



QUIZZZ APLICATION AS THE BRIDGING EVALUATION ON ENGLISH GRAMMAR MATERIAL OF ESP STUDENTS

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Abstrak

Penelitian ini bertujuan untuk mengetahui persepsi siswa ESP dalam penerapan aplikasi Quizizz dalam proses evaluasi pada materi *Grammar dalam Bahasa Inggris*. Penelitian ini menggunakan *Applied Research* berbasis teknologi informasi dimana *Quizizz* digunakan sebagai alat evaluasi. Subyek penelitian ini adalah 81 mahasiswa semester II Program Studi Manajemen, Universitas Timor. Peneliti menggunakan tes dan angket untuk mendapatkan data penelitian. Tes terdiri dari 15 soal yang berkaitan dengan materi *grammar (Pronoun, Passive voice, and Modality)*. Tes berbentuk soal pilihan ganda. Kemudian, peneliti membuat angket untuk mengetahui persepsi atau respon siswa tentang penggunaan Aplikasi *Quizizz* sebagai alat evaluasi. Temuan pada penelitian ini menunjukkan adanya persepsi yang baik dalam penggunaan *Quizizz* sebagai proses evaluasi. Hal ini berdasarkan pada hasil tes yang dilakukan mahasiswa menggunakan aplikasi *Quizizz* dan ujian akhir mereka. Nilai mahasiswa mengalami kemajuan pada hasil ujian akhir mereka. Sebagai kesimpulan, *Quizizz* adalah aplikasi yang menyenangkan karena menyerupai game yang di dalamnya terdapat papan score dan juga musik. Mahasiswa dapat mengetahui jawaban yang benar dan menikmati proses menjawab soal menggunakan aplikasi ini.

Kata Kunci: *Grammar, Aplikasi Quizizz, Penilaian*

Abstract

This study aims to know the ESP students' perception in applying Quizizz application for evaluation on English Grammar material. This research used Applied Research based on information technology where Quizizz is used as an evaluation tool. The subjects of the research were 81 students from the second semester of Management Study Program of University of Timor. The researcher used test and questionnaire to gain the data of the research. The test consisted of 15 questions relating to grammar material (Pronoun, Passive voice, and Modality). The test was multiple choice question form. Then, the researcher created questionnaire to find out the students' perception or responses about using Quizizz application as the evaluation tool. The research findings shows that there were positive perspectives of the students toward applying Quizizz. It was as the results of students' score in Quizizz and their final exams. There were improvement in their final test. In conclusion, the students regarded that Quizizz is attractive game consisted of live top chart, music. The students can know the correct answers and enjoy to answer the questions in this application.

Keywords: *Grammar, Quizizz Application, Learning Evaluation.*





INTRODUCTION

In this 21st century, the innovation of technology develops so rapidly. Indirectly, it also gives impact for educational world, especially in teaching and learning English process. English becomes very important of international languages since it requires as a communication bridge. One of the basic components that need to be taught in English is Grammar (Thornburry:2002). By having learnt Grammar appropriately, we can communicate well in formal Situation (Ismail, 2010). In learning English, learning grammar is very challenging especially in ESP class, because as grammar consists of a set of rules and systems to construct sentences. Without having these systems, the clear sentence and explicit meaning cannot be meaningfully formed (Larsen-Freeman, 2021). Therefore, as the grammar English teachers or lectures especially in ESP class should able to find the best and latest method to improve the quality of English grammar of ESP's students in different ways. Hence, we need to use the development of technology to encourage students to learn grammar through an interactive platform that incorporates games, sound effects, images, and authentic contents in the process of teaching and learning.

In addition, the using latest media in learning, effective use of the latest evaluation media can also be carried out. The use of technology in education makes teaching and learning activities more effective and efficient to achieve the learning objectives (Handoko, et.al:2020). The achieving of learning objectives comes from the media or method in learning and the evaluation process done by the teachers or lectures. In this modern technology era, they can bring the challenge in doing learning process and evaluation in different ways which involve the development of technology using. Pusparani (2020) states that the teacher needs to innovate the using media of learning evaluation. Many universities in Indonesia still apply the conventional method to evaluate the students in teaching- learning process, such as collecting assignments from the students, direct quiz, paper assignments, discussing, which are ongoing every day (Sunarya, P.A, et al: 2019). This activity reflects the actions of teachers or lectures who do not applied the technological developments as supporting method in the teaching learning process. Even though as good teachers or lectures we should accept challenges in using technology that can be carried out as the evaluations tool in teaching-learning process. One of the media used when evaluating the learning activities is Quizizz.

Quizizz defines as a quiz of interactive application originating from Santa Monica, California, United States. Its application provides formative questions with a variety of choices that are presented in a fun and interesting way for all students (Pusparani: 2020). According F. Zhao (2019), Quizizz is a game-based educational application that can be played by many people working on problems with an interactive and fun display. Games have two aspects of perception; they are perceived of used and perceived of enjoyment. Perceived ease of use talks about Quizizz that easy to use and to access, while perceived enjoyment talks about the students' feelings (students do not feel bored or nervous every time of test or learning evaluation) while using Quizizz in teaching and learning process (Hasanah, et. Al:2021). This application is a web tool application that can be accessed through the website www.quizizz.com which can be accessed via computer, laptop or mobile phone. The user must enter the 6-digit code provided to join then enter his name (Cahaya: 2021). In addition (Zhao, 2019) explained that the teacher can track all the process and download the summary or result at the end of the quiz to measure the students' success in learning process. It also has some interesting features such as avatars, music, leaderboard, memes, and theme with a user-friendly interface that makes the students feel like they are playing a game (Mac Namara & Murphy: 2017)



Based on some different definitions above, we can sum up that Quizizz is one educational application or platform of gamification concepts with incredible features that attract the students' attention in learning process and the teacher or lectures also can get the result in report or download as the evaluation process.

Using Quizizz in teaching and learning process have been researched by many researchers. Fadhilawati (2021) found the students' achievement in learning relative pronouns increase after they learned the materials and evaluated by applying quizizz Application. Then, they also present positive views to the use of Quizizz for Learning and evaluating Relative Pronouns. Moreover, Hamilton-Hankins (2017) reported that Quizizz application can increase the students' motivation in the Classroom of English Language Arts. Moreover, Rahayu & Purnawarman (2019) applied Quizizz as a tool for assessing the students' self-assessment to improve grammar understanding. They found that the students have been able to self-evaluate their strengths and weaknesses by applying Quizizz. Furthermore, most students also demonstrated considerable progress on their achievement of grammar.

By these phenomena on the explanation of related studies above, the researcher attracted conducting the research to know the students' perception in using Quizizz as the evaluation tool.

METHOD

The method in this research used Applied Research based on information technology where Quizizz is used as an evaluation tool. The subjects of the research were 81 students from the second semester of Management Study Program of University of Timor. The researcher used test and questionnaire to gain the data of the research. The test consisted of 15 questions relating to grammar material (Pronoun, Passive voice, and Modality). The test was multiple choice question form. Then, the researcher created questionnaire to find out the students' perception or responses about using Quizizz application as the evaluation tool.

RESULTS AND DISCUSSION

According to Bury (2017) the use of Quizizz has a positive impact on learning because it can motivate the students. In addition, Zhao (2019) highlights that Quizizz is an educational game-based software that takes interactive activities in the classroom and provides enjoyable learning experience to the students. The students can dot the exercises by using laptop or smartphone. Quizizz can encourage healthy competition with friends by looking at the leaderboard to show the rank of the students lively. The picture below showed the report of students' activity after playing Quizizz. The students can also maintain their rank from the leaderboard shown on the LCD. That will improve students' interest in answering the correct answer. It affected their way to read the questions carefully and it would kept as the long memory in their mind.



Student Name	Attempts	Score	Percentage	Points	Action
FERA HULDAYANI PISDON MOLIN...	2	13/15	87%	10510	Evaluate
RAYNELDIS OLGA YULIANA NAITK...	2	10/15	67%	8510	Evaluate
Prima leonarda usnaat		10/15	67%	7490	Evaluate
Charles s. Boys(41220122)		10/15	67%	7540	Evaluate
Petrus Yohanes Maria Vianney Gh...		9/15	60%	7900	Evaluate
MARIA MAGDALENA NEONNUB		8/15	53%	5610	Evaluate
Lusia Litania Thiodoris	4	8/15	53%	5470	Evaluate

Picture 1. The Quizizz's Report

Picture 1 displays the Quizizz's reports showing how accurate the students' answer. The researcher also can observe how well the students' performance in responding each questions. The researcher knew which questions were difficult, medium, and easy. That would bet he consideration of making the questions for final test.

Halim (2020) says that Quizizz should be liked by the students because it can entertain them. Amornchewin (2018) also adds that Quizizz is a learning media that can motivate studens in learning process with it interesting features. The interactive and attractive display of Quizizz improve the encouragement to carry out the final exam.

Applying Quizizz for students could improve their achievement in learning English. It can be presented from the figure below:

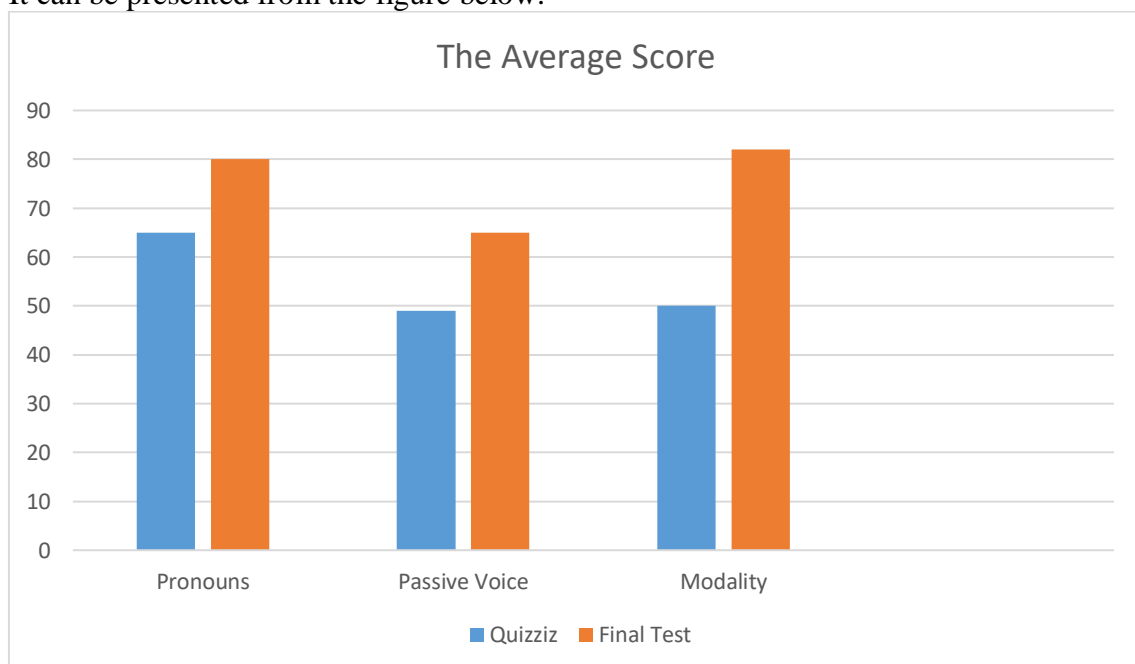


Figure 1. The students' achievement from Quizizz to final test



There are significant improvement for scoring about pronouns, passive voice, and modality for Management's students. Students' average score was 65 in Quizizz and 82 in final test for pronouns. Students' average score was 49 in Quizizz and 65 in final test for passive voice. Students' average score was 50 in Quizizz and 85 in final test for modality. English for specific students was not easy. The students were difficult to grab the material. The materials and the test should be written down in English. They were surely need attractive method to make them enjoying studying English. By looking at the final score, it can be said that Quizizz can attract them to study English. The average highest score in Quizizz came from pronouns questions. That was about 65. The average score in final test came from modality. That was about 85.

The students' perception taken by giving them questionnaire. The questions consisted of 6 categories. The results of the questionnaire can be displayed by diagram below:

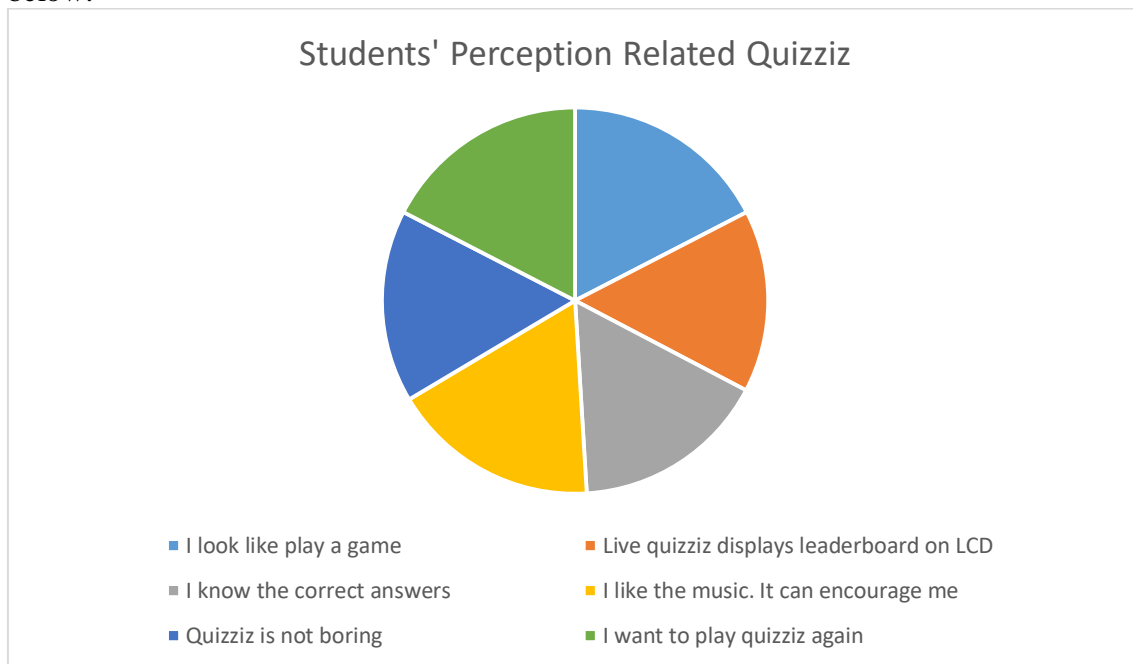


Diagram 1. Students' Perception Related Quizizz

There were 81 Management's students as the participant. The students gave their perception related to their experience in applying Quizizz before facing the final exam. There were 81 students filled the category of "I look like play a game" and "I want to play Quizizz again. Those categories were the highest.

There were more than 50 students agreed for each categories. This was supported by the previous study highlighted by Basuki (2019) states that the students made a positive perception of the effectiveness of online quizzes towards language skills and components.

The statements of "Quizizz is not boring", "I like the music. It can encourage me" and "I look like play a game" were in line with the previous study stated by Basuki (2019) highlights that most students agreed that Quizizz is interesting, motivating, and fun.

The statements of "I know the answer", and "live quizziz displays leaderboard on the LCD were in line with the previous study conducted by Bury (2017) mentions that the most students like the competitiveness in Quizizz session. By taking a test through Quizizz, students can see the correct answers directly. It can lead them to be more competitive. Quizizz is a tool that persuade students to review materials into fun multiplayer activities. The next question related to the learning motivation is about displaying leaderboard. There



were 71 students agreed that Quizizz can increase their motivation to be the first name on the leaderboard. English for Specific Students are initially scary and difficult to understand. However, their activities not only becomes fun with Quizizz. The students can be relaxed before facing the final test, but also can grab the materials easily. Thi is very effective for avoiding boredom in the process of learning English. That can be tried next to the students from another department. Fadhilawati (2018) highlights that the immediate feedback feature provided by Quizizz allowed students to know their own strengths and weaknesses. It could guide learners in how improving their English skills.

CONCLUSION

In conclusion, the results of the study showed that there was positive perspectives by applying Quizizz as the assesment tool. The students agreed that Quizizz is interesting and fun because Quizizz is like a game completed by music. They can enjoy using q Quizizz and want to play Quizizz again. They can compete to the other friends because Quizizz displays leaderboard on LCD. The students also know the correct answers directly. Applying appropriate and interesting media as an assesment tool can help students more interested and motivated in learning English. The lectures were allowed to create the questions based on the previous materials they learnt together in the classroom. Quizizz as one of the well-known digital games-based media can be provided as the alternative media for the students. The students can remind the materials in a fun activity. Quizizz which is as an assessment tool in online application can be very positive, useful, and effective facilitate to bridge the evaluationon English materials for ESP students. This was in line with the reality in which the students attached their smartphones and game-related activites. As the result of modernization era, the students will prefer their gadget to book for learning.

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