluation activities. An increase in student learning outcomes indicates that there is an understanding among students regarding the material provided. This shows that quizizz media as a learning evaluation application is declared effective and efficient to use.

Handayani, et al., also experienced problems in using quizizz in their journal regarding the uncertain internet network which can cause students to be unable to log in or leave the quizizz application. Using the internet quota to access the quizizz application is an obstacle because it is

difficult to connect to the internet network.¹⁰ This is an obstacle to researching because not all students have adequate facilities connected to the internet.

Regardless of the obstacles experienced by researchers, using quizizz as a medium for evaluation has its advantages because it can provide a pleasant evaluation presentation. The advantages of quizizz in Salsabila, et al., are that apart from being used as a learning medium, it can be used as learning evaluation material. For example, the quizizz application provides statistical data on students work results which we can use to find out how far students understand the material. Apart from that, in quizizz there are various features that make it easier for students to do assignment without having to think too hard about answer because quizizz has a fresh appearance and its rich in fun things. Quizizz media cannot be separated from creative, innovative, adventurous and fun elements that can foster positive motivation in students desire to learn so that they can realize their educational dreams and goals.¹¹

In line with the research conducted by Lolowang and Tumimomor stated that quizizz media is suitable and effective for use as a learning evaluation application that can improve student learning outcomes on Newton's laws of motion during the Covid-19 pandemic.¹² Purba's research also shows that quizizz media can be used by educators as an alternative to ICT based media. By using quizizz, several problems in the learning process can be solved and using quizizz as an online learning assessment tool can be used as an alternative method that can bridges distance and time, creating lectures that are entertaining and motivating for students.¹³

The results of research conducted by Salsabila, et al., by reviewing several sources regarding the use of quizizz, concluded that quizizz is included in learning media that can create a pleasant learning atmosphere but does not reduce students' understanding. Quizizz provides many benefits apart from being interesting, this media can also motivate brain work and time management. Using quizizz can be an alternative learning media that prioritizes creativity, time management and student self-evaluation. By empowering quizizz as a learning medium, Indonesian education can carry out evaluations in a more fun, effective and efficient way by paying attention to the needs, shortcomings, differences and characteristics of students.¹⁴

CONCLUSION

Based on the research results, it can be concluded that using quizizz media as a learning evaluation application can improve the learning outcomes of class VI students SD Negeri 1 Glanggang. This is proven by the average score on the pre-test of 68.12, then treatment was given

¹⁰ Gamar Al Haddar & Maulana Adam Juliano, Analisis Media Pembelajaran Quizizz dalam Pembelajaran Daring pada Siswa Tingkat Sekolah Dasar, Edukatif : Jurnal Ilmu Pendidikan Volume 3 Nomor 6 Tahun 2021, p. 4798

¹¹ Unik Hanifah Salsabila, dkk., Pemanfaatan Aplikasi Quizizz Sebagai Media Pembelajaran Ditengah Pandemi Pada Siswa SMA, Jurnal Ilmiah Ilmu Terapan Universitas Jambi Vol. 4 No. 2, 2020, p. 167

¹² Munjaidah, dkk., Penggunaan Aplikasi Quizizz Sebagai Alat Evaluasi Pembelajaran Dalam Hukum Newton Tentang Gerak, Jurnal Pendidikan Fisika Charm Sains, Vo. 2, No. 3, p. 159

¹³ Putri Anggraini Purba, "Seminar Nasional Matematika Dan Pendidikan Matematika (6 Th Senatik) Program Studi Pendidikan Matematika Fpmipati-Universitas PGRI Semarang Semarang, 11 Agustus 2021 Penerapan Aplikasi Quizizz Sebagai Media Penilaian Online Pada Pembelajaran Matematika Se" (2021), p. 67

¹⁴ Unik Hanifah Salsabila, dkk., Pemanfaatan Aplikasi Quizizz Sebagai Media Pembelajaran Ditengah Pandemi Pada Siswa SMA, Jurnal Ilmiah Ilmu Terapan Universitas Jambi Vol. 4 No. 2, 2020, p. 171-172

using quizzizz media in cycle I which experienced an increase with an average of 81.25 and in cycle II it was 82.70. This shows that the quizzizz media is appropriate and effective to use in implementing learning evaluation because it can improve student learning outcomes during the online learning period without being limited by space and time.

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