# Quizizz as Indonesian Learning Media During The COVID-19 Pandemic

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## Abstract

During the COVID-19 epidemic, this research aimed to improve students' fundamental Indonesian knowledge using Quizizz as a game-based learning tool. Description qualitative research technique. The study sample consisted of 33 students from the first semester of the Indonesian Language and Literature Education Study Program. The research instrument is multiple-choice questions about standard and non-standard words and Indonesian writing, which is included in the quizizz website. The data analysis technique was carried out in four stages; 1) data collection, data reduction; data presentation; and concluding. Based on the analysis results, it was found that the quizizz learning media in learning Indonesian can increase student interest in learning and is very effective in increasing knowledge of writing or spelling Indonesian and standard Indonesian grammar. Quizizz also prepares lecturers and students for global education expectations. Online interactive games can help enhance language education and boost digital literacy among the youth, both of which are essential for the fourth industrial revolution.

**Keywords:** COVID-19, quizizz, language, university

## Introduction

The WHO has classified COVID-19 as a pandemic (WHO) (Spinelli & Pellino, 2020). The COVID-19 pandemic is a huge challenge for the Education system (Daniel, 2020). As a result of the COVID-19 pandemic, many educational institutions have been closed (Phelps & Sperry, 2020). Some educational institutions run distance education programs (Adedoyin & Soykan, 2020). The government carried out this policy to prevent the spread of COVID-19 (Yunus & Rezki, 2020). With this policy, there is a change in the method of delivering material that teachers must use (Mansour, 2020). Learning using current technology online is in line with E-Learning in the 4.0 era (Pakpahan et al., 2020). Institutions are required to employ Zoom, Google Classroom, and Moodle for distance learning. However, online learning makes students feel bored because they only hear explanations and do assignments continuously, which makes them stressed (Darajat, 2021); (Mayangsari & Nurrachmah, 2021). One of the best solutions to reduce student boredom and stress levels during online learning is to use interesting learning media such as quizizz (Wibawa et al., 2021); (Huda & Adlina, 2021). The use of quizizz learning media in Indonesian language learning needs to be done. Basic knowledge of the Indonesian language must be possessed by all students so that the quality of student writing is getting better (Winarsih & Sulistyowati, 2016). The basic knowledge possessed by students is standard and non-standard words based on KBBI V, and Indonesian Spelling (EBI).

For language users, especially students, writing activities are not foreign because students often carry out this activity in completing lecture assignments, such as writing scientific papers in the form of papers. Currently, pupils are increasingly interested in foreign terms or slang phrases blended with Indonesian (Utomo et al., 2019). Students should use common Indonesian terminology to protect their unified language (Ningrum, 2020). One of the factors that affect the low quality of writing a good paper is an error in the use of non-standard words intentionally or unintentionally (Hartina & Agustin, 2020).

Furthermore, new students in mastering the Indonesian spelling are not sufficient (Putri, 2020). Errors in using capital letters, errors in using italics, using punctuation, writing prepositions, prefixes, and writing compound words (Tussolekha, 2019), diction, sentences, and paragraphs (Leksono, 2019).

The quizizz application has shown positive results towards learning which helps increase engagement and provides a positive learning experience in a fun learning atmosphere (Yunus & Hua, 2021). Game-based learning may make learning simpler, more fun, and more successful for students. This aligns with 21st-century learning ideas that emphasize student-centered learning and entertaining and engaging learning experiences (Cheng & Su, 2012). Quizizz also allows students to compete with each other and study better. (Hikmah et al., 2021).

Several studies have been conducted on the application of quizizz in language education, and the results show positive results. A study conducted by (Zuhriyah & Pratolo, 2020); (Szee Huei et al., 2021); (C. C. A. Yunus & Hua, 2021); (Katemba & Sinuhaji, 2021); (Abdullah, 2019). In addition, some studies use quizzz for assessment carried out by (Hikmah et al., 2021); (Handoko et al., 2021); (Mohamad, 2020); (Pitoyo et al., 2020). Research on the use of quizizz in other learning is carried out by (Zhao, 2019) accounting learning; (Ancient, 2020) physics chemistry.

To overcome the problem, using quizizz as an online game-based Indonesian language learning medium during the COVID-19 pandemic is expected to impact positively. Learning Indonesian can be fun and useful, especially in providing new knowledge that has been considered true but wrong to the next generation of millennials.

## Methods

This is qualitative research. The research sample includes all 33 first-semester Indonesian Language and Literature Education Study Program students. Use Google Forms to collect comments about utilizing quizizz as an alternative to fun online learning during the epidemic. According to Miles & Huberman (Sugiyono, 2017), data analysis covers four stages: data gathering, data reduction, data display, and conclusion/verification.

## Result and Discussion

Quizizz features a fun and engaging UI. You can see who has answered properly and badly when you host (Thomas, 2021). When students work on problems within a time restriction, we can quickly examine the data. The correct and incorrect replies of each student may be monitored in real-time by professors. Students are especially excited since their responses are instantly shown on the scoreboard. The score changes based on each student's response (Yusuf, 2020). Quizizz also shows students' progress in answering each question, making future evaluations easy. Quizziz results can be downloaded as PDF or spreadsheets.

**Table 1. Overview Quizizz**

| No. | Question | Question Accuracy | Average Time per Question (mm:ss) | Correct | Incorrect | Unattempted |
|-----|----------|-------------------|-----------------------------------|---------|-----------|-------------|
| 1 | Father is reading the newspaper Alert. The word Alert should be written with... | 69% | 00:10 | 23 | 9 | 1 |
| 2 | The word "learning" is a class of words? | 78% | 00:11 | 26 | 4 | 3 |

| 3 | The word "geblek" is a standard word. | 72% | 00:08 | 24 | 8 | 1 |
|---|---|---|---|---|---|---|
| 4 | Which is the correct title writing? | 30% | 00:11 | 10 | 23 | 0 |
| 5 | Which is the common word of the following two words? | 69% | 00:06 | 23 | 9 | 1 |
| 6 | Which is not a synonym for the word pacak. | 75% | 00:11 | 25 | 7 | 1 |
| 7 | Define the standard words below! | 66% | 00:08 | 22 | 11 | 0 |
| 8 | Define the standard words below! | 81% | 00:06 | 27 | 4 | 2 |
| 9 | Define the standard words below! | 60% | 00:06 | 20 | 10 | 3 |
| 10 | The following words, which are conjunctions, are... | 81% | 00:09 | 27 | 5 | 1 |
| | | **68%** | **01:26** | **227** | **90** | **13** |

Based on Table 1, The evaluation using quizizz shows the amount of student achievement in successfully answering questions in this class. The questions with the highest error rate are questions number 4, 7, and 9.

**Table 2. Participant Data**

| Rank | First Name | Attempt # | Accuracy | Score | Correct | Incorrect | Unattempted | Total Time Taken |
|---|---|---|---|---|---|---|---|---|
| 1 | Dewi | 10 | 100% | 11420 | 10 | 0 | 0 | 00:38 |
| 2 | Afria | 10 | 100% | 10500 | 10 | 0 | 0 | 00:28 |
| 3 | Widya | 10 | 100% | 10490 | 10 | 0 | 0 | 00:33 |
| 4 | Siti | 10 | 90% | 10155 | 9 | 1 | 0 | 00:37 |
| 5 | Rina | 10 | 90% | 9275 | 9 | 1 | 0 | 00:47 |
| 6 | Yuni | 10 | 100% | 9190 | 10 | 0 | 0 | 00:46 |
| 7 | Tri | 10 | 90% | 9120 | 9 | 1 | 0 | 00:45 |
| 8 | Desi | 10 | 90% | 8810 | 9 | 1 | 0 | 00:40 |
| 9 | Farhan | 10 | 90% | 8580 | 9 | 1 | 0 | 00:26 |
| 10 | Nana | 10 | 90% | 8380 | 9 | 1 | 0 | 00:44 |
| 11 | Tuti | 10 | 70% | 8245 | 7 | 3 | 0 | 00:58 |
| 12 | Susi | 10 | 90% | 8210 | 9 | 1 | 0 | 00:45 |
| 13 | Suci | 10 | 90% | 8160 | 9 | 1 | 0 | 00:52 |
| 14 | Meylia | 10 | 80% | 7860 | 8 | 2 | 0 | 01:05 |

| 15 | Septia | 10 | 80% | 7490 | 8 | 2 | 0 | 00:44 |
|----|--------|----|----|------|---|---|---|-------|
| 16 | Maya | 10 | 80% | 7250 | 8 | 2 | 0 | 00:42 |
| 17 | Fikri | 10 | 80% | 7200 | 8 | 2 | 0 | 00:37 |
| 18 | Yulia | 10 | 80% | 7190 | 8 | 2 | 0 | 00:43 |
| 19 | Maya | 10 | 80% | 7170 | 8 | 2 | 0 | 01:38 |
| 20 | Pinka | 10 | 70% | 7130 | 7 | 3 | 0 | 00:46 |
| 21 | Gilbert | 10 | 60% | 5750 | 6 | 4 | 0 | 01:26 |
| 22 | Fatin | 10 | 60% | 5390 | 6 | 4 | 0 | 01:17 |
| 23 | Ledya | 10 | 80% | 4960 | 8 | 2 | 0 | 08:12 |
| 24 | Cahaya | 10 | 50% | 4640 | 5 | 5 | 0 | 00:54 |
| 25 | Sukri | 10 | 50% | 4140 | 5 | 5 | 0 | 01:23 |
| 26 | Siti | 10 | 50% | 4030 | 5 | 5 | 0 | 01:13 |
| 27 | Ely | 10 | 40% | 3090 | 4 | 6 | 0 | 01:55 |
| 28 | Harun | 10 | 30% | 2700 | 3 | 7 | 0 | 01:59 |
| 29 | SHELA | 7 | 30% | 2420 | 3 | 4 | 3 | 01:58 |
| 30 | Aulis | 10 | 30% | 2210 | 3 | 7 | 0 | 02:28 |
| 31 | Khairani | 10 | 30% | 2040 | 3 | 7 | 0 | 05:37 |
| 32 | Sinta | 5 | 10% | 930 | 1 | 4 | 5 | 00:33 |
| 33 | Bertha | 5 | 10% | 910 | 1 | 4 | 5 | 01:05 |

Based on Table 2, the highest scores were 100% (True 10), and the lowest scores were 30% (True 3) and 10% (True 1, False 5, Missed 5).

**Table 3. Quizizz Details**

| Name | Value |
|------|-------|
| Game Started On | Tue 12 Oct 2021,10:26 AM |
| Game Type | Live Quiz |
| Participants | 33 |
| Total Attempts | 33 |
| Class Accuracy | 68% |
| Game Ends On | Wed 13 Oct 2021,02:16 AM |

Based on Table 3, In this class, students properly answer questions 68% of the time. As you can see, several of the pupils in this class still need to learn fundamental Indonesian terms and spelling. Fill out the google form to find out student reactions to quizizz.

**Table 4. Student responses to online media quizizz**

| Student | Question | Answer |
|---|---|---|
| Dewi | | It is very useful and fun to learn to use quizizz because it is the first time. |
| Afria | | It is very useful and interesting to learn Indonesian using quizizz. |
| Bertha | | This application is very fun and can eliminate boredom while studying. |
| Widya | | It is very useful, especially in adding new knowledge about common words and Indonesian spelling, which I thought was correct, but turned out wrong. |
| Siti | Are there any benefits when learning Indonesian about common words and writing the Indonesian spelling using the quizizz online game? | I think that my knowledge of Indonesian is still not good. |
| Ely | | Many. Hopefully, quizizz can be used in other very boring courses. |
| SHELA | | It turns out that I made many mistakes when writing. |
| Yuni | | Very useful, I got a lot of new things. |
| Tri | | Useful and fun. |
| Cahaya | | Very challenging because it takes time |
| Meylia | | Useful for knowledge of Indonesian and easy to use. |
| Khairani | | Very interesting and adds new knowledge. |
| Nana | | Useful and add insight into common words and the spelling of Indonesian. |

Based on some of the students' answers in table 4. Students feel the benefits and are very interested in learning Indonesian by using the quizizz learning the media because it is fun, fun, and very effective and changes the students' mindset that learning Indonesian is boring. All students gave good comments. They are very enthusiastic about using quizizz as a medium for learning Indonesian and can compete to be the best while remembering which questions are right and wrong to increase each student's knowledge.

## Conclusion

Following the conclusions of this study, using quizizz to teach and learn common words and Indonesian spelling boosts student learning and interest in studying English. Indonesia. Online interactive games like quizizz may be considered an engaging, innovative, and powerful approach to teaching knowledge, especially to millennials. This study shows that game-based learning increases student attention and learning common words and Indonesian spelling. Quizizz also prepares professors and students for global education expectations. Online interactive games can help enhance language education and boost digital literacy among the youth, both of which are essential for the fourth industrial revolution.

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