

## STUDENTS' RESPONSES TOWARDS QUIZIZZ AS THE ASSESSMENT LEARNING TOOL FOR 10<sup>TH</sup> GRADE STUDENTS OF SMAN 5 SEMARANG

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### A B S T R A C T

Quizizz is presently the most popular online educational application for learning media and assessment tools. Teachers can assess students' learning abilities quickly, easily, and systematically while using it. It has attractive audio-visual features, humorous memes, stunning themes, and comprehensive assessment analysis for educators. Due to these benefits, many educators use Quizizz for educational purposes. Consequently, the purpose of this study is to investigate how students react to Quizizz as an assessment instrument for English language learning and investigate the effectiveness of Quizizz as a fun assessment tool for students, as well as the difficulties encountered by students when using the Quizizz application to take tests. This study found that the average response rate of 82.34% based on questionnaires and interviews with students, indicating that Quizizz has a positive impact on students. This response shows that students are enthusiastic and engaged in learning, thus enhancing their learning outcomes.

### Introduction

Technology nowadays should be used to give students the knowledge and experience they need in today's world since it is expanding quickly and education is changing as a result. For students to learn topics they may encounter in the future, particularly in real-life scenarios in the workplace, knowledge and experience are essential. This allows them to apply what they have learned in their everyday lives. As a result, through learning activities and learning evaluation, teachers play a crucial role in ensuring that students have the knowledge and experience necessary to use technology.

Teachers should make use of the most recent applications and technologies in order to design learning activities and learning evaluations that are suitable for the advancement of the current era and the students' increasingly complex learning styles so that the learning activities and learning evaluations can be interesting and motivating for students. Because students are interested in the creative and innovative integration of learning activities and evaluations, learning activities and learning evaluations will become more important and enjoyable for students. Additionally, instructors can support and direct students by leading enjoyable learning activities that will help them comprehend the course materials. When they run into problems, students can also approach their teachers for assistance. In return, teachers can give students constructive criticism in the form of ideas, suggestions, and new information so that the enjoyable learning can provide students' creativity and innovative ideas.

The process of pleasant learning activities can be determined with the aid of entertaining assessment tools. According to Jihad (2012), assessment is a crucial component of the learning process because it allows teachers to determine students' understanding abilities, learning progress, and as a means of reflection on the implementation of learning activities, allowing teachers to enhance their creative ideas for learning. In this Merdeka Curriculum, the Ministry of Education and Culture

(Kemendikbud) recommends that instructors provide more formative assessment portions so that students will learn to discuss before tests and receive positive feedback. This will have a positive effect on teacher and student comprehension of the material. Therefore, teachers must select assessment tools that are suited to the requirements of their students in order to pique their students' interest in learning, as well as utilize technology so that students become accustomed to using the most recent technology and they are not hesitant to use it in the future.

The Quizizz application is one of the technological applications used in learning assessment activities. According to Basuki and Hidayati (2019), Quizizz is a popular application among teachers and students because it is simple to use, has many fascinating features such as timers, text readers, music, images, and videos, and can be accessed at any time and place. By using Quizizz as the assessment tool in learning activities, instructors can encourage students to compete for the highest grades in a brief quiz competition (Lomba Cerdas Cermat).

Teachers can maximize the use of the Quizizz application by creating a variety of question types. According to Yong and Rudolf (2022), Quizizz can be used to assess students' comprehension of taught material. In addition, Quizizz offers comprehensive features for analyzing student grades, such as student average scores, the highest scores students receive, the most common errors students make, and the time that takes students to answer a question. This is very helpful for teachers in analyzing students' abilities and also serves as a resource for teachers to reflect on when crafting questions based on students' abilities. Teachers and students can utilize Quizizz's many useful features in accordance with their respective roles and needs. However, free accounts on Quizizz have limited access while paid accounts have full access.

The free version of Quizizz is provided with some question types such as multiple-choice, fill-in-the-blank, essay, and draw answer in quizizz. If the teacher uses a paid version of Quizizz, the teacher can access all Quizizz features, allowing for a variety of question types, including matching, reordering, drag-and-drop, drop-down, labeling, hotspot, graphing, video response, audio response, and others. Paid Quizizz offers a wide range of engaging question types for use in assessments, preventing students from becoming tired with repetitive question types. In addition, the timer feature provided by quizizz can reduce instances of student deception. Paid Quizizz users have access to an alarm feature that notifies teachers when students open non-Quizizz tabs in browsers or applications. This feature is very useful for teachers who want to ensure that students cannot cheat on a test.

Recognizing the benefits of the Quizizz application, the researcher intends to investigate the positive impacts of Quizizz for students as well as the challenges students face when using Quizizz as the assessment tool in learning activities. As additional reference, the researcher provides previous studies that analyze Quizizz as a learning medium and evaluation instrument. The first study conducted by Kristiani et al. (2022) discusses Quizizz as a gamification medium in learning that teachers should utilize because it provides unique benefits and features. As Quizizz is still relatively a new medium in the classroom, many teachers encounter obstacles when attempting to use it. According to Kristiani, they acknowledge that Quizizz is a new and exciting tool for use in the classroom, allowing both teachers and students to gain experience with technology in education. Therefore, Quizizz must be popularized and integrated into schools to enable teachers to utilize this technology and enhance student engagement in learning activities. Yong and Rudolf (2022) investigated Quizizz as an engaging assessment medium in their second study. Yong and Rudolf analyzed the features of Quizizz in depth

and compared Quizizz to Kahoot in terms of their features and ease of use, so that readers can better comprehend the benefits and drawbacks of Quizizz and Kahoot. The third study, conducted by Zuhriyah and Pratolo (2020), examined the perspectives of English majors (EFL Class) regarding the use of Quizizz as the assessment tool. In this study, it was discovered that students' perceptions of Quizizz had a positive impact, with students believing that Quizizz offered new test-taking experiences and improved their self-confidence, motivation, and ability to skim read.

Those three studies show that Quizizz has positive impacts on learning activities. It contains all the necessary features for use as a tool for assessing students' abilities. In addition, teachers who use it are able to provide students with the experience and knowledge necessary to use technology-based applications, and students are exposed to a variety of interesting question types. Consequently, the researcher wants to investigate further about the positive impacts of using Quizizz as the assessment tool for 10th-grade students at SMA Negeri 5 Semarang, as well as the difficulties encountered by students when using the Quizizz application to do some tests. This research is essential for determining the effectiveness of Quizizz as the assessment tool in learning activities and identifying solutions to the problems encountered by the students when utilizing Quizizz as the assessment tool.

### **Research Method**

This research uses qualitative descriptive analysis. Using a qualitative descriptive method, researchers analyze data by describing the collected data in accordance with facts and real-world occurrences in the field (Sugiyono, 2013). The analysis of this study's data requires the use of confined questionnaires and interviews with participants. This information is crucial for understanding the advantages of Quizizz as the assessment tool and identifying the obstacles students face when using Quizizz media during tests. This investigation involved 31 students in grades ten through one from SMA Negeri 5 Semarang.

The research procedure consists of: 1) identifying assessment issues encountered by students during the learning activities in school and reviewing relevant literature on Quizizz and assessment, 2) developing research instruments to be analyzed, 3) distributing a questionnaire via Google Form and conducting interviews through WhatsApp, 4) analyzing the data and drawing conclusions based on the analyzed data. This research is conducted in March 2023 online so that students can fill out the questionnaire flexibly. The data collection method is carried out by filling out the questionnaire through the Google Form application and conducting interviews through the WhatsApp application. Interviews are conducted by taking 5 students as respondents for the data sample. The sample data in the interview are analyzed descriptively so that the researcher can understand students' responses to Quizizz as the assessment tool.

Therefore, the researcher uses a closed questionnaire type that used a 4-point Likert scale, so that students can choose either a pro or contra option in the statements. The following is the Likert Scale (Sugiyono, 2013) used by the researcher in analyzing student responses to Quizizz as the assessment tool:

Scale	Score
Strongly Agree	4
Agree	3
Disagree	2
Strongly Disagree	1

**Table 1.** 4-Point Likert Scale Based on Sugiyono (2013)

With the data collected from respondents, researchers can assess the attitudes, opinions, and perspectives of students regarding the benefits of Quizizz as the assessment tool and the challenges they face. The data were mathematically analyzed using percentages and descriptively analyzed to illustrate students' perspectives on the advantages of Quizizz as the assessment tool and the difficulties they encountered when taking the test using Quizizz.

## Result and Discussion

### 1. Students' Questionnaire Results

Based on the questionnaire data filled in by class X-1 students as respondents, researchers obtained data and answers that matched the opinions and views of students related to Quizizz as the assessment tool. The following is a questionnaire table containing questions and percentages of student responses to determine the effectiveness of Quizizz as a learning assessment tool.

No	Statement	Answer				Score	Percentage
		SA	A	DA	SDA		
1	I find it easy to use the Quizizz Platform via the application or website.	64	45	0	0	109	87,90%
2	The Quizizz Platform makes it simple for me to take online English assessments on smartphones, laptops, tablets, and personal computers, and similar devices.	52	54	0	0	106	85,48%
3	I can take daily English quiz questions well through the Quizizz Platform.	44	57	2	0	103	83,06%
4	I feel interested in learning when the teacher uses Quizizz media as an English learning test tool.	40	54	4	1	99	79,84%
5	I feel challenged to compete with my classmates to find out the best and fastest grade in class when the teacher uses Quizizz as an English learning test tool.	52	51	2	0	105	84,68%
6	I can find out my answer mistakes when answering English questions with the Quizizz media so I can learn from them.	60	48	0	0	108	87,10%
7	The time limit for responding test questions on the Quizizz platform reduces instances of classroom cheating.	40	45	10	1	96	77,42%
8	I am pleased when the teacher employs Quizizz as the English-learning assessment tool and also I can learn how to utilize technology.	40	60	2	0	102	82,26%
9	What makes me interested in Quizizz are the interesting pictures, music, and	36	57	4	1	98	79,03%

	video illustrations from English learning tests.						
10	Using Quizizz as an English-learning assessment tool motivates me to learn more about Quizizz and how to create materials and questions, just as my teacher did.	32	51	12	0	95	76,61%
Average							82,34%

**Table 2.** Results of the Quizizz Effectiveness Questionnaires as the Assessment Tool

According to the data from the questionnaire, 87.90% of student responses indicate that they find it simple to use Quizizz with a supported internet connection and compatible devices, according to survey data. Also, 85.48% of student responses show that Quizizz make it simpler for them to take English language exams on compatible devices. Internet connectivity and compatible devices are essential for using Quizizz as the assessment tool. Quizizz is an online-based educational application designed to assist teachers in creating engaging learning and assessment activities for students, thereby providing them with the opportunity to utilize technology and spark their interest in learning. With students' enthusiasm for learning to use the Quizizz platform, learning outcomes can also be significantly enhanced. Approximately 83.06% of student responses show that they are capable of performing well on daily English tests. This is consistent with the increasing learning motivation of students as a result of Quizizz's engaging audio-visual features.

When the teacher employs Quizizz as the assessment tool, as many as 79.84% of student responses indicate that they are interested in learning. The Quizizz question features can be configured with timers and a point system based on the speed and accuracy of answers, which encourage students to be actively involved and competitive. This is supported by the fact that 84.68% of student responses say they feel challenged to contend with their classmates on Quizizz tests.

Quizizz's features, which include attractive audio-visual media and the capacity to display correct answers after answering questions, make assessment tasks less monotonous. Those are supported by the data indicating that 79.03% of student responses are interested in the audio-visual features of Quizizz and that 87.10% of student responses show that they can learn from the correct answers displayed when an incorrect answer is selected. By utilizing Quizizz as the assessment tool for learning, teachers are able to evaluate students' knowledge and interest in utilizing technology for learning and assessment. At least 76.61% of student responses show that they are interested in learning Quizizz as the assessment tool and how to use it effectively. Moreover, 77.42% of student responses indicate that the Quizizz timer can reduce cheating. However, its duration should be determined based on the type of questions such as longer-text questions require more time to answer.

Therefore, students can complete the test according to the difficulty level of the questions and the duration of the questions. Quizizz's timer and engaging audio-visual features can create an enjoyable learning and testing environment for students, while they simultaneously learn technology. This is supported by data indicating that 82.26% of student responses indicate that they engage the use of Quizizz as the assessment tool for English language learning because they also learn how to utilize technology. Consequently, student motivation and interest in learning can be obtained based on their perception and opinion of the learning media that are provided in the learning process and the assessment tools by the teachers. The average score obtained from the overall points

on the questionnaire of 82.34% shows that Quizizz as the assessment tool can motivate student learning so that they can improve their learning outcomes through Quizizz features such as engaging audio-visual features and competition among classmates with adjustable timer features.

## 2. Students' Interview Results

There were five interview data as sample data to determine students' responses to Quizizz as the assessment tool. The researcher asked five questions to the students about the effectiveness of using Quizizz and the difficulties experienced in using Quizizz as the assessment tool. The questions are elaborated as follows:

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1. Does Quizizz help students understand the questions?
  2. Is the duration time given in the Quizizz sufficient to answer the questions?
  3. Do students feel more active and engaged in the learning process when they use Quizizz?
  4. What kind of difficulties have students encountered while taking the Quizizz assessment??
  5. What are the advantages and disadvantages experienced after completing the Quizizz assessment?
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**Table 3.** Interview Questions for 10<sup>th</sup> Grade Students

The following are the findings from the researcher's interview with five 10th grade students at SMA Negeri 5 Semarang:

Participant 1 stated that Quizizz assisted her in comprehending the questions because its visual and audible elements kept her interested and prevented her from becoming bored. Quizizz would provide the correct answer if she answered a question inaccurately, allowing her to identify his errors. Quizizz's timer was also useful when it came to brief questions. Quizizz was less effective, however, when questions were lengthy and contained extensive narratives, as students tended to rush through them due to time constraints. Quizizz's scoring feature encouraged a sense of competition in the classroom by encouraging students to compete with one another to answer questions correctly and swiftly. However, many students commented that the main challenge they faced when using Quizizz for assessments was unstable internet connection. If the internet connection was not stable, the students' accounts would log out automatically or there would be an error when logging in to Quizizz. Therefore, students stated that Quizizz had the advantage of making them more active and interested in learning to use technology as a preparation for their future, but the disadvantage was that it required a stable internet connection and sometimes students could cheat if the timer was not set appropriately.

Due to the short time limit, Participant 2 felt less able to comprehend the questions, making it hard for her to select the correct answer. The short time limit is inappropriate for lengthy queries because students need time to comprehend the question and answer options in order to choose the correct response. However, she relished using Quizizz because it encouraged her to be more active and competitive with his classmates by encouraging her to answer questions quickly and correctly in order to earn the most points. During the Quizizz exam, the time limit and unstable internet connection created problems. She stated that Quizizz is more engaging and entertaining due to its visual effects, sound effects, and humorous memes, as well as its point system that encourages students to respond promptly and accurately to questions. Quizizz has a number of drawbacks, including a requirement for a stable internet connection and a point system that can be detrimental to students who answer questions carelessly due to the time limit.

Participant 3 stated that Quizizz helped her to understand the questions well because Quizizz has different features compared to other platforms and the timer feature forced

her to think more quickly. Quizizz's brief timer is suitable for short questions, but it is not suitable for lengthy text questions with moderately difficult answer options, as it significantly hinders students' ability to comprehend the questions. According to her, learning media with Quizizz can stimulate students' interest because the time feature of the test turns into a competition and trains students to think rapidly. The obstacles that she has faced are the short time limit, causing her to sometimes choose answers randomly, and sometimes she also experiences login problems due to unstable internet. However, Quizizz has advantages in the game-like question features that attract students' interest and the disadvantage lies in the setting of a time limit that is too short for questions with long narratives and require accuracy in choosing the correct answer.

Participant 4 stated that she was able to comprehend the questions during the Quizizz test, and that she was motivated to respond promptly when a timer was introduced. However, the risk of selecting a response too rapidly can lead to incorrect selections. The duration of the timer provided by the instructor during a Quizizz test depends on the query text length. Questions with lengthy explanations require lengthier time limits, whereas questions with brief explanations can be assigned a short timer. With Quizizz as the assessment tool, students are interested in observing how rapidly their peers work, which encourages a sense of competition and active learning. Nevertheless, she encountered difficulties during the Quizizz test. The issue is that she abruptly lost connection while dealing on Quizizz questions, which impeded her ability to compete with her classmates. However, Quizizz has benefits such as real-time monitoring test, efficient and quick scoring system, and entertaining audio-visual features that engage students in learning. Despite these benefits, it has some disadvantages, including its reliance on a stable internet connection and its brief timer feature for lengthy text questions.

Participant 5 stated that Quizizz's feature that reads the questions audibly to the students helps her to understand the questions better. Additionally, there are distinct sound effects for correct and erroneous answers, which encourages students to take the Quizizz test. Quizizz's allotted time must be considered, as various types of questions require varying amounts of time. Long-form questions require additional time so that students are not disadvantaged when selecting the correct answers. With Quizizz as the assessment tool, the learning process is made more engaging because the test environment is not monotonous; there are audio, visual, emoji, sticker, and emblem effects. However, she encountered problems while taking the Quizizz test, such as an unstable internet connection that caused problems with the Quizizz page, requiring her to re-login and begin the test again. Nevertheless, Quizizz has advantages in its features that make test-taking more engaging, as well as audiovisual features that students appreciate. Quizizz's disadvantages include a requirement for a stable internet connection and a timer system that must be adjusted based on the type of question to prevent students from being disadvantaged.

According to the results of the student interviews, Quizizz provides an engaging and thrilling experience due to its appealing audio-visual features, real-time monitoring, quick assessment system, and friendly competition between friends. This encourages students to utilize Quizizz for their test-taking needs. Students are motivated to obtain the highest score on the Quizizz test by their competitive nature. However, they occasionally encounter issues when taking tests through Quizizz, such as unstable internet connections and timers that are inadequate for the question difficulty. Sometimes they are unable to log in due to internet issues, sometimes they log out unexpectedly and encounter errors on the browser page, and sometimes they choose arbitrary answers to lengthy text questions due to Quizizz's time limit. Therefore, the difficulties encountered by students

can be mitigated by gaining an understanding of the issues that arise in the field. Teachers must comprehend and analyze students' personalities, skills, learning needs, and internet networks in the classroom in order to design appropriate assessments.

According to Gibson (2014), students' perspectives can be influenced by internal and external factors. Internal factors refer to the attitudes, feelings, and knowledge that students experience, which generate motivation and interest in learning about a particular topic. This can be seen in students' perspectives when using Quizizz as the assessment tool. Students are attracted to the fascinating audio-visual media, humorous memes, and beautiful themes, which make them feel at ease and enable them to enjoy the assessment's joyful atmosphere. In addition, Quizizz's timer and grading system can be used as a friendly competition between students, encouraging them to answer questions accurately and swiftly (Goksün & Gürsoy, 2019).

This activity model can be referred to as gamification since the learning activities are based on games and give each student the opportunity to actively participate and contend with their peers. Thus, students become enthusiastic about learning and are able to enhance their academic performance. According to Chaiyo and Nokham (2017), using Quizizz as a learning aid can help students increase their learning motivation, concentration, and comfort, resulting in improved learning outcomes.

As for external factors, Gibson (2014) affirms that the classroom environment, technology utilized, and school facilities can influence students' perceptions. The learning environment and school facilities at SMA Negeri 5 Semarang are optimal for assessments. In this instance, the students' participation in Quizizz tests is hampered solely by their unstable internet connection. In addition, the timer must be adjusted to the level of difficulty and reading materials of the questions so that it doesn't disadvantage them. In order for students to take the Quizizz test as their assessment tool, they require a stable internet connection and fair policies regarding the duration of the timer in relation to the difficulty level and reading materials of the questions.

Hence, the Quizizz application can be one of the alternatives utilized by instructors for engaging, enjoyable, and competitive learning activities and assessment tools. Students can become more enthusiastic about learning and improve their academic performance through the use of media that is engaging and entertaining. The use of technology-based learning media has a positive effect on students' ability to learn current technology and use it effectively and efficiently in the future. Additionally, they will be aware of the technological limitations they confront. By understanding the limitations of technology use, they will find appropriate solutions to these problems. This experience will continue to shape them into individuals of high caliber in the future. Therefore, it is essential for teachers to utilize the Quizizz application as the assessment tool in order to encourage students to be enthusiastic about learning and to improve their learning abilities.

## Conclusion

Based on the analysis of the questionnaires and the interviews, the use of Quizizz as the assessment tool has positive impacts on students because Quizizz itself has attractive features such as humorous memes, pleasant music, beautiful themes, adjustable timers, and leaderboards like a game. It also becomes a tool for gamification that engages students through competition, and this will be effective for learning activities and assessments. Thus, it has valuable advantages that facilitate students' learning in entertaining ways. Teachers can use the Quizizz application as the efficient assessment tool due to the real-time monitoring, the rapid and automated grading system, and the

question analysis features. This question analysis function identifies common errors made by students so that instructors can comprehend the issues with the question that frequently cause students to become stuck in answering the questions. Therefore, the Quizizz application is highly relevant as the attractive and enjoyable tool for assessing student learning.

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