Utilization of Quizizz Platform in the Learning Evaluation Process

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Abstrak: Penelitian ini bertujuan mengetahui pengaruh penggunaan Quizizz sebagai media evaluasi pembelajaran untuk melihat keberhasilan pembelajaran. Tujuan penelitian ini yaitu mendeskripsikan Quizizz dapat dijadikan media evaluasi pembelajaran formal seperti ujian atau penilaian harian khususnya pada pelajaran matematika. Metode penelitian ini yaitu analisis kualitatif. Evaluasi pembelajaran dengan menggunakan quizizz membantu meningkatkan konsentrasi belajar peserta didik. Penggunaan quizizz dapat dilakukan oleh dosen pengampu matakuliah lain, guru dan mahasiswa yang akan melaksanakan PKM untuk mendukung revolusi industri 4.0. Hasil penelitian berdasarkan angket, pelaksanaan ujian atau penilaian harian dapat dilakukan melalui Quizizz dengan mengoptimalkan penggunaan fitur pada Quizizz. Evaluasi pembelajaran melalui Quizizz dapat memudahkan dosen dalam melakukan penilaian secara detail dan obyektif. Yang dilihat dari hasil persentase hampir 90% kelebihan dan 10% lainnya kelemahan dalam penggunaanya.

Kata Kunci*: Quizizz, Media, Evaluasi Pembelajaran*

***Abstract:** This study aims to determine the effect of using Quizizz as a learning evaluation medium to see learning success. The purpose of this study is to describe Quizizz can be used as a medium for evaluating formal learning such as exams or daily assessments, especially in mathematics lessons. This research method is qualitative analysis. Learning evaluation using quizizz helps improve the concentration of learning students. The use of quizizz can be done by lecturers who teach other subjects, teachers and students who will carry out PKM to support the industrial revolution 4.0. Research results based on questionnaires, the implementation of exams or daily assessments can be done through Quizizz by optimizing the use of features on Quizizz. Learning evaluation through Quizizz can make it easier for lecturers to conduct detailed and objective assessments. Which is seen from the percentage results of almost 90% advantages and 10% other weaknesses in their use.*

***Keyword:** Quizizz, Media, Learning Evaluation*

Introduction

Advances in education today are very rapid, accompanied by increasingly sophisticated technological advances. The utilization of technology has almost been applied to every aspect of daily life (M. P. Pratama et al., 2022). Education is the most important thing in a person's future and life at this time, where this education serves to develop the ability and shape the behavior and personality of each individual learner in order to become a human being who believes and is devoted to God Almighty, has noble character, knowledge, has skills and intelligence. The development of science and technology encourages each individual to always be creative and active in their potential. To develop all the potential of

students both cognitively, affectively, and psychomotorically, it must go through the learning process in the world of education (Purba, 2019). Education is also a learning activity where this activity is the most important as a whole because education makes humans try to develop themselves so that they can face any changes that are happening due to advances in science and technology. There are several learning methods that can be used to increase student learning concentration.

Susanto states in the national education system law No. 20 of 2003 learning is defined as the process of student interaction with educators and learning resources in a learning environment (Nuryanti, 2022). According to this understanding, learning is an assistance provided by educators to be given to students so that the process of gaining knowledge and mastery of what the educator conveys occurs. learning is a communication process between learning, teaching and teaching materials (AH, 2013).

Technology can provide convenience to educators and students in conducting online learning. Various platforms or applications are provided to facilitate the implementation of online learning, including making it easier for educators to evaluate students even though it is not done face-to-face by utilizing various platforms. Learning is an effort to shape the desired behavior, learning as a way for educators to provide opportunities for students to think in order to recognize and understand something that is being studied. Learning also gives freedom to students to choose learning materials and how to learn them according to their abilities. Learning is any systematic and deliberate effort so that there are interaction activities, education between two parties, namely between students (learning citizens) and educators (learning resources) who carry out learning activities (Talukdar et al., 2020)

One of the e-learning-based learning evaluation media is by using Quizizz. Quizizz learning evaluation media also provides data and statistics on student performance, and can even download these statistics in the form of Excel spreadsheets. Lecturers can track the number of student answers. The use of quizizz helps educators in conducting evaluations without being limited by place, attractive appearance and regulated time settings guide student concentration (Purba, 2019). In every lesson, educators must try to find out the extent of the design, process and learning outcomes. The importance of knowing these results is because it can be one of the benchmarks for educators to find out the extent to which the learning process they do can develop the potential of students. With evaluation, the progress and decline of the quality of education can be known, and with evaluation, we can find out the weak points and easily find a way out to change for the better in the future (Manurung et al., 2021). Learning evaluation is an integral part of the education process. However, traditional approaches involving written exams are often less able to measure holistic understanding and mastery of material. In the digital era, the Quizizz platform provides a more dynamic and engaging solution to the evaluation process.

Lecturers can track the number of student answers. The use of Quizizz helps educators in conducting evaluations without being limited by place, attractive appearance and regulated time settings lead to student concentration. One of the media for evaluating modem learning or E-learning is by using the Quizizz application. Quizizz learning evaluation

media also provides data and statistics about student performance, statistics from that performance can be in the form of an excel that can be downloaded through the Quizizz application. Teachers or educators can see the number of correct answers by students. The use of Quizizz helps teachers or educators in carrying out learning evaluations without time limits, the place and appearance are attractive and the processing time can be set so that students concentrate on working on their evaluations (H. et al., 2021)

The quiz application that can be used in this fun learning is the Quizizz application which looks more interesting and attractive when used in play, thus making learning and games turn more exciting (Hidayati & Budiarti, 2022). In this study, we will discuss the application of Quizizz learning as an evaluation media in learning as a fun computer basics learning. Because the learning model is the right learning method and strategy and is optimally supported by interactive media that encourages students to generate interest, learning activities, motivation and learning outcomes from students in the learning process of computer basics. Quizizz can be interpreted as a web-tool for creating interactive quiz games used in classroom learning, interactive quizzes that are made have 4 answer choices (in the form of Multiple Choice) in which there are correct answers and pictures can also be added to the question (Budiarti et al., 2022). The advantages contained in the quizizz application are one of them is by displaying a value board that adds enthusiasm in completing the game. besides being fun, the Quizizz application also functions as an application that can be functioned on all devices such as computers, smartphones, and tablets, and can be played for free and multiplayerboth on Android, IOS, and Chrome. Accounts in Quizizz do not need to be created by children who want to play, but only by entering the game code given can immediately join the game, but if there are children who do not play, the code given will be repeated again because they will not be able to use the same code to play (Hidayati & Budiarti, 2022).

Quizizz is a creativity software company used in the classroom group work protest reviews, exams, unit tests, impromptu tests it allows students and teachers to be online at the same time. The special application is a web tool for creating interactive quiz games and teaching media used in classroom learning interactive quizzes created have up to 4 answer choices which include the correct answer and can be added images in the background of the question and for learning media can be included material as well as creating PowerPoint. According to verba crisis is a game-based educational application that brings multi game activities to the classroom and makes it in the classroom interactive and fun exercises point in line with that. According to amortiin explained that quizizz is a test tool and also a learning media that is believed to provide student motivation in learning with interesting features. Based on the above opinions, it can be concluded that quizizz is an interactive game-based educational application that can be used as a learning media or evaluation tool so that it attracts students' attention to be more motivated in the learning process. The interesting features that crisis has can be used by teachers to facilitate the teaching and learning process, including teachers can create interactive quizzes with more than 4 answer

choices, besides that the teacher can add image media to the background of the question and adjust the question settings as desired.

The Quizziz application can be used by teachers or instructors to train understanding and the extent to which students learn. Easy use and the results of the quiz are obtained quickly and can be processed quickly in the assessment process, making this application worth using as an evaluation learning application that supports the industrial revolution 4.0 in the education and learning sector. So that students have a strong interest and motivation to learn. This Quizziz application can also be used to store question banks, teachers must have various types of questions that can be stored in this application. So that learning becomes more fun and learning objectives are achieved (A. T. Pratama et al., 2021). Quizizz also allows students to compete with each other and motivate them in learning so that learning outcomes can increase at the point where students take the quiz at the same time in the classroom so that students can immediately see their ranking on the leaderboard one of the features that the virus has is that it gives statistical data about student performance which can track many students who answer questions made questions that must be answered and more. Quizizz is very helpful for teachers in making questions in computer basics courses because teachers can assess students directly. Quizizz is also a very interesting application for making questions because it has many very interesting features. Based on the above background, the research problem is focused on how to make use of the Quizziz application as a fun computer basics learning evaluation media and the level of understanding of student learning, so that students can learn anywhere, anytime with flexible time and in any way without being hindered by space and time.

Research Methods

The method used in this research is a qualitative analysis method as an approach procedure that will produce a description of the data that is the focus of the research, namely educational technology students of the 2020 batch of Indonesian Christian University Toraja, using this qualitative research in the form of a questionnaire. The research procedure is carried out by determining research questions, determining data collection methods and data analysis techniques, processing data, and making reports.

This subject is a study of Educational Technology students class of 2020. This research is located at Campus 1 Makale, Indonesian Christian University of Toraja. Qualitative methods are used in order to obtain data and questionnaires through google form in detail, considering that this research focuses on the perceptions of Educational Technology students regarding Quizizz as a Learning Evaluation Media for computer basics courses. The data source of this research is questionnaire. In the questionnaire there are respondents as parties who provide responses or answers to the questions asked. The google form questionnaire is intended to conduct a study to find out something and want to understand the opinion of the instructions given (Nada & Nuriadin, 2022).

Results and Discussion

Quizizz can make interesting features that the crisis can be used by teachers to facilitate the teaching and learning process, including teachers can create interactive quizzes with more than 4 answer choices, besides that the teacher can add image media to the background of the question and adjust the question settings as desired. Quizizz which helps in the learning process by using the Quizizz application has met the success criteria with good grades, so that it can be declared complete and complete. The use of Quizizz helps teachers or educators in carrying out learning evaluations without time limits, the place and appearance are attractive and the processing time can be set so that students concentrate on doing the evaluation. Quizizz is also one of the learning media that makes activities in making questions.

Based on the results of research that we conducted on Education Technology students at Universitas Kristen Indonesia Toraja, especially the class of 2020 regarding the use of Quizizz media as a medium for evaluating learning in computer basics courses. By distributing google form questionnaires to every 2020 class student with several points regarding Quizizz, namely in the learning process, making questions, friendly to the environment because it is an electronic book.

Based on the results of using a questionnaire, this activity obtained the following results:

Does Quizizz help you in the learning process
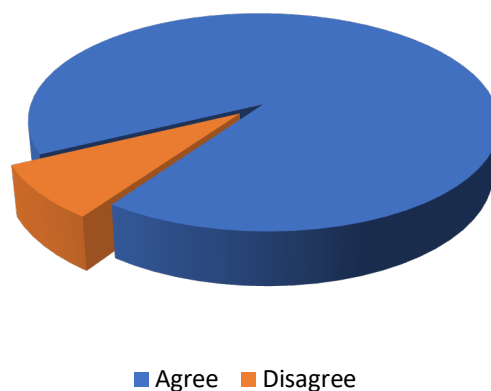

■ Agree ■ Disagree

Figure 1. Quizizz usage response results

In Figure 1. Shows the number of 23 educational technology students class of 2020 who filled out and answered the questionnaire. And 91% who gave the answer Yes means a positive response about the use of Quizizz, while 9% gave the answer No. In the answer Yes based on the acquisition of average results reached a number above and was in the Good criteria. In the answer Yes based on the acquisition of average results reached the number above and was in the Good criteria. This shows that the results of Quizizz which helps in the learning process by using the Quizizz application have met the success criteria with a good score, so that it can be declared complete and complete. Quizizz is also very useful for

increasing creativity and motivation in understanding material for students. In Quizizz, it is very dependent on technological facilities and facilities in the form of computer or leptop hardware, besides that the internet connection is less supportive.

Quizizz help me in creating questions?
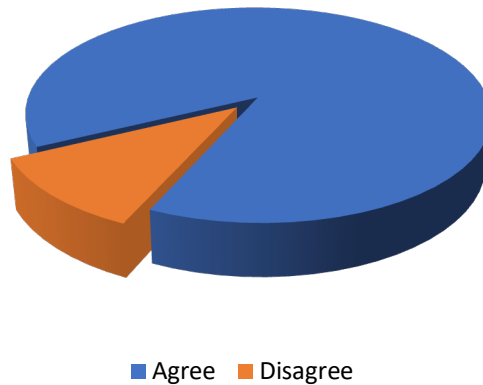

■ Agree   ■ Disagree

Figure 2. Quizizz response results that make it easy to create questions

In Figure 2. Shows the number of 23 educational technology students class of 2020 who filled out and answered the questionnaire. And 89% who gave the answer Yes means a positive response about using Quizizz which makes it easy to make questions. Quizizz is very helpful for student life in the world of lectures and a teacher in making questions. Students as well as to facilitate the teaching and learning process including students can create interactive quizzes with more than 4 answer choices besides that students can add image media to the background of the question and adjust the question settings as desired.

**Quizizz is more environmentally friendly
because it saves paper by using electronic books.**
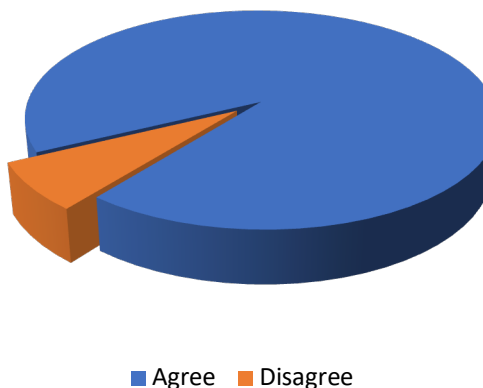

■ Agree   ■ Disagree

Figure 3. Quizizz response results are more environmentally friendly

In Figure 3: 93% of students agree that Quizizz is more environmentally friendly because it does not use paper, armed with a quota all in the palm of the hand, by relying on the internet as a means of online learning it is very beneficial for students. Developing the use of the Quizizz learning media application so that it is more easily recognized by some students and makes it easier to operate the use of the Quizizz learning media application in increasing student learning interest.

Conclusion

The utilization of the Quizizz platform as a learning evaluation tool has great potential to improve evaluation effectiveness and student engagement. With proper use, this platform can help teachers achieve learning objectives in a way that is more dynamic, interactive and in line with current technological developments. From the discussion of the results above, it can be concluded that students of the 2020 educational technology study program have used Quizizz as a quiz learning media in increasing student learning motivation, which can be concluded that the use of the Quizizz application can be utilized as a learning media that has a very significant effect on student learning motivation. The use of the Quizizz application as a medium for giving quizzes increases the learning motivation of students in the educational technology study program. Quizizz also allows students to compete with each other and motivate them in learning so that learning outcomes can increase the point that students take quizzes at the same time in class so that students can immediately see their ranking on the leaderboard one of the features that the virus has is that it gives statistical data about student performance which can track many students who answer questions that are made questions that must be answered and more.

The questionnaire results show that almost all students give results that lead to the ease of use of Quizizz both in terms of appearance and access to the application. This Quizizz learning media can be accessed directly by each student which will make students more active in understanding learning, and teachers do not need to worry if their students do not receive learning materials because they independently run this Quizizz media. Quizizz learning evaluation media also provides data and statistics on student performance, statistics from that performance can be in the form of excel which can be downloaded through the Quizizz application. Teachers or instructors can see the number of correct answers by students.

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