



# CIREBON INTERNATIONAL CONFERENCE ON EDUCATION AND ECONOMICS (CICEE)

## THE STUDENTS' PERCEPTIONS TOWARD QUIZIZZ AS AN ONLINE LEARNING MEDIA

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### **Abstract**

This study discusses about the importance of media instrument media to support teaching and Learning English enjoyable. The goal is to find out how students' perception toward the use of Quizizz as teaching media. Qualitative research methods and open questionnaire as the research instrument were used the data Questionnaire were come from the participant's answer that would be described and interpreted. As the result of this study there was two perceptions: a positive perception and a negative perception. It is hoped that this study will motivate teachers and other researchers to investigate further, related to improve the use of teaching media.

**Keywords:** Quizizz application, Online Teaching Media, Positive and Negative Perception.

### **INTRODUCTION**

During the pandemic Covid-19, students are unable to study directly in the classroom. So that many teachers switch to modern learning media that can be used for online learning media. Therefore, online platforms for Education have taken as many have realized the potential. The writer has agreed of e-learning makes learning more fun. One of them is Quizizz. Chenath and Gupta, 2020 state Quizizz is an innovative tool available on the Website that helps teachers to evaluate students through lessons and questions song and dance. Related to my experience when teaching and learning process using Quizizz which is available on each students' smartphone, this application providing immediate adaptive feedback through class reports that can be seen by the teachers and the students. At first using this application difficult because the media is limited, but the students can be easier to adapt and remote learning systems, and teachers also can evaluate students in handling song and dance exercises. They automatically see the feedback or value in the application.

In learning English using Quizizz apps, students can improve their English skills in reading, they can in describing a building. Digital game has been popular for several decades in Indonesia (Greenhow. C., 2015). Students might be more delighted and enthusiastic in the learning using Quizizz, mainly in the English lesson in the classroom or in virtual meeting class.

## PREVIOUS STUDY

Many research was carried out on the Quizizz apps. Prasongko (2021) in his study with the Research Question how the Quizizz applied in English lecturing process, collect data by interview, Questionnaire methodologies, concluded that lectures and in the university lectures.

Other study is come from Lim & Yunus (2021). This study is based on sequential data and Descriptive Comparison. This study Explaining and recapping Quizizz as a platform. There is another study of English, Aprilany (2021) used qualitative method and sample was the 10<sup>th</sup> class including two female and three males aged 16-17 years old with 19 men and 11 women. The conclusion is that quizizz could be a media option to webpages and applications with provide simple and for students to conduct research on smartphone, laptop, and iPad concerns, along with many other things.

From the studies above it can be concluded that quizzis as application in teaching and learning English have positive perception which helps students easier to understand, easy in comprehending, and memorizing vocabulary, effective, flexible, can motivating all learners.

## METHOD

This research used qualitative method. the data from students' questionnaire through 10 open-ended questions. The questions will be asked by referring to the category of students' perceptions, namely positive perceptions, and negative perceptions in accordance with the theory of Demuth (2003) and Robbins (2010). The 10 questions asked cover affective values only. According to Hany Zaky (2019), the affective domain is a scope that is based on students' experiences and the phenomena they experience such as interests, values, morals, attitudes, and a healthy mentality.

**Table 1**  
Open-ended Questionnaires

No.	Questions
1.	Apakah anda suka belajar Bahasa Inggris dengan Quizizz? Bagaimana perasaan anda ketika belajar Bahasa Inggris menggunakan Quizizz? Mengapa? (Are you like studying English with Quizizz? How do you feel when you learn English using Quizizz? Why?)
2.	Adakah pengaruh penggunaan Quizizz dalam meningkatkan pembelajaran Bahasa Inggris anda? (What are the effects of Quizizz in improving your English learning?)
3.	Adakah fitur Quizizz paling membuat anda lebih semangat dalam mengerjakan soal? (What are the Quizizz features make you more motivated to work on the questions?)
4.	Apakah menurut anda Quizizz cocok untuk pembelajaran Bahasa Inggris? Mengapa? (Do you think Quizizz suitable for learning English? Why?)
5.	Dapatkah pembelajaran Bahasa Inggris dengan Quizizz meningkatkan semangat anda? Mengapa? (Can learning English with Quizizz increase your enthusiasm? Why?)
6.	Apakah menurut anda pembelajaran Bahasa Inggris menggunakan Quizizz lebih baik daripada pembelajaran tanpa media? Mengapa? (Do you think that learning English using Quizizz is better than learning without media? Why?)

7.	Bagaimana anda menggunakan Quizizz dalam pembelajaran Bahasa Inggris? (How do you use the Quizizz in English learning?)
8.	Apakah anda puas belajar Bahasa Inggris dengan Quizizz? Berikan alasannya. (Are you satisfied with learning English using Quizizz? Give the reason)
9.	Apakah ada rasa nyaman ketika mengerjakan soal kuis Bahasa Inggris dengan Quizizz? Mengapa? (Is there a sense of comfort when learning English with Quizizz? Why?)
10.	Bagaimana anda bisa menerima Quizizz sebagai media kuis dalam pembelajaran Bahasa Inggris? (How can you accept Quizizz as an English learning media?)

Source: writer, 2022

Finally, the data from the questionnaire were analyzed using descriptions related to the theme (Creswell,2012) so that participants' perceptions could be collected, as well as assessing the data through descriptions and defining the primary themes by studying and interpreting the context for the conclusions' greater meaning of the findings (p.18). For example: the writer published specific questions related to Quizizz to enable participants to provide their perception or reaction to use the online media Quizizz by using Narrative designs.

## RESULTS AND DISCUSSION

Based on the explanation above, the effect of using learning media in learning English as education can increase, motivate, student become happy to learn and are not easily bored. One of the media game-based learning that is suitable for learning English is Quizizz. Quizizz Learning media has a feature that are suitable for testing all skills in English, especially improving reading skills.

The goal was to reveal students' perception using Quizizz as Online media learning in Class VIII in Cirebon. Then, described data from the findings of students' responses using descriptive method related to learning using interaction through online classes.

In this section, the writer had been discussed with responses to the problems statement exists student toward Quizizz as Teaching media at class VIII at the one of Junior High School in Cirebon.

Based on the analysis of data collected through questionnaires, it was found that most of students agree in learning English with Quizizz application. It's meant they have positive perception. This can be seen on their result of questionnaire, which are Quizizz makes learning more fun because learning English with Quizizz can practice brainstorming speeds for students for increase reading skills. Quizizz is suitable for use as a media for learning English, Quizizz can increase Enthusiasm Student in learning English, learning English with Quizizz is like Playing a game.

There are also negative perceptions towards the application because it said allocated time is very limited.

## CONCLUSION

In accordance with the explanation that has been considering application, the writer would present several points about the effectiveness. Opening with question of students' affective perceptions, which focused on students' experiences problem during learning through Quizizz including both positive and negative responses. In the positive perception, Quizizz makes learning English more fun, Quizizz have some features which can increase



enthusiasm in learning English, it is suitable as a media for learning English, because it can increase the reading skills for students. But, in negative perceptions, students dislike learning English through Quizizz as an online media because it is very allocated time limited.

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