

**A THESIS**

**THE EFFECTIVENESS OF USING QUIZZZ APPLICATION TO  
EVALUATE ENGLISH LEARNING AT LIBAM IAIN PAREPARE**



**BY**

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**ENGLISH EDUCATION PROGRAM  
TARBIYAH FACULTY  
STATE ISLAMIC INSTITUTE  
PAREPARE**

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Submitted to the English Education Program of Tarbiyah Faculty of State Islamic  
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وَالْمُرْسَلِينَ وَعَلَى آلِهِ وَصَحْبِهِ أَجْمَعِينَ أَمَا بَعْدُ

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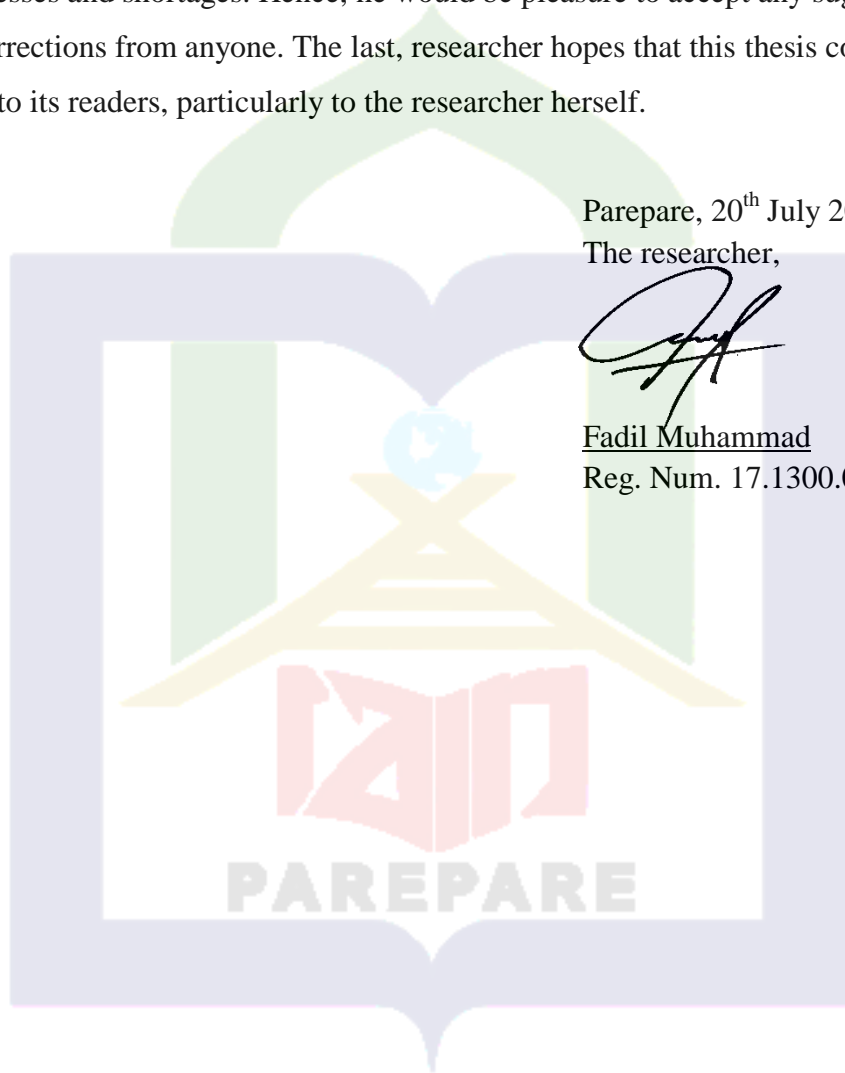
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## DECLARATION OF THE RESEARCH AUTHENTICITY OF THESIS

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State that himself conducted this thesis, if it can be proved that is copied, duplicated or complicated by other people, this thesis and degree that has been gotten would be postponed.

Parepare, 20<sup>th</sup> July 2023

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## ABSTRACT

**Fadil Muhammad.** 2022. *The Effectiveness of Using Quizizz Application to Evaluate English Learning at Libam IAIN Parepare. Thesis. English Education Program.* Tarbiyah Faculty. State Islamic Religion Institute (IAIN) Parepare. (Supervisor: Ismail Latif and Abd. Rauf Ibrahim)

The purpose of this research was to find out the effectiveness of used Quizizz media in evaluating online learning in English at LIBAM IAIN Parepare. , libam has a learning method called small classes, usually in one class there are 20 participants and 3 tutors in each class, the libam learning class uses levels from basic to middle and finally high, where at the end of each meeting an exam is held to advance to the next level. next level. Due to the COVID-19 pandemic, which makes it impossible to conduct direct evaluations, Libam uses Quizizz as an alternative so that the evaluation can still be carried out.

This research used a descriptive qualitative approach. In obtaining data, the researcher used the technique of surveys. Using the direct interview method and documentation. Data analysis in this research was taken from direct interviews with all 3 tutors and 10 students.

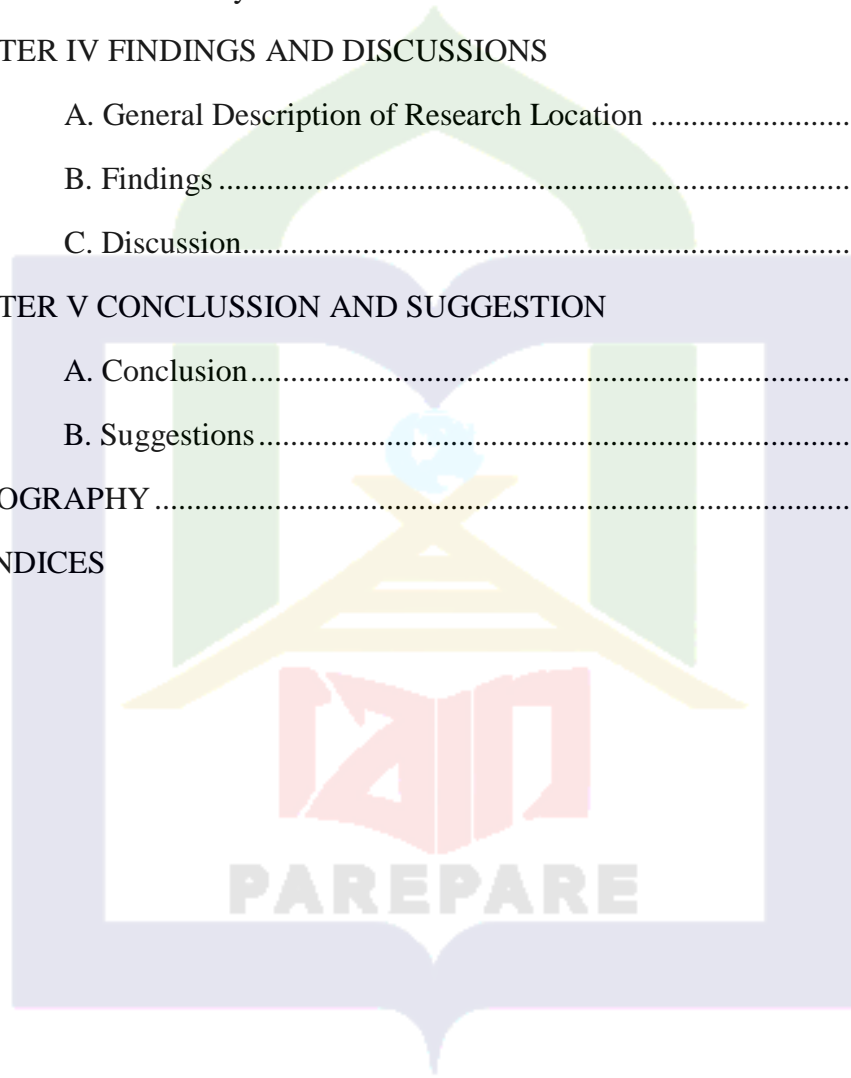
The result of this research shows that the use of the quizizz application to evaluate English learning at LIBAM IAIN Parepare is effective. The tutor said that the quizizz is easy to access, and easy to make questions equipped with answers with an automatic correction and ranking system. Also, there are several models of questions in the quizizz such as multiple choice, essay questions, and so on and also the atmosphere of the exam feels more relaxed and calm. Furthermore, The audiences said that many questions in quizizz can help them remember the material previously studied by using the correct answer choice game model with a duration of time and cool and fun animation, the challenges in quizizz media can build a sense of enthusiasm in the audiences, cheating can be minimized because they don't get disturbed each other, the questions and materials are easy to understand and also the assessment process is more complete and detailed. Nevertheless, sometimes the network got an error so the use of the media is hampered and they cannot catch up with the questions.

**Key Words:** Effectiveness, *Quizizz* Media

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## CHAPTER I

### INTRODUCTION

#### A. Background

English is a common language and is already known as an international language, English is a very important element in everyday life, apart from being a communication tool English is also a medium of learning in the world of education. But in the current era of globalization, technology is the right medium to be applied today in the world of education. The reason is that Indonesia is starting to prepare itself to enter the era of 4.0 which is all-in-one, the more advanced a country is, the tighter the competition that occurs, moreover more foreign nationals are starting to enter our country, namely the State of Indonesia, so English is one of the languages that needs to be used studied in education.

Learning English is an effort to develop abilities, skills in English, so that in the learning process there are competencies that must be achieved to improve the quality of education, to be able to achieve these competencies an effective learning process is needed.

One of the factors in achieving effective, efficient, and fun learning is to use learning media. According to abidin, learning media is a tool for teaching and learning process. Everything that is used for the attention and ability of students so that it can encourage the learning process.<sup>1</sup>

In era 4.0 the development of technology became something lumbering for the community, so it is no stranger among the community to start using technology-based

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<sup>1</sup> Herlina Pusparani, Media Quizziz Sebagai Aplikasi Evaluasi Pembelajaran Kelas VI di SDN Guntur Kota Cirebon, Jurnal Pendidikan, ISSN 2746-5675, Vol. 2No. 2, 2020, Downloaded from <https://ejournal.unisnu.ac.id/jtn/article/view/1496>

learning methods so that learning is younger, this is in line with the opinion Munir said that the learning process consists of delivering learning materials to learning evaluations, the series can be effective if technology is used as a supporter of learning, such as the internet. As in Bhurrus's theory of learning, Frederic Skinner in the book *Theoris of Learning* states that computer-based learning models not only have a role in presenting material but are used as evaluation tools that can support analyzing the comparison of student learning outcomes.<sup>2</sup>

Evaluation is a method to find out about the extent to which learning activities have been achieved and also how the differences in learning achievement with a certain standard are, to provide information and find out whether there are differences between the two, and measure the extent to which the ability to do something when compared to the goals set to be achieved, some notions of evaluation are often put forward by several experts such as: Lessinger defines evaluation as an assessment process by comparing the expected goals with the real progress/achievements achieved. Wysong suggests that evaluation is a process to describe, obtain or produce information that is useful for considering a decision. Uman suggests that the evaluation process is to try to adjust objective data from the beginning to the end of program implementation as a basis for assessing program objectives. Edwind Wandt and Gerald W. According to Brown, evaluation refer to the act or process to determine the value of something. According to this definition, the term evaluation refers to or contains the meaning: an action or a process to determine the value of something.<sup>3</sup>

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<sup>2</sup> Elis Ratnawulan, dan A.rusdiana, *Evaluasi Pembelajaran*, (Bandung: Pustaka Setia, 2014).

<sup>3</sup> Elis Ratna triwulan, A Rusdiana,valuasi Pembelajaran, dengan pendekatan kurikulum 2013 (Bandung: Pustakas Setia Bandung, 2014) p. 2

Basically, learning evaluation is a process in which an educator measures and evaluates the learning process, measures or evaluates students by using test tools. Measurement of online test tools using social networking applications that are carried out through technological media is a new thing in the world of education.

Technology-based learning media is not only used to deliver learning material, but can be used when evaluating learning activities, the media that is often used for learning evaluation activities is technology-based quizzes that are done online, but the success of learning and the use of learning media is seen from the level of understanding of mastery material and student learning outcomes. In evaluating English learning, it is expected to be able to make continuous improvements to the desired output. Internet-based technology learning media is a new innovation if it is associated with online evaluation methods, one of the media used when evaluating online learning activities is the quizizz application .smartphone or gadgets Based on this, it is very possible that smartphones or gadgets can be used effectively as media or distance learning facilities, So that the learning and evaluation process can still be carried out effectively and efficiently.

Quizizz can provide its own advantages both for students and for the teacher himself, Quizizz can carry out learning evaluations at any time can also be used for media for the implementation of Assessment at the end of learning or final exams. Efforts to use the Quizizz application are predicted to be an alternative learning media, which prioritizes creativity, time management, and student self-evaluation. By empowering the Quizizz application as a learning medium, education in Indonesia



seems to be quite calm in conducting evaluations. Where in the Quizizz application, teachers can make more precise assessments or evaluations.<sup>4</sup>

One of the student organizations on the IAIN Parepare, such as Lintasan Imajinasi Bahasa Mahasiswa (LIBAM) using the Quizizz application as a learning medium in an effort to improve the ability of its members in the scientific field, LIBAM is a student organization that accommodates all IAIN Parepare students whose interests and talents are in the field of language, LIBAM is an organization that is sheltered by the IAIN Parepare campus and is engaged in the field of language, especially Arabic and English.

In an effort to develop its students, libam has a learning method called small classes, usually in one class there are 20 participants and 3 tutors in each class, the libam learning class uses levels from basic to middle and finally high, where at the end of each meeting an exam is held to advance to the next level. Due to the COVID-19 pandemic, which makes it impossible to conduct direct evaluations, Libam uses Quizizz as an alternative so that the evaluation can still be carried out.

In libam small class learning, one of the tools used in the assessment and evaluation of learning is the Quizizz application, so researcher wants to know how effective the use of Quizizz media is as a learning medium and evaluation tool in learning English in terms of student responses. Research entitled "The Effectiveness of Using Quizizz Application in English Learning at Libam IAIN Parepare"

## **B. Research Question**

How is the use of Quizizz English Learning at LIBAM IAIN Parepare?

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<sup>4</sup> Unik Hanifah Salsabila, dkk, "Pemanfaatan Aplikasi Quizizz Sebagai Media Pembelajaran Ditengah Pandemi Pada Siswa SMA", *Jurnal Ilmiah Ilmu Terapan Universitas Jambi*, Vol. 04, No. 02, Desember 2020.

### **C. Objective of the Research**

To know the use of Quizizz Application at LIBAM IAIN Parepare

### **D. Significance of the Research**

#### 1. For Student

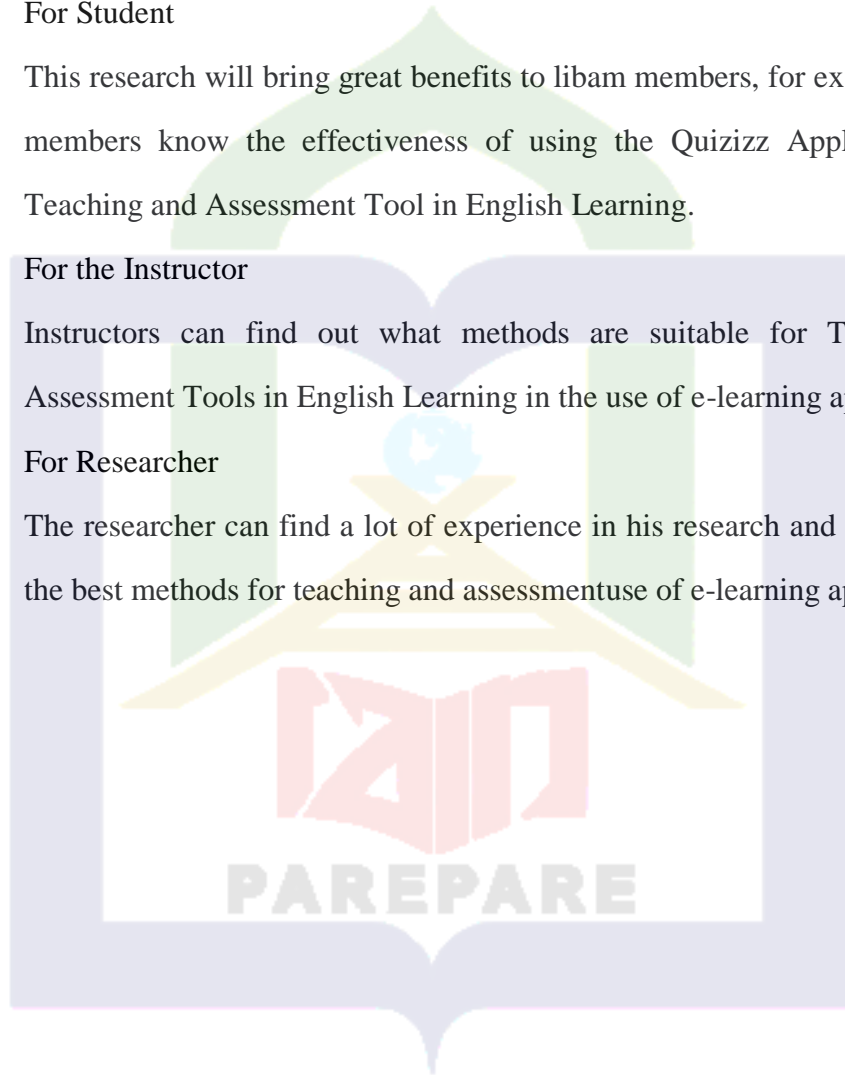
This research will bring great benefits to libam members, for example: libam members know the effectiveness of using the Quizizz Application as a Teaching and Assessment Tool in English Learning.

#### 2. For the Instructor

Instructors can find out what methods are suitable for Teaching and Assessment Tools in English Learning in the use of e-learning applications.

#### 3. For Researcher

The researcher can find a lot of experience in his research and can also find the best methods for teaching and assessment use of e-learning applications



## CHAPTER II

### REVIEW OF RELATED LITERATURE

This chapter consist of related literature, the researcher attempts to explain the theoretical foundations which consist of review previous studies and supporting the theory.

#### **A. Previous Research Finding**

A couple of reserachers have performed studies in accordance with the researchers are as follow:

The first research conducted by Pradana, Kevin Wahyu with the tittle The Effectiveness of Using Quizizz Applications in Evaluation of Online Learning in Japanese Class X Language Subjects at SMA Negeri Jogoroto. Bachelor's thesis, Universitas Brawijaya. This research aims to determine the effectiveness of the use of the Quizizz Application in the Evaluation of Online Learning in Japanese Class X Language Subjects at SMA Negeri Jogoroto in terms of student results and student responses. The method he uses is an experimental quantitative method using the One Shot Case Study research design. He uses the results of student scores and uses a questionnaire to see the responses of students who will be analyzed using descriptive statistics, while the object of research is students Class X Language at SMA Negeri Jogoroto. The result of the research is to prove that the use of the Quizizz application in the evaluation of learning is effective, this can be seen from the score of the results of students who get more than 75% of the respondents who get a score of more than or equal to 80 ( $\geq 80$ ) so it is stated that at the first meeting the student's acquisition value includes in the very high criteria, while at the second meeting that more than 75% of the respondents scored more than or equal to 70 ( $\geq 80$ ) so it was stated that at

the second meeting the students' scores were included in the high criteria. And from the students' questionnaire responses, the results of the questionnaire test obtained from the overall average percentage, which is 78%, shows that almost all students have given a good perception of the evaluation of online learning using the quizizz application and can be said to be effective.<sup>5</sup>

The second research is conducted by Ni Wayan Swarniti with the title The Effectiveness of Using Quizizz Applications in the English Learning Process for Students, Dwijendra University. The purpose of the research was to determine students' perceptions of the effectiveness of using the Quizizz application in English courses. Her research uses mixed methods are quantitative methods and qualitative methods. The data collection method used is a questionnaire. Quantitative data collection was obtained with closed questions and qualitative data was collected with open questions, the object of this research is English students. The results of her study indicate that the use of the Quizizz application in general has a positive impact on the English learning process. Based on student perceptions, the Quizizz application is a learning application that is fun, effective, not boring, varied, challenging, simple, and can be used anywhere. However, the drawback of this Quizizz application is that it must have stable internet usage. There were also comments from students who hoped that more lecturers would use the Quizizz application in the learning process on a regular basis.<sup>6</sup>

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<sup>5</sup> Kevin Wahyu Pradana. *Efektivitas Penggunaan Aplikasi Quizizz dalam Evaluasi Pembelajaran Daring pada Mata Pelajaran Bahasa Jepang Kelas X Bahasa di SMA Negeri Jogoroto*. Diss. Universitas Brawijaya, 2021, Retrieved from <http://repository.ub.ac.id/184914/>

<sup>6</sup>Ni Wayan Swarniti. Efektivitas Penggunaan Aplikasi Quizizz Dalam Proses Pembelajaran Bahasa Inggris Bagi Mahasiswa, *Seminar Nasional Teknologi Pembelajaran*. Vol. 1. No. 1. 2021. P.133-144, downloaded from [snastep.com/proceeding/index.php/snastep/index](http://snastep.com/proceeding/index.php/snastep/index)

The differences between the research conducted by Ni Wayan Swarniti and this research, namely; the method used by Ni Wayan Swarniti, mixed methods, namely quantitative methods and qualitative methods while this study uses descriptive qualitative methods, while the similarities lie in the object being addressed are students and the purpose of the two studies is the same, namely to determine the effectiveness of using the Quiziz application in learning.

The last research is conducted by Septivianti Putri Indra Nirmalasari, with the Title "The Effectiveness of Quizizz Media as an Evaluation Tool to Improve Fourth Grade Students' Learning Outcomes in Theme 2 Thematic Learning at SD N 1 Dodogan Dlingo". Essay. Yogyakarta: Madrasah Ibtidaiyah Teacher Education Study Program Faculty of Tarbiyah and Teacher Training UIN Sunan Kalijaga, 2020. The aims of her research were to determine: (1) the effectiveness of using Quizizz media as an evaluation tool for class IV thematic learning on the learning outcomes of class IV students, (2) using Quizizz media as an evaluation tool to improve learning outcomes of class IV students. The research method used is quantitative research with the research design of Nonequivalent Control Group Design. The sampling technique used in her research is a non-probability sampling technique with a saturated sampling type. The data obtained in this study include student learning achievement taken from the provision of pretest and posttest questions. This research instrument was tested with content and construct validity by experts and empirical validity in class V SD N 1 Dodogan. The normality prerequisite test was carried out using the Kolmogorov-Smirnov test and the homogeneity test was carried out using the Levene Test One-Way Anova analysis. Hypothesis testing was carried out with the Wilcoxon nonparametric statistical test and the Mann-Whitney test and the Mann-Whitney test

for the n-gain score, the object of this research is Class IV Students In Theme 2 Thematic Learning At SDN 1 Dodogan Dlingo The result of her research is the use of Quizizz media as an effective evaluation tool on student learning outcomes; and there is an increase in the learning outcomes of students in the experimental class.<sup>7</sup>

The difference between the research conducted by Septivianti with this research, The research method used is quantitative research with a research design of Nonequivalent Control Group Design, aims to determine the effectiveness of using Quizizz media as a thematic learning evaluation tool, the use of Quizizz media as an evaluation tool can improve student learning outcomes, and the object of research is students. While this research uses descriptive qualitative method, aims to determine the effectiveness of using the Quizizz application in the evaluation of language learning and the object of research is students.

Based on The Research findings above, The Research can conclude that using quizizz application to evaluate English learning is favorable strategy in learning English. Based on the explanation, the researcher interest to find out whether the quizizz application can be effective to evaluate English learning. The researcher decided to determine the title of his research “ The Effetiveness of Using Quizizz Application to Evaluate English Learning at LIBAM IAIN Parepare ”.

## **B. Some Pertinent Ideas**

### **1. English learning**

English is the official language of many Commonwealth countries and is widely understood and used. English is spoken in more countries in the world than

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<sup>7</sup> Septivianti Efektivitas Media Quizizz Sebagai Alat Evaluasi Untuk Meningkatkan Hasil Belajar Peserta Didik Kelas IV pada Pembelajaran Tematik Tema 2 di SD N 1 Dodogan Dlingo, Yogyakarta:Universitas islam negeri sunan kalijaga, 2020, Published Skripsi.

any other language and then any other language.

Meanwhile, according to Kasihani, English is the first foreign language which is considered important for the purpose of accessing information, absorbing and developing science, technology, arts and culture and fostering relations with other nations.<sup>8</sup>

According to Wells quoted from the Ministry of National Education in Kepmendiknas No. 22 of 2006 :

English is a tool for communicating orally and in writing. Communicating is understanding and expressing information, thoughts, feelings, and developing science, technology, and culture by using the language. The ability to communicate in a complete sense is the ability to discourse, namely the ability to understand and or produce spoken and or written texts which are realized in four language skills, namely listening, speaking, reading and writing. These four skills are used to respond or create discourse in social life. Therefore, English subjects are directed to develop these skills so that graduates are able to communicate and discourse in English at a certain literacy level.

According to Chodijah English learning is needed for all groups, both early and adult because English is an international language that must be known by all people. Not only understood and understood but English also must be mastered.

From the statement above, it can be concluded that in language learning, whether it is a first, second, or foreign language, teaching the language component is part of the language program. Although practical teaching in the field takes place in

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<sup>8</sup> Suyanto, Kasihani K. E.; Sulisty, Gunadi H. 2001. Pengembangan Model Pembelajaran Bahasa Inggris Sebagai MULOK di SD. Laporan Penelitian RUT VIII.1. MENRISTEK RI dan Lemlit UM. p.43

an integrated manner, teachers and prospective teachers need to understand several important concepts related to the three components of language, especially those concerning the English component.

In language learning, teaching the language component is part of the language program. In general, the language component consists of three, namely grammar (grammar), Vocabulary (vocabulary) and Pronunciation (pronunciation).

The components of language according to are:

- 1) Grammar or language rules are patterns and rules that must be followed if we want to learn a language properly. The term structure or grammar is often used in learning English for this first component. This component is the language framework that must be followed in order for the language to be accepted.
- 2) Vocabulary is a collection of words that are owned by a language and give meaning when we use that language. The English vocabulary that elementary school students need to learn is estimated to be around 500 words.
- 3) Pronunciation is a way of pronouncing the words of a language. English speech is very different from the speech system of the mother tongue and Indonesian.

To be understood as an English learner, these three components must be studied properly. For elementary school students who learn English as a foreign language that is not used in society, the teaching of these three language components needs to be packaged in an integrated and careful manner. Learners need to be well planned by selecting appropriate materials for student needs. Selection and preparation of materials is needed, especially if English lessons as a local content subject are only programmed for one or two hours of lessons a week.

Based on Kepmendiknas No. 23 of 2006, concerning Graduation Standards, in



general the purpose of learning English in Indonesia is that students or learners must be able to “show listening, reading, writing, and speaking skills in English”.

From the statement above, it can be concluded that efforts to improve the quality of education must be carried out thoroughly in order to achieve the educational goals that have been designed.

Then the ability to speak English is one of the most decisive abilities in obtaining employment these days. This phenomenon underlies the emergence of various kinds of English courses throughout Indonesia. Regardless of the actual quality of the English language courses in Indonesia, it implies a worrying situation, namely the poor quality of English teaching outcomes in schools.

## **2. Learning Evaluation**

Evaluation is a planned activity to find out the state of an object using instruments and the results can be compared with benchmarks to obtain conclusions.<sup>9</sup> In learning activities, evaluation can be done in three stages: evaluating the program, the learning process, and learning outcomes.<sup>10</sup>

Anne Anastasi explained that evaluation is used not only to assess an activity spontaneously and incidentally, but evaluation is an activity to assess something systematically, planned, and directed based on clear goals. Evaluation activities requires the use of information obtained through measurement or by other means to determine opinions and make decisions in education.<sup>11</sup>

Evaluation is a process to determine a condition in which a goal has been achieved. In evaluation always contains a process, the evaluation process must

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<sup>9</sup>M. Chabib Thoha, *Teknik Evaluasi Pendidikan* (Jakarta: PT Raja Grafindo Persada, 1994). P.1

<sup>10</sup>Edy Purwanto, *Evaluasi Proses Dan Hasil Dalam Pembelajaran Aplikasi Dalam Bidang Studi Geografi* (Yogyakarta: Ombak, 2014), p. 139

<sup>11</sup>Ibid., p. 1

always be appropriate to the type of goal stated in the language of behavior. Because not all behaviors can be explained using the same evaluation tool, evaluation is a challenging and difficult thing to do. In the Law of the Republic of Indonesia Number 20 of 2003 regarding the National Education System Article 57 paragraph 1, it is explained that evaluation is carried out to control the quality of education nationally as a form of accountability for the implementation of education to interested parties, including evaluations for students, institutions, and education programs.<sup>12</sup>

Evaluation is an activity that must be carried out systematically and continuously in order to see the ability of the students being evaluated. An error that often occurs is that evaluation activities are only carried out at certain times, for example, evaluation is only carried out at the end of a unit, middle, or end of a teaching program. In instructional development, it is explained that evaluation is carried out to the maximum extent possible in an activity; this is done because to get a lot of information about student activities in the classroom which is then used to assess the level of implementation of a program as planned. Evaluation activities should be carried out every day with a regular and planned schedule.<sup>13</sup> So that it can be used as an effort to group objects, situations, and students according to certain quality requirements.

a. Understanding Learning Evaluation Tools

In general, "tools" are often referred to as "instruments", therefore learning evaluation tools are also known as evaluation instruments. Evaluation tools are

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<sup>12</sup>M. Sukardi, *Evaluasi Pendidikan Prinsip dan Operasionalnya*, (Jakarta Timur: PT Bumi Aksara, 2008. P.1

<sup>13</sup>Ibid., p.2

everything that can help and facilitate the work of teachers in achieving learning goals that are more practical and efficient. 17 In learning evaluation activities, the function of the tool is used to obtain better results, in accordance with the plans that have been set by the teacher when conducting the evaluation, so that the results will be in accordance with the objectives. An evaluation tool can be said to be good if it can evaluate something that is evaluated with the results of the evaluator using a method or technique.

#### b. Learning Evaluation Techniques

Evaluation technique is the method chosen by the teacher to be used in obtaining information or knowing about something. In learning evaluation activities there are two techniques that can be used, namely non-test techniques and test techniques.<sup>14</sup>

##### 1) Non-test technique

Included in the non-test techniques include: stratified scale, questionnaire, match list, interview, and observation of curriculum vitae.

##### 2) Test technique

According to Amir Da'in Indrakusuma, the test is an objective and systematic tool used to obtain the desired data or information about a person in an appropriate and fast way. Judging from its usefulness, tests can be divided into five, namely: formative tests, summative tests, diagnostic tests, placement tests and essay tests. In this study will use a formative test technique that is applied during the daily assessment (PH).

#### c. Evaluation Principles

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<sup>14</sup>Sulistiyorini, *Evaluasi Pendidikan Dalam Meningkatkan Mutu Pendidikan*, (Yogyakarta: Teras, 2009), p. 78

In learning evaluation activities there are 7 principles that support success and the teacher must know when carrying out evaluation activities including: the principles of usefulness, use, criteria, validity, objectivity, comprehensiveness, and sustainability.<sup>15</sup>

### 3) Learning media

#### a. Definition of Learning Media

According to Briggs, which suggests that learning media is a physical equipment that presents and conveys the subject of learning. Learning media are tools and materials, methods, and techniques used to be able to make effective relationships between educators and students in education at the school level and teaching and learning activities in the classroom.<sup>16</sup>

Learning media generally contains information and knowledge in it, and can be used by teachers as material in teaching related knowledge. There are many media that have their own characteristics that are used in learning. Media on the internet, for example, is a place that can be used by teachers in carrying out learning by using browsing features with various kinds of information needed.<sup>17</sup>

Learning media is one of the most effective means in helping educators and teachers to launch learning activities in the classroom. Media as a tool used to help teachers achieve their goals in order to be able to increase students' interest in learning and be able to improve students' conceptual mastery of materials especially in English subjects in the Industrial Revolution era (4.0) which has now provided many changes and influences in various aspects. aspects of life both aspects in the

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<sup>15</sup>Sudaryono, *Dasar-Dasar Evaluasi Pembelajaran*, (Yogyakarta: Graha Ilmu, 2012), p.54

<sup>16</sup> Darmadi, *Pengembangan model dan metode pembelajaran dalam dinamika belajar siswa*. (Yogyakarta:Deepublish, 2017), p.42

<sup>17</sup> Benny A Pribadi, *Media dan teknologi dalam pembelajaran*, (Jakarta: Kencana, 2017), p.23

field of education.<sup>18</sup>

## b. Functions and Benefits of Learning Media

### 1. Learning media function

Levie & Lentz in Arsyad suggest that learning media consists of four functions, namely:

#### a. Attention Function

The function of visual media is the core, which is to attract and direct students' attention to concentrate on the content of the lesson related to the visual meaning displayed or accompanying the text of the subject matter.

#### b. Affective Function

The affective function of visual media can be seen from the level of enjoyment of students when learning (or reading) illustrated texts. Visual images or symbols can arouse students' emotions and attitudes, for example information regarding social or racial issues.

#### c. Cognitive Function

The cognitive function of visual media can be seen from research findings which reveal that visual symbols or images facilitate the achievement of goals to understand and remember information or messages contained in images.

#### d. Compensatory Function

The compensatory function of learning media can be seen from the results of research that visual media that provide context for understanding texts help students who are weak in reading to organize information in the text and recall it. In other words, learning media serves to accommodate students who are

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<sup>18</sup> Putrawangsa, S., & Hasanah, U. 2018. Integrasi teknologi digital dalam pembelajaran di era industri 4.0. *Jurnal Tatsqif*, 16 (1), p.44

weak and slow to accept and understand the content of the lesson presented by text or presented verbally.<sup>19</sup>

## 2. Benefits of Learning Media

Sudjana & Rivai in Arsyad stated the benefits of learning media in the student learning process, namely:

- a) Learning will attract more students' attention so that it can grow, learning motivation.
- b) Learning materials will have a clearer meaning so that they can be better understood by students and allow them to master and achieve learning objectives.
- c) Teaching methods will be more varied, not merely verbal communication through the speech of the teacher, so that students do not get bored and the teacher does not run out of energy, especially if the teacher teaches at every lesson.
- d) Students can do more learning activities because they not only listen to the teacher's description, but also other activities such as observing, doing, demonstrating, acting, and others.<sup>20</sup>

## 3. Types of Learning Media

Judging from the type of learning media is divided into 3, namely:

### a. Auditive Media

Auditive media are media that only control sound capabilities, such as radios, cassette recorders, LPs.

### b. Visual Media

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<sup>19</sup>Azhar Arsyad, *Media Pembelajaran*, (Jakarta: Rajawali Pers, 2011), p. 16-17

<sup>20</sup>Azhar Arsyad, *Media Pembelajaran*.....P.24

Visual media are media that only rely on the sense of sight. There are visual media that display still images such as film strips (film series), photo slides (film frames), pictures or paintings, and prints. There are also visual media that display moving images or symbols, such as silent films and cartoons

c. Audiovisual Media

Audiovisual media is media that has sound and image elements. This type of media has better capabilities, because it includes the first and second types of media, namely:

- (1) Silent Audiovisual, namely media that displays sound and still images such as sound slide films, sound series films, and sound prints.
- (2) Audiovisual Motion, namely media that can display elements of sound and moving images such as sound films and video cassettes.<sup>21</sup>

The development of learning media is in line with technological developments. According to Seels and Richey, media are divided into four types according to technological developments, namely:

a) Print Technology Result Media

Media produced by print technology is a way to produce or convey material, such as books and static visual materials, mainly through mechanical or photographic printing processes. The group of media produced by print technology includes text, graphics, photographs or photographic representations and reproductions.

b) Media Results Audio Visual Technology

Media resulting from audio-visual technology is a way to produce or deliver

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<sup>21</sup>Syaiful Bahri Djamarah, Aswan Zain, *Strategi Belajar Mengajar*, (Jakarta: Rineka Cipta, Cet.IV, 2010), p. 124-125

material using mechanical and electronic machines to present audio and visual messages. Teaching through audio-visual is clearly characterized by the use of classroom equipment during the learning process, such as film projector machines, tape recorders, and wide visual projectors.

c) Media Results of Computer Based Technology

Media resulting from computer-based technology is a way to produce or deliver material using micro-processor-based sources. Various types of application of computer-based technology in teaching are generally known as Computer Assisted Instruction (computer-assisted teaching). These applications include drills and practice (exercises to help students master previously learned material), tutorials (presenting subject matter in stages), games and simulations (practices to apply newly learned knowledge and skills.)

d) Combined Technology Result Media

Combined technology media is a way to produce or deliver material that combines the use of several forms of media controlled by a computer. The combination of several types of technology is considered the most advanced technique.<sup>22</sup>

Based on the description above, it can be concluded that various types of learning media can be used according to learning objectives so as to help the learning process and learning media can be developed in accordance with technological developments so that learning becomes more attractive to students.

#### 4) Quiziz Application

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<sup>22</sup>Azhar Arsyad, *Media Pembelajaran*, (Jakarta: Rajawali Pers, 2011), p 29-32.



a. Quizizz application as a learning medium

Quizizz is a learning application based on educational games that contains various types of innovative and interactive quizzes. Quizizz is usually used in the teaching and learning process, such as in conducting pretest/posttest, questions to educational games. The material contained is able to determine the level of understanding of students, improvements, and homework and others, and is even more unique because there are many types of question and answer questions that contain color image variants.

Application Quizizz is a quiz-based program that is integrated into a game and can be used as a medium in the teaching and learning process. Quizizz has many types of quizzes from various aspects and can be used by both educators and students. This application is also able to make learning centered on students because students are more active in the learning process. Quizizz can be used by teachers and students by using gadgets, notebooks, computers or laptops. Quizizz explanation presented by Citra, is a game-based educational application that presents games of more than one player in the classroom and presents the learning process in the classroom more innovatively and mutually active.<sup>23</sup>

The Quizizz application is a system that can be used by teachers as a medium in carrying out teaching and learning activities. Not a few think that electronics are meant to be the use of internet technology through computers and gadgets that are used by individual students to study either in a structured or unstructured way. Meanwhile, Quizizz is a medium like other learning media, it can be an online

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<sup>23</sup> Citra, C. A., & Rosy, B. 2020. Keefektifan penggunaan media pembelajaran berbasis game edukasi Quizizz terhadap hasil belajar teknologi perkantoran siswa kelas X SMK Ketintang Surabaya. *Jurnal Pendidikan Administrasi Perkantoran (JPAP)*, 8(2), 261-272. P.269

program to help the teaching and learning process that takes place, it is also able to become a more innovative method in the implementation of learning.<sup>24</sup>

According to Purba, explains that the quizizz media has many advantages, such as the quizzes given by this learning media have a time limit, students learn to think quickly in solving problems. Another advantage is that the answers to the questions are presented in various color variants and attractive images and displayed on the educator's device (operator) and on the student's device will change automatically according to the arrangement of the questions displayed on the screen. Furthermore, Purba explained about quizizz, which is a game-based educational application that presents games of more than one player in the classroom and presents the learning process in class more innovatively and actively. Students are able to complete quizzes in class using their devices. quizizz is also able to trigger students to be motivated to compete with each other. Students choose practice quizzes simultaneously and then complete them, and after that students can also directly see on their leaderboards on their gadgets. This application is very capable of helping students in stimulating their interest in learning and increasing their concentration in learning.<sup>25</sup>

According to Nuramanah, explains that the quizizz application is an educational game program in completing quizzes that is used during the teaching and learning process and provides an assessment at the end of learning, such as for

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<sup>24</sup> Amaliyah, S. 2019. Pengaruh Implementasi Aplikasi Quizizz Terhadap Hasil Belajar Siswa Pada Mata Pelajaran Pendidikan Agama Islam Di SMAN 32 Jakarta. In *Prosiding Seminar Nasional Berseri* (pp. 842-849). P.845

<sup>25</sup> Purba, Leony Sanga Lamsari. 2019. Peningkatan Konstentrasi Belajar Mahapeserta didik Melalui Pemanfaatan Evaluasi Pembelajaran Quizizz Pada Mata Kuliah Kimia Fisika I. *JDP*, 12(1), 29-39, p.31

example in formative assessment, its use is not difficult, the quiz presented has up to four The answer choices include three incorrect choices and one correct choice. In the questions presented, to make it more interesting by adding an image to the background and setting the image on the question to make it look more attractive. Using quizizz, an educational game-based application, aims to achieve a more innovative learning process by using technology that makes students more motivated and increases their interest in learning.<sup>26</sup>

As a strategy in good and more effective learning without losing the essence of the learning process, this educational game-based quizizz application can be used by teachers and students in learning. In fact, this strategy is able to involve active student participation from the beginning of learning. In addition, in the era of the industrial revolution 4.0, it demands in various sectors of life, including in the field of education, for the need to reorient in determining the direction of educational policy in responding to these challenges through increasing individual capacity as a whole and through various efficiencies in the world of education. (Noor, 2020: 3).

#### 1) Advantages and Disadvantages of Quizziz

##### a) Advantages of Quizziz

The advantages of using the quizizz application are as follows:

- (1) Quizizz is a learning application that can make it easier for teachers to give quizzes to students.
- (2) Bring Your Own Device, that is, students can access their own devices. quizizz can be accessed by students through a google search with various types of devices including computers, smartphones, laptops, and tablets.

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<sup>26</sup> Nuramanah, S. A., Iwan, C. D., & Selamet, S. 2020. Pengaruh Penggunaan Aplikasi Quizizz Terhadap Efektivitas Pembelajaran PAI. *Bestari| Jurnal Studi Pendidikan Islam*, 17, 117-132. P.130

- (3) The teacher can make the quiz as desired and then determine the answer to the question.
- (4) Quizizz will make it easier for teachers to make quizzes. Teachers can collect questions from any quiz easily (edit public quiz) and add pictures from device automatically then save unfinished progress and many other features.
- (5) Quizizz activates detailed in-class student report notifications for each quiz you take. Teachers can download the report as a data set in Excel form.
- (6) Questions appear on each student's screen, so students are able to answer questions according to the steps and speed of each student and the teacher can review their answers at the end.
- (7) Each student who answers the question correctly will appear several points obtained on each question and also get what rank in answering the question.
- (8) When a student answers incorrectly on a given quiz, the correct answer will appear on the screen.
- (9) When students have completed the questions, at the end of the quiz there is a Review Question display tone to review the selected answers.
- (10) At the time of questioning, each student gets a different list of questions from other students because the quiz is made in the form of homework or homework so that the list of questions is randomized by each student and the questions that appear will be different.

b) Quizizz App Weaknesses

Some of the weaknesses of the Quizizz application are:

- (1) Students open another tab on the browsing page
- (2) Difficult to direct students when opening a new tab

(3) Students can experience a drop in level even though everything has been done.

This is due to the fact that the length of time students work on the questions will affect the results obtained by students.

(4) Quizizz is strongly influenced by strong internet so that disconnection can occur (internet is disconnected or not connecting). This can hinder students' work in filling out quiz questions.

## 2) The use of Quizizz Application

How to use the Quizizz application is very easy, for a teacher we only need to log in through the website [www.Quizizz.com](http://www.Quizizz.com),

Meanwhile, students can join and do quiz questions by opening the Quizizz application that is already on the Playstore or through the webtool that has been mentioned earlier, students just join and then enter the code that has been given and enter their name as identification. The order of questions for students has been randomized, so it is not easy for students to cheat.<sup>27</sup>

A nice feature of Quizizz is that it provides statistical data on student performance as well as being able to track how many students answered the questions you created. This statistical data can be downloaded in the form of an excel spreadsheet. And the "Homework" feature allows teachers to give assignments and evaluations with a set time limit.

Here are some things to note about the Quizizz application:

### a. How to register

1) Enter into <https://quizizz.com/>

2) Click signup/Register (we can register using a Google account or by

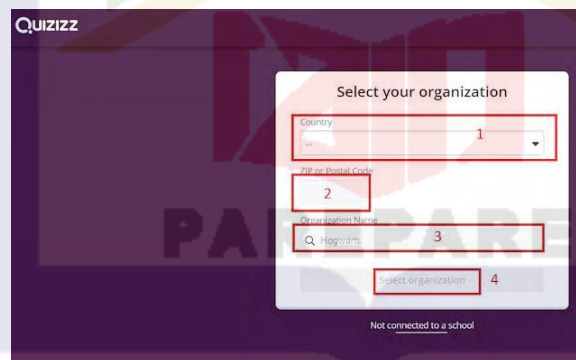
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<sup>27</sup> Yanawut, Caiyo, *The effect of Kahoot, Quizizz and Google Forms on the students perception inthe classroom response system*, (Jurnal Chiang Rai Collage, Thailand), p. 26.

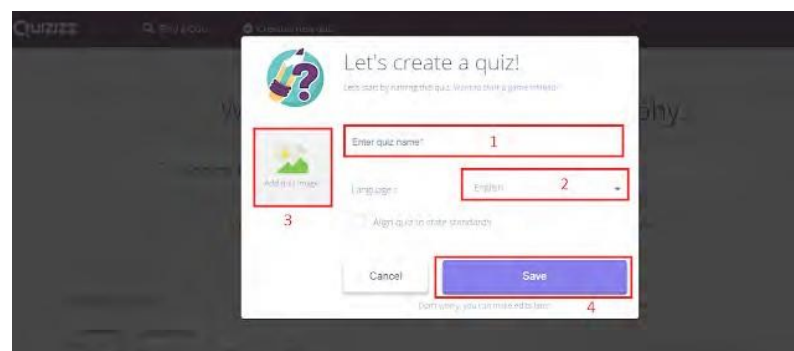
entering our email)



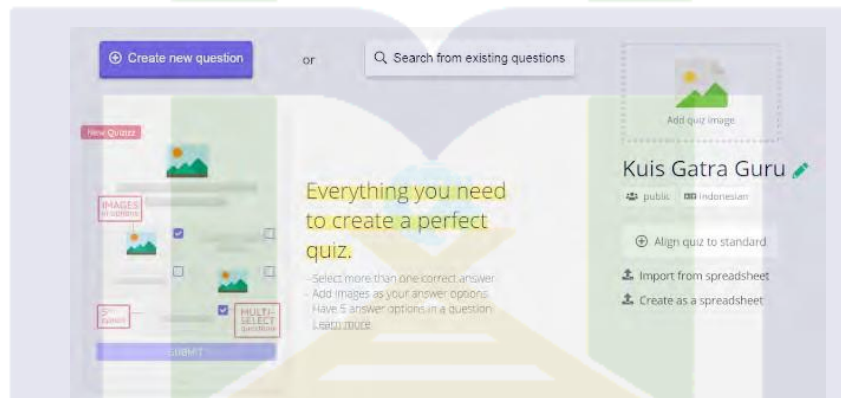
- 3) After successfully registering, choose the appropriate position that we want.
- 4) Select your country.
- 5) Enter your postal code.
- 6) Enter the name of the school manually by clicking can't find your organization.
- 7) After that click add organization.
- 8) Click again continue



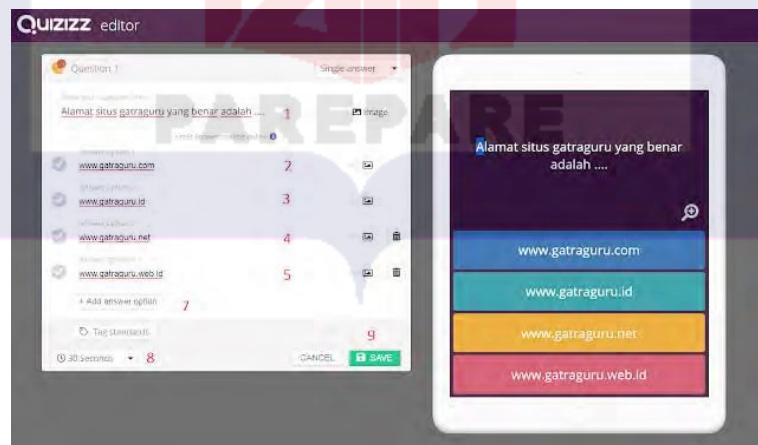
b. How to make question in Quizizz



- 1) Click open quiz creator
  - a) Enter the name of the quiz to be created. For example "Gatra Guru Quiz"
  - b) Select the language used in the quiz that we will create.
  - c) Enter a picture for the quiz. This image may or may not be filled.
  - d) When finished, click save.
- 2) Click create new question to start creating questions



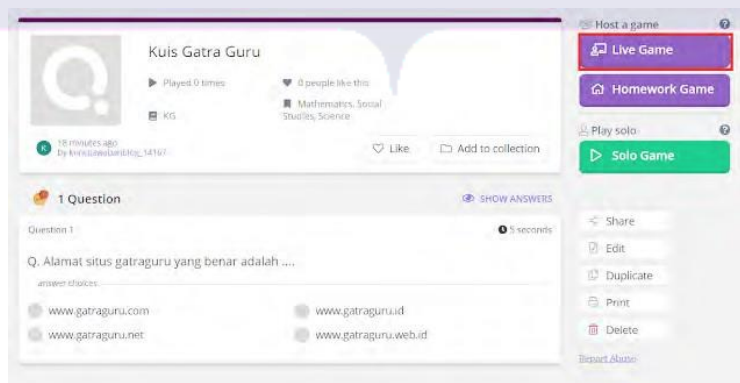
- 3) We will be taken to a page like the one below. Please fill in according to the information below!





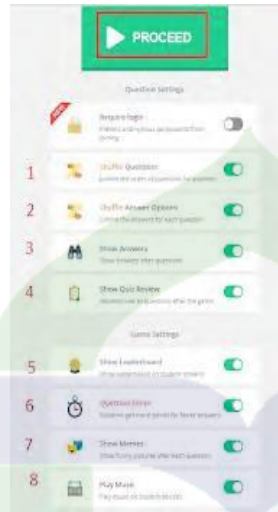
Information:

- a) Single answer is a question with one correct answer.
  - b) Multi select, is a question with more than one correct answer.
  - c) To make a question
  - d) For option 1
  - e) For choice 2
  - f) For choice 3
  - g) For option 4
  - h) To delete the selection, just press the trash can icon. For the correct answer, please click the check mark on the left until it is green.
  - i) To add answer options
  - j) To set the answer time can be selected 5, 10, 15, 20, etc. (time in seconds)
  - k) When all is done, click save.
- 4) Please continue to make as many questions as desired. When finished, please click finish quiz then fill in grade and choose relevance subject.  
Grade: For what grade students  
Choose relevance subject : please choose what our quiz is about.
- 5) How to give Quizizz questions to students





- a) Click live game
- b) Please make arrangements



- c) Information

If it is green, the question will be randomized. (make it green)

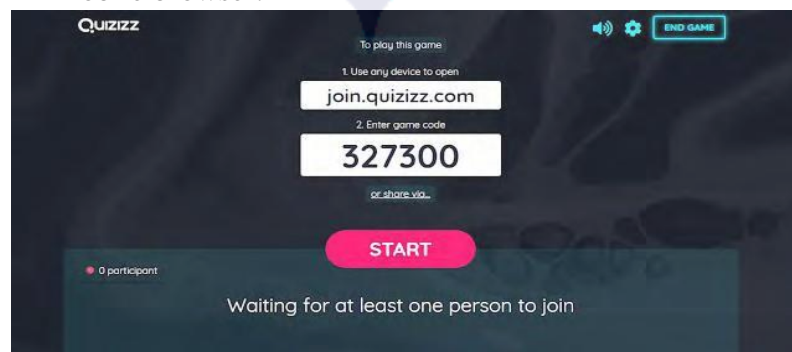
If it is green, the answer will be randomized. (make it green)

If it is green, after finishing students will be shown the correct answer. (make it green)

Make it black. Make it black.

Let it be green Let it be green Let it be green

- d) If it's finished, please proceed, then the quiz is doneready to be given to students. Ask students to type [join.quizizz.com](https://join.quizizz.com) in the mobile browser.



e) How to join quizziz online quiz



Go to Join Quizizz.com, then click join

Ask students to enter the game code, then enter their name. Students who have joined will be visible on the teacher's laptop screen

Quiz can be started after all students join the quiz. Teachers just click start.

### 5) LIBAM Organization

LIBAM or Lintasan Imajinasi Bahasa Mahasiswa founded on June 5, 2001, libam is one of the UKM organizations (student activity units) on the IAIN Parepare campus and is engaged in linguistics, not only improving students' language skills, LIBAM is also an organization that goes directly to schools and even villages to nurture and develop students and children. So that libam also trains its members in how to educate or deliver a learning that is fun and easy for students to understand.

Before becoming educators, libam's members have to go through several stages and are even required to follow the regeneration level, the libam regeneration level that must have 3 stages, the first level is MAPABA (Masa Penerimaan Anggota Baru) where libam will select all other parepare students who register themselves to want join the LIBAM organization and will become a regular member of libam, the second level is LI (language Interen) this level is to train libam members in developing their language, especially Arabic and English as well as being a requirement to enter the final level. The third level of Q and TOT (Quarantine and Training of Trainers) is the last level of LIBAM, where LIBAM members will be trained to become teachers in schools.

In developing its members in the field of language, of course, libam also needs some tools and even teaching media to facilitate the teaching and learning process, along with the times, of course libam must also be able to adapt to answer today's global challenges, both in developing the institution and its members, but it's no wonder if the learning media must be improved, then since then libam has started using the quizizz application as a tool and media in the teaching and learning process.

### **C. Conceptual Framework**

Libam is a language learning forum at the IAIN parepare campus, libam also aims to foster and channel the talents and interests of students at the State Islamic Institute of Religion (IAIN) Parepare to become students who have competitiveness in developing linguistic abilities, especially English and Arabic, so as to achieve that goal libam has several learning methods in developing its members, one of which is a small class.

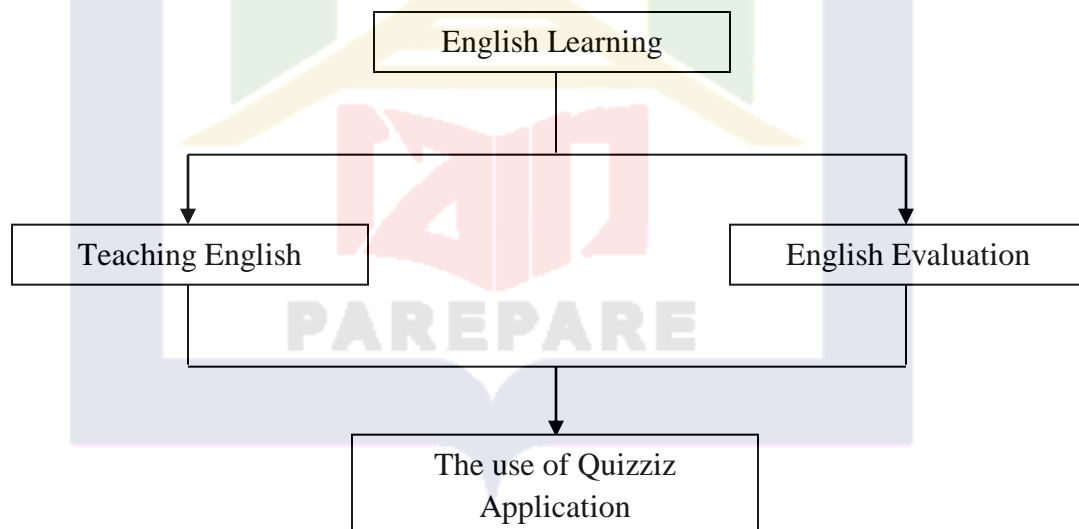
Small class is a method that has been used by libam for a long time, libam small class has several levels based on the abilities of each member or student, who become tutors and small class members come from libam members themselves, in determining the level of libam management members will provide several questions or some kind of pre-test to determine which class is suitable for each member, during the next several meetings there will be a test to determine grade promotion or evaluation.

During small class meetings, usually the English learning methods used in libam's small classes vary based on the grade level, but the general learning method used by libam who is the first to memorize, libam members will be given some vocabulary to memorize and deposit every meeting and will be guided by a tutor, so that the memorization method is easier, assisted by his classmate, secondly using the Grammar Translation Method, This method is certainly a method that is often used in foreign language learning. The method emphasizes more on grammar or grammar.. the tutor will teach material about grammar using formulas, then use language switching when teaching reading, writing, these three Total Physical Response methods This method is done by the tutor doing several movements for example, sitting, putting objects, holding objects, or reading. But before the tutor does the job, the tutor orders himself first with instructions in English. Then the tutor gives instructions to students with the same instructions. Through these instructions, students are expected to be able to carry out instructions such as the examples given. Tutors certainly do not carry out these instructions but only provide corrections.

After using some of the methods above, to find out the extent of the development of students, of course, using the method of evaluation, evaluation is

also aimed at knowing the weaknesses of students and the factors that cause it, to place students in certain educational programs according to their characteristics. And functions in improving, improving the learning and teaching process, so that Libam uses the Quizziz application as a tool in evaluating its students, Quizziz is a web tool for creating interactive quiz games for use in classroom learning. Its use is very easy, the interactive quiz that you create has up to 5 answer choices including the correct answer. You can add an image to the background of the question and customize the knowledge of the question to your liking. When the quiz is ready, you can share it with students using the resulting 5 digits. so that the learning process continues to run in a relaxed and more interesting way, libam uses the application.

The conceptual framework underlying in this research was given in the following diagram.



## CHAPTER III

### METHODOLOGY OF THE RESEARCH

#### **A. Research Design**

This research used descriptive qualitative research, where the data collected was in the form of words, pictures, not numbers. According to Bogdan and Taylor, as quoted by Lexy J. Moleong, qualitative research is a research procedure that produces descriptive data in the form of written or spoken words from people and observed behavior. Meanwhile, descriptive research is a form of research aimed at describing or describing existing phenomena, both natural phenomena and human engineering.

The purpose of descriptive research is to make a systematic, factual, and accurate description of the facts and characteristics of a particular population or area. This research is used to find out how the effectiveness of using the quizziz application as a learning media and evaluation tool in learning English in terms of the responses of LIBAM members at IAIN Parepare

#### **B. Location and Time**

The researcher has taken place and conducted this research at LIBAM Organization at IAIN Parepare and it took 1 month for doing this research

#### **C. Scope of the Research**

##### 1. Research subject

The subjects in this study were members of LIBAM IAIN Parepare. The number of tutors is 3 people in 2017 and 10 students in 2019.

##### 2. Object of research

The object of research being researched is the effectiveness of using the Quizziz application in English learning activities at LIBAM IAIN Parepare, in this

research, the researcher focused on using the quizziz application on vocabulary material.

#### **D. Data Source**

Sources of data were based on all information taken from members of libam or research subjects through interviews. Sources of data are all data obtained directly from members of libam and everything related to research. Researchers used use interviews as research instruments. The data obtained from this interview are in the form of questions about the English learning class at libam. The interview obtained information about the use of the quizziz application in libam and examples of how teachers used the quizziz application. In conducting this research, the data that needs to be obtained from the source is secondary data. namely data that already exists and has a relationship with the problem under study, which includes the existing literature.

#### **E. Collecting Data and Data Processing Techniques**

Data collection techniques was the process of collecting data needed by researchers, in a study we must obtain valid or valid data. Therefore, to obtain valid results in a study, we need to use a data collection technique, therefore the researcher will used several data collection techniques including the following:

##### **1. Observation**

The observation referred to by the researcher here was a technique of collecting data by using observations and recordings that are carried out systematically which were taken through the phenomenon or event that is being studied. This observation technique was carried out to find out, find and retrieve information from an event or event that was written systematically and based on the research foundation that has

been formulated by the researcher.<sup>28</sup> In this study, researchers used observation techniques to collect data related to Madrasahs, in the form of profiles, vision and mission, and so on.

## 2. Interview

The interview referred to by this study is a technique in collecting data by asking several questions to the respondent and recording or recording the answers given by the respondent. The interview technique in this research can be done directly. Researchers used interviews to collect data related to activities using the Quizizz application at LIBAM

## 3. Documentation

Documentation in the research referred to by the researcher is a data collection technique that is not directly aimed at the research source, but through a document. The document referred to by the researcher is written material or inanimate objects related to a particular event or activity. Either in the form of recordings or written documents, such as database archives, correspondence, picture recordings, and relics related to an event.

This documentation method researchers used to obtain data from research results either from interviews or direct observation. This documentation is used to provide additional evidence in which the results of interviews and observations will be more reliable/valid if supported by documentation in the form of photos, videos or other forms of documents.

## F. Test The Validity of Data

The validation of this data is based on the certainty of whether the research

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<sup>28</sup> Mahmud, Metode Penelitian Pendidikan, (Bandung: Pustaka Setia, 2011), p. 168



results were accurate from the point of view of researchers, participants, or readers in general.<sup>29</sup>Validation also serves to test the validity of a data so that it does not differ between data obtained by researchers and data that occurs in the object of research, so researchers use several techniques in data validation, namely;

- 1) Triangulation, the researcher used various techniques in collecting data, such as interviews, observation and documentation in managing data.
- 2) *Peer debriefing* (talking with other people) namely discussing temporary results obtained with close friends in the form of hypotheses and adding information, discussing with organizational management who are considered to know the characteristics of the subject while the results of the discussion have been discussed with the supervisor.
- 3) Researcher used a relatively long time, thus researchers will get a lot of phenomena and be able to understand in more detail so that they can convey accurately about the location and people who helped build the credibility of the research narrative results.

#### **G. Data Analysis Procedure**

Data analysis is an ongoing process that requires continuous reflection on the data, asking analytical questions, and writing short notes throughout the research.

In analyzing the data, the researcher took several steps, namely managing and preparing the data for analysis. This step involved interview transcripts, documentation of the subject, and the results of observations that had been recorded and carried out. Furthermore, coding interview transcripts and making a resume so that it is easy to see the facts found.

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<sup>29</sup> Creswell, J. W. *Qualitative inquiry & research design: Choosing among five approaches* (4th ed.). (Thousand Oaks, CA: Sage, 2012), p.286

## 1. Research Preparation Stage

Before the researcher goes directly to the field to conduct research, the researcher prepares several data analysis procedures, including;

a. Collecting data related to empathy for members of libam Researchers collected various information and theories about empathy for members of libam. In addition, the researchers also made observations on members of libam and communicated with libam parties related to empathy.

b. Develop interview guidelines

Make interview guidelines so that interviews run in accordance with research procedures and the desired results are in accordance with the research objectives.

c. Measuring instrument validation

The measuring instrument used is in the form of questions that will be submitted at the time of the interview

d. Preparation for retrieving data

Before taking the data, the researcher selected prospective research subjects, while the technique used is to talk to the libam management and used a simple test in the form of a test of naming and identifying objects. Here the researcher asks for the willingness of libam members to be the object of this research.

e. Determine the interview schedule

After the researcher gets the object of research, the interview schedule have been determined, the interview schedule will be determined by the libam management, because the libam management knows more about the free time of the organization and its members.

## 2. Research Implementation Stage

In the implementation stage, researcher have been conducted interviews with the subject with the permission of the libam management, and interviews have been conducted in different rooms so as not to be disturbed by other participants.

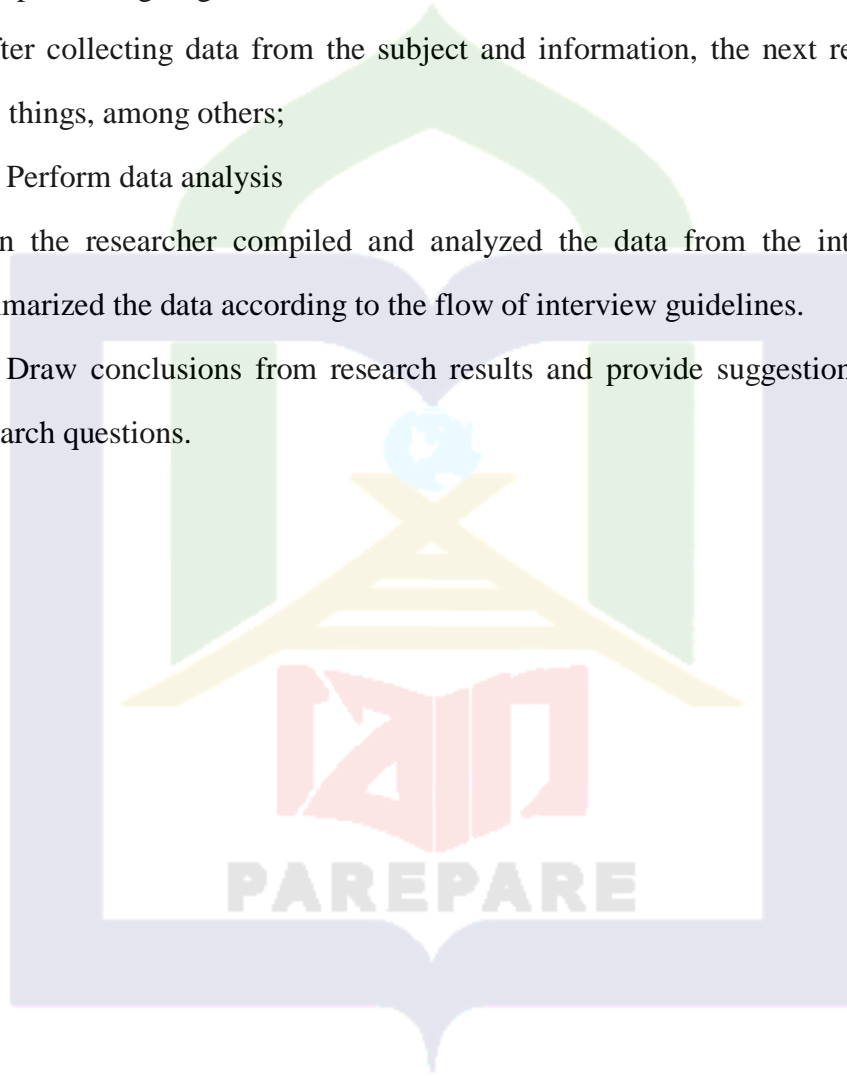
### 3. Data processing stage

After collecting data from the subject and information, the next researcher did several things, among others;

#### a. Perform data analysis

Then the researcher compiled and analyzed the data from the interviews and summarized the data according to the flow of interview guidelines.

#### b. Draw conclusions from research results and provide suggestions based on research questions.



## CHAPTER IV

### FINDINGS AND DISCUSSION

#### **A. General Description of Research Location**

##### **1. The History of Lintasan Imajinasi Bahasa Mahasiswa (LIBAM) Organization**

Lintasan Imajinasi Bahasa Mahasiswa organization (LIBAM) is one of the organizations at the Parepare State Islamic Institute (IAIN) that focuses on the field of student language development, namely English and Arabic. Scholars in the field of language founded Lintasan Imajinasi Bahasa Mahasiswa (LIBAM), the State Islamic High School (STAIN) Parepare, which is now the State Islamic Religion Institute (IAIN) Parepare, are Muhammad Gafur, Faisal Suyuti, and Jumaidi, which was originally just a meeting club which developed into a language association under the auspices of HMJ Tarbiyah.

Subsequently, it went through a slightly polemical process to officially become an intra-campus organization on June 5, 2001. The Student Language Imagination Track (LIBAM), which had previously undergone several name changes from the Lembaga Bahasa (LB) to the Lembaga Bahasa Mahasiswa (LBM), then became Lintasan Bahasa Mahasiswa (LIBAM) occurred when Dirja Wiharja was the chairman.

The symbol of the Lintasan Imajinasi Bahasa Mahasiswa (LIBAM) organization is the Phoenix bird, one of the legendary birds that transcend limits in his philosophy. The Student Language Imagination Trajectory (LIBAM) aspires to develop its language to be able to cross the world.

## 2. Purpose of Lintasan Imajinasi Bahasa Mahasiswa Organization (LIBAM)

The purposes of Lintasan Imajinasi Bahasa Mahasiswa Organization (LIBAM) are:

- a. Fostering and channeling the talents and interests of students of the State Islamic Institute (IAIN) Parepare to become students who have competitiveness in developing linguistic abilities, especially in English and Arabic.
  - b. To establish the unity and integrity of the students of the State Islamic Institute (IAIN) Parepare to prevent disintegration between students.
  - c. Develop and advance Indonesian students to educate the nation's life.
  - d. Annual Work Program of lintasan imajinasi bbahasa mahasiswa (LIBAM)
- ## 3. Annual Worl Program of Lintasan Imajinasi Bahasa Mahasiswa (LIBAM)

- a. New member acceptance period/Masa Penerimaan Anggota Baru (MAPABA).

The new member acceptance period is an activity to recruit new members of the Lintasan Imajinasi Bahasa Mahasiswa (LIBAM) organization which is held once every period according to the Student Senate Instructions (SEMA). MAPABA intends to aspire to the interests and talents of the State Islamic Institute (IAIN) Parepare students by following the established rules. Participants in this activity are students of the State Islamic Institute (IAIN) Parepare who are registered at the academic.

- b. Muaskarun Shogirun

Work program as a member's resource development in the field of Arabic.

Muaskarun Shagirun is a special Arabic village implemented for LIBAM

members. This activity was carried out as a preparation for members to carry out Arabic Camp.

c. Perkampungan Language Intern

The Language Intern is an activity that is held once a year and is the second cadre level after MAPABA. This activity is carried out to train prospective instructors (LIBAM members) in two languages, namely Arabic and English. Usually, this activity is carried out outside the State Islamic Institute (IAIN) Parepare or in a recreation area, so members feel comfortable learning while refreshing. This activity is usually carried out in May or after the implementation of the work program of the Great Deliberation or Musyawarah Besar (MUBES).

d. Training of Trainer (TOT)

TOT is the last cadre level in LIBAM. This instructor training was attended by all members, both new and old members who have not attended it. This activity is mandatory for all members to prepare to become English or Arabic Camp instructors. The purpose of carrying out this activity is to increase skills in the linguistic area and members in quarantine for 30 days.

e. Perkampungan Language Ekstern

The External Language Village is an activity held in schools, and LIBAM members go directly to the field to teach English and Arabic. This work program is called the English Camp or Arabic Camp, where LIBAM members become instructors in the schools visited. This activity lasts a maximum of two weeks and a minimum of one day. This activity aims to teach students that learning English and Arabic is easy.

f. Super English Camp

It is the largest English village in eastern Indonesia. The participants were students from junior high and high school or equivalent, and they were brought into the IAIN Parepare campus and quarantined for one week. The goal is to develop language and socialize the IAIN Parepere Campus.

g. The General Conference/ Musyawarah Besar (MUBES)

The General Conference/Musyawahar Besar (MUBES) is included in the annual work program of the LIBAM IAIN Parepare, which all LIBAM members attend. The purpose of holding the MUBES is to discuss the annual work program, accountability reports, election of a new LIBAM chairman and management, and strengthen brotherhood among LIBAM members.

4. The General Description of LIBAM Members

An organization is a collection of people who work together using certain resources to achieve their goals. In other words, the organization comprises people who work in a goal-seeking system. In achieving these goals, its members will always interact. Therefore, many students join intra-campus organizations, one of which is LIBAM. LIBAM belongs to the Student Activity Unit (UKM). UKM is an organization for developing student interests, talents, and skills at the PTKI level. Its membership consists of students across faculties and majors/study programs. This activity unit is a forum for PTKI students with the same orientation in developing interests, talents, and skills. In this case, LIBAM is oriented toward language development, especially in Arabic and English. The management is autonomous for each unit, following their respective AD/ART.

## B. Findings

Following the results of interviews conducted from June 20 to July 21, 2022, at the Student Language Imagination Track (LIBAM), researchers obtained data on using Quizziz media to evaluate English learning at LIBAM. This study used a structured interview method for tutors and LIBAM member students. Researchers took samples from several tutors, totaling 3 tutors and 10 members.

The results of this study are the quizziz application is effectively used in the learning evaluation process because, in addition to being easy to access, the quizziz application also has interesting and not boring features.

### 1. The effectiveness of quizziz media in learning English

#### a. Based on the Tutor Interview

The use of Quizziz media in learning English has been effective, according to tutor 1 Septiana Lestari, on Monday, June 27, 2022, at 10.00 WIB.

*“One of the advantages is that it is easy to access, easy to make questions equipped with answers with an automatic correction system, and an automatic ranking as well, making it easier for tutors in quizzes or evaluations. So that the participants' interest in learning increases, so they are more excited about learning and working on questions, quizzes, and evaluations. Because we can choose a theme in making quizzes accompanied by music that can motivate participants, and also they have high competitiveness because of the ranking in this learning media so that they will study harder. I also highly recommend that other tutors use this media in learning activities in addition to all methods or uses that facilitate this media can also make the learning and evaluation atmosphere more relaxed but still serious by playing while learning”.*<sup>30</sup>

According to tutor 1, Quizziz media in evaluating English learning is one of the suitable media to use. Apart from being easy to access, Quizziz media has many features that can increase students' enthusiasm for learning.

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<sup>30</sup> Septiana Lestari, English tutor in LIBAM, Interviewed, Parepare, Juni 27<sup>th</sup> 2022



Apart from that, the quizziz media is also effective because it is easy to make questions with answers with an automatic correction system and an automatic ranking as well, making it easier for tutors in quizzes or evaluations.

In addition, from tutor II Muh. Bambang also stated that using Quizziz media in English learning was very effective. The interview results are on Monday, June 27, 2022, at 13.00 WIB. Muh. Bambang stated that:

*“Yes, I think the interest of students in the method I use in evaluating the material using the quizziz application is increasing because it is very interesting for participants. Why is that because quizziz is the same as a quiz in which there are several models of questions such as multiple choice, essay questions and so on, and tutors easily prepare questions long before they are given to students, of course, it looks interesting and uses technology, so it's following the times where today is the age of technology, we must indeed take advantage of technology and with the use of this media interest participants to learn even higher, why is that because in terms of the activity that I have met is very increasing and they are very enthusiastic about using this media. I once got one of the lecturers in the course, gave final semester exam questions using the Quiziz application, and I was very interested”.*<sup>31</sup>

According to Muh. Bambang said that using the quizziz application in the learning process, it is following today's developments, because now is the era of technology, the learning media must also develop. By using the quizziz application, students in the learning and evaluation process become interested. And this can be felt directly by Muh. Bambang as a tutor in the process of learning English at LIBAM as well as the impact he can see from his students in evaluating English learning using the Quizziz application is increasing and very enthusiastic.

Dea Amanda Putri as the third tutor also emphasized that the use of this quizziz application is very supportive and supports the continuity of the evaluation

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<sup>31</sup> Muh. Bambang, English Tutor in LIBAM, Interviewed, Parepare Juni 27<sup>th</sup> 2022

process of learning English at LIBAM. As stated in the results of the interview on Tuesday, January 28, 2022 at 11.00 WIB stated that:

*“From experience during teaching by implementing the quizziz application, it can be concluded that the advantages of this application include; (1.) The quizziz application can access all types of questions, be it essays, multiple choice or questions using voice to test the listening ability of students. (2.) Quizziz also has features that can display the percentage of student success in each question so that it can be immediately known which questions are answered incorrectly by students and can then be explained or discussed again by tutors or educators. (3.) the atmosphere of the exam feels more relaxed and calm, and students can immediately find out the number of scores obtained. Students also feel more ready to be competitive because they are challenged to answer questions correctly. The quizziz application can also make it easier for tutors to evaluate members' learning abilities in real time even if only by distributing quiz codes, evaluations can then be done anywhere and anytime, This is also very helpful for tutors in its implementation because statistical data and student abilities can also be directly known after the quiz is done. The results of the self-evaluation displayed through statistical data from the student's answers are also able to save a lot of time for tutors so that they can immediately analyze the discussion that they feel still needs to be re-discussed / not understood by members. Learning evaluation is easy to carry out so that members who have not carried out the evaluation can immediately know. So this application is very helpful and effective for use in evaluating student learning”.*<sup>32</sup>

According to Dea Amanda Putri, the quizziz application can be very helpful for tutors in evaluating learning, judging from the statements submitted this application has many advantages that can be used by tutors in providing various forms of questions and this application can provide numbers directly from the results of students' answer, so as to minimize the time to check the answers of students.

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<sup>32</sup> Dea Amanda Putri, English Tutor in LIBAM, Interviewed, Parepare Juni 28<sup>th</sup> 2022

From the statements of tutor I, tutor II and tutor III, it can be concluded that the use of Quizziz media in evaluating English learning is very effective. This can be seen from the positive response from the tutor.

## 2. Based on Member Interview

Libam is an organization that is engaged in languages, especially Arabic and English, one of the methods used by Libam in developing its members is the small class learning method, the media used in the learning is the quizziz application in evaluating their learning, and according to Salmi the quizziz application This can help in remembering the content of the material presented, we can see this from the results of the interview.

*“Learning English using the Quizziz application is very helpful. Many questions in quizziz can help remember the material previously studied by using the correct answer choice game model with a duration of time that makes it more fun. For example, the lesson about the present tense. Where there is one question that uses a dialogue system. Provide questions, and answer choices on how to answer that answer correctly. For example Do you like a banana? There are various answer choices. And it turns out the answer is = yes, i do. Because the real formula of the present tense lesson is, if the question uses am, is, are, do, and does, then the answer must also use that”.*<sup>33</sup>

Besides being able to help remember the content of the material, the quizziz application has various question features, so it can motivate students as stated by Muhammad Rhafi Harlan.

*“Very very motivating, this is because an interesting evaluation media in the form of QUIZZIZ can motivate us to learn especially in it there are funny and cool animatio”.*<sup>34</sup>

In the learning process, of course, students also need motivation in answering questions, apart from motivation, students must also have a sense of enthusiasm so

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<sup>33</sup> Salmi, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

<sup>34</sup> Muhammad Rhafi Harlan, Member of LIBAM, Interviewed, Parepare Juni 30<sup>th</sup> 2022

that the evaluation process can run smoothly, and this quizziz application can create a sense of enthusiasm and be challenged in answering questions given through quizziz application, as said by Salmi

*“In my opinion, Quizziz media can foster a sense of enthusiasm, because people definitely like challenges. This quizziz application uses a race game system, in other words, everyone will be challenged to answer questions quickly because someone's points depend on the speed of time in answering questions. The faster the question is answered, the higher the points will get, so if you get a higher total point than other people, it will make someone always want to compete to learn the material before entering the quizziz in order to get the right answer and be answered quickly for be number 1 in the quiz. That's why I say, this application will make us excited and challenged in answering the questions at hand”.*<sup>35</sup>

By using the quizziz application, we can also work on questions calmly, if we are in a hurry to do the questions, our minds will automatically be disturbed and not concentrated in working on the questions, based on the results of an interview with Syulistiani, who said that he was not disturbed in working on questions using the quizziz media.

*“Yes, because in using this media we don't get disturbed from friends who want to ask questions about the questions that are presented and with this media we focus on answering questions because time is limited and also with a fun method so if we take quizzes we don't care about anything else”.*<sup>36</sup>

Precisely when we focus on others, we will run out of time in answering questions, so students must focus on answering questions, this can also minimize cheating in working on questions, as stated by syulistiani

*“In the use of quizziz media, cheating can be minimized because the questions that are presented to each person are different (randomized) therefore each person displays a different question in each number so that quiz participants*

<sup>35</sup> Salmi, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

<sup>36</sup> Syulistiani, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

*do not have time to cheat in the use of this quizziz media also has a certain time so from Therefore we are required to answer questions more quickly and within this time limit to cheat is a waste of time or in other words not to use time well.*"<sup>37</sup>

So this application is suitable to be used to work on test questions or learning evaluations, besides that students can immediately find out the value they get from the answers, Teguh Wahyudi

*"Yes, I am interested because there are data items and student statistical calculations, so the assessment process is more complete and detailed".*<sup>38</sup>

We can also see the interest of students in working on the questions based on the results of Syulistiani's statement

*"Because the display of questions in the quizziz media does not only display a question in the form of text but can be in the form of an image, moreover if there is a highly anticipated question, namely a question that orders to draw something, then in this application we can answer questions with an image that we draw. own picture. not only that, in this quizziz media the correct answer in a question will be immediately visible, therefore we can know directly whether our answer is correct or not, in this quizziz media also questions that have not been answered or have been answered but our answer is wrong then the question This will repeat itself so that we will always remember the answer to the question".*<sup>39</sup>

By using the quizziz application in answering questions, students feel interested because the form of questions in the quizziz application has features that can increase the attractiveness of libam members. So that in working on the questions, students feel happy and easy to understand, as stated by Muh. Galif Tahira

*"I feel very happy because by using the quizziz application the questions and materials provided are easy to understand".*<sup>40</sup>

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<sup>37</sup> Syulistiani, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

<sup>38</sup> Teguh Wahyudi, Member of LIBAM, Interviewed, Parepare Juni 30<sup>th</sup> 2022

<sup>39</sup> Syulistiani, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

<sup>40</sup> Muh. Galif Tahira, Member of LIBAM, Interviewed, Parepare Juni 30<sup>th</sup> 2022

We can understand that students feel happy in working on questions because the quizziz application is very easy to operate, so students in working on questions with quizziz media are very young, as stated by Paradillah.

*“Easy, besides being easy to access, the Quiziz application also has features that are easy to understand”.*<sup>41</sup>

So the obstacles faced in managing this application are very few, as said by syulistiani

*“So far, there haven't been any significant problems, just getting used to being constrained on the network, because if the network gets an error again, the use of this media is hampered and we can fall far behind in this quiz”.*<sup>42</sup>

The obstacles faced while using this application can still be overcome by libam students, as stated by Salmi

*There are several obstacles that I usually encounter in using this application, but so far the obstacles I have encountered can still be overcome.*<sup>43</sup>

Some of the statements from the libam member students above said that the quizziz application media can make it easier for students to remember learning so that it can motivate students to take part in learning English, and feel challenged.

Students also feel calm and not disturbed in working on the questions, because in working on the audience questions, the learning evaluation participants will have difficulty in cheating.

So that students feel interested in carrying out tests or evaluations of learning English using the Quiziz media, with a good display of questions so that in using the Quiziz application, learning English feels happy.

In operating the quizziz application, it is very young and the obstacles faced by students can still be overcome.

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<sup>41</sup> Paradillah, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

<sup>42</sup> Syulistiani, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022

<sup>43</sup> Salmi, Member of LIBAM, Interviewed, Parepare Juni 29<sup>th</sup> 2022



### C. Discussion

From the results of the researcher's observations to several informants about the effectiveness of using Quizziz media in online learning using the quizziz application in learning English at Libam Iain Parepare, the researchers found several answers. The following is a description of the research results obtained

An educator who wants to teach a material to his students is required to use the media as a helper to arrive at the material. The media used does not have to be expensive media, but media that are really efficient and able to be a liaison between an educator and students so that the material being taught can be received and understood optimally.

As stated by Miarso in Guslinda and Rita's book "Learning media are everything that is used to channel messages and can stimulate the thoughts, feelings, attention, and willingness of the learner so that it can encourage the learning process".

So that it can be interpreted that an educator should have a media that is used as a liaison in distributing educational knowledge. The selection of media must also be adjusted to the material and also the needs of students.

From the analysis of the effectiveness of the use of Quizziz media which is used as a medium in online learning in English Language Learning at Libam Iain Parepare, it has been going very well. It can be seen from the results of interviews with several tutors and students.

An educator is a facilitator for students during learning. For this reason, educators are needed who always develop the potential of students towards maturity or perfection. Where educators can change their students to be better than before.

According to Williams James, the father of modern psychology in the book Ratu (2016: 64) says that

“The greatest revolution of my life us the discovery that's individuals can change the outer aspects of their lives by changing the inner attitudes of their minds”

With the Quizizz media in the evaluation of English Learning at Libam Iain Parepare educators are no longer confused in giving grades. Educators feel more helpful with this application, especially in learning English. Educators can access questions from the Quizizz media without having to retype them. This can be seen from the results of interviews with tutors, according to the response of tutor I.

*The participants' interest in learning increased, in this case, they were more excited in learning and working on questions, both quizzes and evaluations. Because we can choose a theme in making quizzes accompanied by music that can motivate participants and also they have high competitiveness because of the ranking in this learning media, so they will be more active in learning.*<sup>44</sup>

Based on the tutor's response, in asking questions or questions he is no longer bothered and confused in preparing them. Media Quizizz has prepared various kinds of questions related to learning English. Educators can choose various questions that are available to be used as test material or student evaluations.

In addition, with the Quizizz media, the tutor felt very happy. This is due to the enthusiasm that arises from each student in doing the English evaluation task. Students are no longer lazy to read and answer questions quickly and precisely. Another thing is because in giving grades the tutor no longer bothers to make grades manually. Tutors can directly access the results of student assignments that have been automatically recapitulated on Quizizz media.

This is as quoted from Rahmi, (2020: 39-48) which states that:

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<sup>44</sup> Septiana Lestari, English tutor in LIBAM, Interviewed, Parepare, Juni 27<sup>th</sup> 2022



“The Quizizz online quiz application can be used by teachers to see how far students are in learning. Easy use and fast results in the assessment process make this application suitable for use so that it is a learning application that supports the 4.0 learning revolution, so that students have a strong interest and motivation to learn.

Based on tutor II interview

Educators are people who guide students towards maturity. Educator is the process of changing attitudes and behavior of a person or group through teaching and training efforts, education also means a process or method or act of educating.

Teachers or educators have the main task of teaching, guiding, directing, training, assessing, and evaluating students in formal education, both primary and secondary education.

As expressed in (HR. Muslim No. 2703)

It means:

*"Allah did not send me as a rigid and hard person, but sent me as an educator and make it easier"*(Atho' Allah, 2016: 109-110)

Based on HR. Muslim No 2703 explained that the task of an educator is to provide convenience for students in understanding a lesson. To make it easier to convey learning objectives. tutors use learning media in the form of Quizizz media.

According to tutor II, the evaluation of learning English at LIBAM using the Quizizz media is very effective. This is evidenced by the results of interviews conducted by tutor II. By using the application makes students more interactive. His learning outcomes are even more improved than before. This is according to Yuniasih's opinion, quoted from the book Ramadhani, et al (2020: 49):

“Quizizz media can be used as an alternative application for teachers to carry out daily assessments. This application is very easy for teachers to use when acting as a question maker and students when working on questions. In addition, educators can also access questions from the Quizizz media so that

they can lighten the tasks of the tutor. This is a positive value for tutors and makes Quizizz an effective medium.

To find out to what extent the ability of students to understand the learning material, an evaluation is needed. To find out the students' understanding of learning English, a test was made regarding the material using the Quizizz media.

As the expression, in the use of media Quizizz

Purba, (2019: 5)

“Quizizz is a game-based educational app, which brings multiplayer activities to the classroom and makes in-class practice fun and interactive”

Based on the results of the interview tutor II

*“Yes, I think the interest of students in the method I use in evaluating the material using the quizizz application is increasing, because it is very interesting for participants, why is that because quizizz is the same as a quiz in which there are several models of questions such as multiple choice, essay questions and so on, of course it looks interesting and uses technology so that learning becomes fun, so it is in accordance with the times where today is the age of technology, we must indeed take advantage of technology and with the use of this media the interest of participants to learn is even higher, why is that because In terms of activity, what I met was really increasing and they were very enthusiastic about using this media.”<sup>45</sup>*

Based on tutor interview III

An educator or tutor is a component that plays an important role in the learning process, a tutor is the spearhead whose profession is to manage the learning process in study groups, by using tutors to implement more effective learning activities.

The role as a tutor is able to provide tutoring to students both individually and in groups, a role as a motivator, providing encouragement by giving assessments, praise and advice.

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<sup>45</sup> Muh. Bambang, English tutor in LIBAM, Interviewed, Parepare, Juni 27<sup>th</sup> 2022

With the Quizizz media in the evaluation of English Learning at LIBAM IAIN Parepare, tutors are no longer confused in determining the use of effective learning evaluation media, the application is very easy to access and makes it easier for tutors to operate the quizizz media. This can be seen from the results of interviews with tutors, according to the response of tutor III.

*Difficulty in operating quizizz in my opinion, in using the quizizz application I have not had any difficulties in operating it because using this application it is very easy to understand every step in the application there is information that makes it easier for us to operate this quizizz application.<sup>46</sup>*

Based on the tutor's response, quizizz media is a learning application that is very easy to use, quizizz has prepared various kinds of information that can make it easier for users of this application

So it can be concluded that the Quizizz media is very effective in evaluating English learning. tutors can access Quizizz media easily. In addition, quizizz makes it easier for tutors in the learning evaluation process because it is easy to understand, so quizizz media is very effective.

### **1. Analysis of the Effectiveness of Using Quizizz Media Evaluation of English Learning at LIBAM IAIN Parepare.**

Students are members of the community who try to develop their potential through the learning process on the educational path both formally and non-formally such as organizations, in the learning process, of course, students have rights and obligations, just as everyone essentially has rights and obligations from birth, with Knowing their obligations, students must obey every applicable obligation, this is to train students in discipline and understand the meaning of responsibility.

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<sup>46</sup> Dea Amanda Putri, English tutor in LIBAM, Interviewed, Parepare, Juni 28<sup>th</sup> 2022

The first right of students is to gain knowledge, students take learning classes to gain knowledge, students get a variety of knowledge from various kinds of lessons based on their level, students also have the right to be taught by competent teachers to guide students to be smart, achievers and help solve the obstacles faced by students, of course by using methods and media that can foster motivation and a sense of enthusiasm for learning in students, so that learning becomes interesting.

Participant students have the right to use learning facilities that have been prepared by tutors, students can also provide advice to tutors if the learning methods and media applied are not effective, but based on the results of interviews with students, the quizziz application is very effectively used in the learning process, especially in tests or evaluations learning English such as responses from students who say.

*Apart from being a learning medium, quizziz can also be used as an evaluation medium because there are also many features that support evaluation, and we can see firsthand the value we get.<sup>47</sup>*

This study shows that the use of Quizizz media in the evaluation of online learning in English has been effective. The use of Quizizz media in the evaluation of English learning has met the criteria related to the achievement of goals, student interests and student attitudes.

Regarding the criteria for achieving effectiveness by using the Quizizz media in the evaluation of online English learning material, students find it helpful to understand the description through questions and facilitate students to directly review all the learning that has been obtained. In addition, the use of Quizizz media through online learning also helps students to remember the material that has been taught.

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<sup>47</sup> Rinaldi, Member of LIBAM, Interviewed, Parepare, Juni 30<sup>th</sup> 2022

This is because students can repeat what they have learned through questions from the Quizizz media. With students working on questions through the Quizizz media, they get an overview of learning and questions. In addition, it also helps students to remember what they have learned or implemented. As stated by students.

*I think learning and answering questions using the quizizz application can help remember English lessons, because the quizizz application has video, image, and sound features that can refresh our memory.*<sup>48</sup>

As expressed by Sadiman, conveys the function of the media: (Educational media) in general can clarify the presentation of messages so that they are not too visual, overcome the limitations of space, time, and sensory power, for example objects that are too large to be brought to class can be replaced with pictures, slides, etc. Events that occurred in the past can be displayed again through films, videos, photos or film frames, increase the excitement of learning, allow students to learn on their own based on their interests and abilities, and overcome the passive attitude of students, and provide the same stimulation, can equate experiences and abilities. students' perceptions of the content of the lesson.

Based on the opinion of Sadiman it can be concluded that the Quizizz media has met the criteria contained in the learning media

Related to the interest of students in the use of Quizizz media in the evaluation of online learning in English, it also shows very good effectiveness. This can be seen from the many positive responses of students from the results of interviews, students are more motivated in participating in learning evaluations, increasing curiosity and students also feel happy when evaluating English learning using Quizizz media. In

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<sup>48</sup> Salfiah Fitma, Member of LIBAM, Interviewed, Parepare, Juni 28<sup>th</sup> 2022

addition, students also become enthusiastic in participating in learning and increasing students' attention to take part in online learning tests or evaluations. This happens because before learning the educator has informed that games and practice questions will be held related to the things that have been discussed.

*Yes, games are one method that can stimulate students' learning motivation. Especially with the quizziz application which has fun features for learning. This is because an interesting evaluation media in the form of QUIZZZ can motivate us to learn especially in it there are funny and cool animations.<sup>49</sup>*

Judging from the attitude of students in using the Quizizz media in the evaluation of online learning, language also shows effectiveness. Judging from the results of the interview. Students feel challenged to answer every question on the Quizizz media and finally students can think critically. Students feel challenged to work on existing questions through Quizizz media to get the highest score and rank in games.

*Yes. Because in working on questions in the quizziz application we can compete with time, because each question given has a predetermined time limit so that it becomes a challenge, and we can see directly the score we get.<sup>50</sup>*

So it can be concluded as the word of God in (Surah An-Nahl Verse 89):

It means:

"(And remember) the day (when) We raised up in every Ummah a witness against them from themselves and We brought you (Muhammad) as a witness over all mankind, and We sent down to you the Book (Al Quran) to explain everything and guidance and mercy and good news for those who surrender" (Shaleh and Jamaludin, 2020: 5).

As QS An-Nahl verse 89, then a media used in teaching must be able to explain to students about the material they are studying. In addition to this, a media

<sup>49</sup> Ayu Lestari, Member of LIBAM, Interviewed, Parepare, Juni 29<sup>th</sup> 2022.

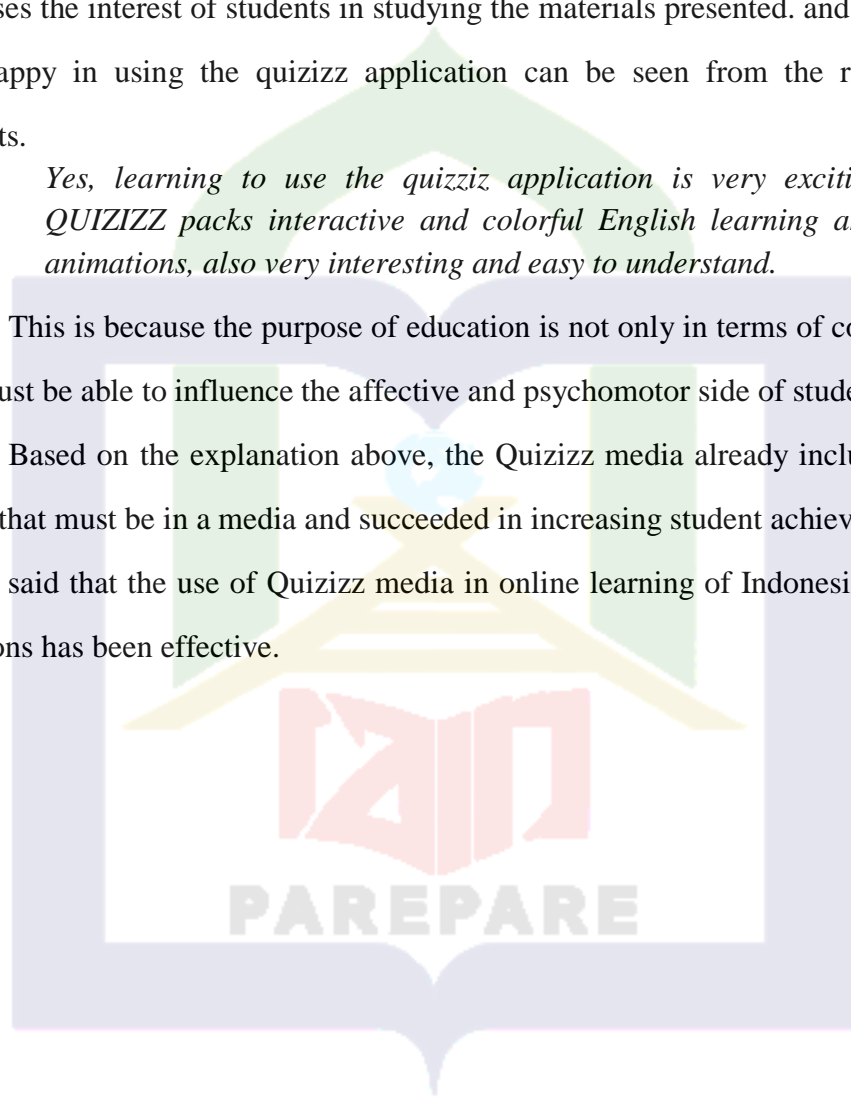
<sup>50</sup> Suci Amaliyah Basri, Member of LIBAM, Interviewed, Parepare, Juni 29<sup>th</sup> 2022

must also be able to be a guide to do something good. Meanwhile, regarding the Qur'an as a blessing and a giver of good news if it is associated with media problems in the world of education, a media must be able to foster a sense of joy which further increases the interest of students in studying the materials presented. and participants feel happy in using the quizziz application can be seen from the responses of students.

*Yes, learning to use the quizziz application is very exciting, because QUIZZZ packs interactive and colorful English learning and is full of animations, also very interesting and easy to understand.*

This is because the purpose of education is not only in terms of cognitive, but also must be able to influence the affective and psychomotor side of students.

Based on the explanation above, the Quizizz media already includes several things that must be in a media and succeeded in increasing student achievement. So it can be said that the use of Quizizz media in online learning of Indonesian language questions has been effective.





## CHAPTER V

### CONCLUSSION AND SUGGESTION

#### 1. CONCLUSSION

Based on the findings of the study, the research shows that the use of the quizizz application to evaluate English learning at LIBAM IAIN Parepare is effective. The tutor said that the quizizz is easy to access, and easy to make questions equipped with answers with an automatic correction and ranking system. Also, there are several models of questions in the quizizz such as multiple choice, essay questions, and so on and also the atmosphere of the exam feels more relaxed and calm. Furthermore, The audiences said that many questions in quizizz can help them remember the material previously studied by using the correct answer choice game model with a duration of time and cool and fun animation, the challenges in quizizz media can build a sense of enthusiasm in the audiences, cheating can be minimized because they don't get disturbed each other, the questions and materials are easy to understand and also the assessment process is more complete and detailed. Nevertheless, sometimes the network got an error so the use of the media is hampered and they cannot catch up with the questions. Therefore, quizizz application is effective to evaluate the English learning at LIBAM IAIN Parepare.

#### 2. SUGGESTION

Based on the analysis of research results and discussion of data on the effectiveness of using Quizizz media in evaluating online learning in English at LIBAM, there are several suggestions from researchers that can be used as further references:

1. For tutors and prospective tutors



- a. Media Quizizz is expected to be able to further build the motivation of students in participating in the evaluation of learning English well
- b. It is hoped that the Quizizz media can facilitate and accommodate online evaluation activities, especially in learning English.
- c. Media Quizizz is also expected to help educators to be able to achieve the learning objectives that have been planned so that it runs more effectively and interestingly
- d. Can be used as a reference for evaluation media for online English learning.

**2. For students and members of LIBAM**

To Members, the author advises members to always study and process to improve their English language skills and do not just settle for studying in the organization so that in the future they can compete at national and international levels, build a sense of brotherhood to all members and be active in the success of the activities held. organization because being active in organizational activities will increase the spirit of learning and form good cooperation to achieve the expected goals.

**3. For the next researcher**

- a. Expected to be able to do development in schools or other organizations in order to spread the benefits of using Quizizz media.
- b. Further researchers can also compare the use of Quizizz media with other learning media, so that the information obtained is more and more new

- c. The use of Quizizz media can also be carried out by further researchers to try to compare the results of student achievement using the control class and the experimental class
- d. This research is not recommended for schools/madrasas located in remote areas unless there is already a fairly good and stable wifi network (internet) available.



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Tahir Muh. Galif, *Member of LIBAM, Interviewed, Parepare, Juni 30<sup>th</sup> 2022*

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# APPENDICES





**KEMENTERIAN AGAMA REPUBLIK INDONESIA  
INSTITUT AGAMA ISLAM NEGERI PAREPARE  
FAKULTAS TARBIYAH**

Jln. Amal Bakti No. 8 Soreang, Kota Parepare 91132 Telepon (0421) 21307, Fax. (0421) 24404  
PO Box909 Parepare 91100,website: [www.iainpare.ac.id](http://www.iainpare.ac.id), email: [mail@iainpare.ac.id](mailto:mail@iainpare.ac.id)

**VALIDASI INSTRUMEN PENELITIAN SKRIPSI**

**INSTRUMEN WAWANCARA**

Nama Mahasiswa : Fadil Muhammad  
NIM : 17.1300.044  
Fakultas/Prodi : Tarbiyah/ Pendidikan Bahasa Inggris  
Judul : The Effectiveness of Using Quizizz Application in English  
Learning at Libam IAIN Parepare

**Identitas Responden**

Nama :  
Fakultas/Prodi :  
Nim :  
Angkatan :

**Instrumen Wawancara**

Respon member terhadap penggunaan Aplikasi quizizz sebagai media pembelajaran dan alat evaluasi

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!
2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?



3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?
4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?
5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!
6. Apakah penggunaan media quizizz ini mudah? Mengapa?
7. Tampilan soal dengan media quizizz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?
8. Apakah penggunaan media quizizz dapat memanimalisir contek menyontek dengan teman? Berikan alasan?
9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?
10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

#### Instrument respon tutor

1. Apa kesulitan dalam mengoperasikan media Quizizz? Mengapa?
2. Apakah minat peserta didik terhadap penggunaan metode *Quizizz* meningkat? Berikan alasan!
3. Apa kelebihan dan kekurangan aplikasi quizizz dibandingkan dengan aplikasi lainnya? Jelaskan!
4. Dengan menggunakan aplikasi quizizz adakah kesulitan dalam mengarahkan member? Mengapa?

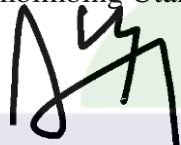
5. Menurut anda apakah aplikasi quizziz merupakan aplikasi yang bisa direkomendasikan untuk digunakan sebagai media pembelajaran dan alat evaluasi? Berikan alasan!

Parepare, 06 Juni 2022

Mengetahui,

Pembimbing Utama

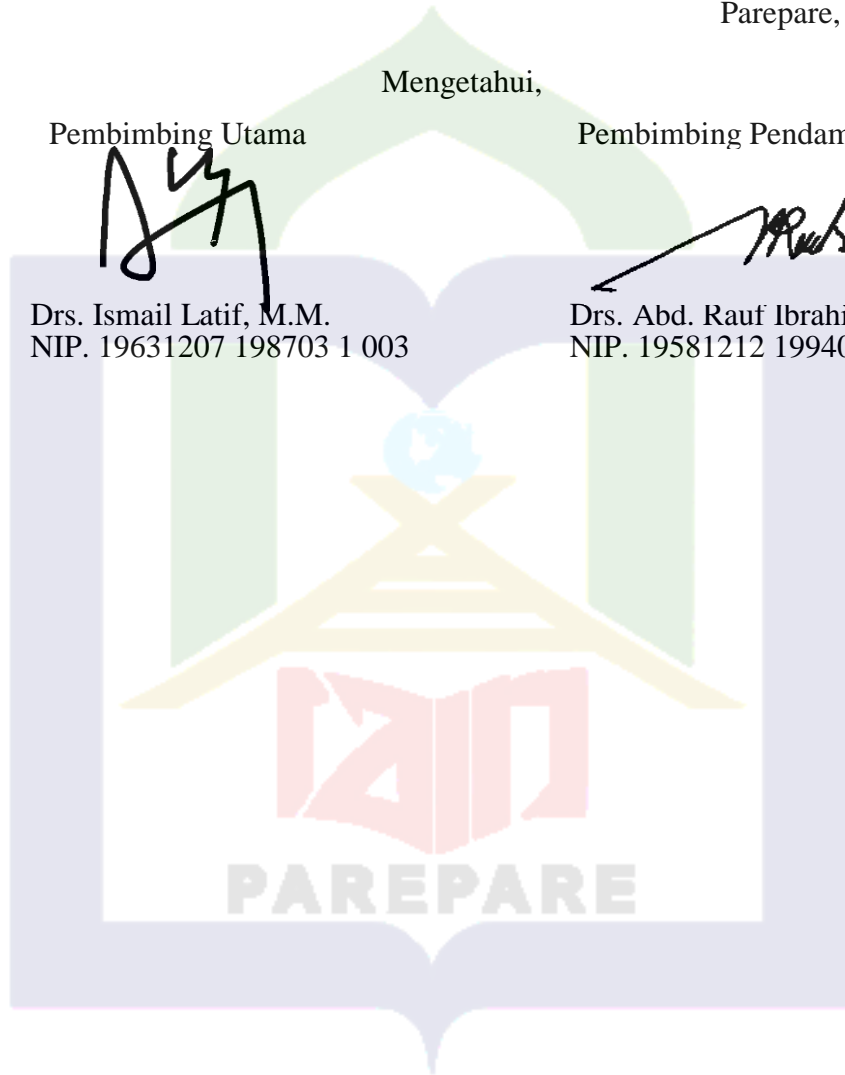
Pembimbing Pendamping



Drs. Ismail Latif, M.M.  
NIP. 19631207 198703 1 003



Drs. Abd. Rauf Ibrahim, M.Si  
NIP. 19581212 199403 1 002



## RESULT OF INTERVIEW

### TUTOR

Nama : Septiana Lestari

Fakultas/Prodi : FEBI/PBS

Nim : 17.2300.061

Angkatan di Libam : 2017

1. Apa kesulitan dalam mengoperasikan media QUIZIZZ? Mengapa?

Saya tidak menemukan kesulitan yang berarti saat mengoperasikan media pembelajaran ini. Dikarenakan dapat di akses melalui internet dan cukup mudah untuk dipahami dengan berbagai pilihan jenis- jenis pertanyaan yang dapat digunakan seperti multiple choice.

2. Apakah minat peserta didik terhadap penggunaan metode QUIZIZZ meningkat? Berikan alasan!

Minat belajar peserta meningkat dalam hal ini lebih excited dalam pembelajaran dan mengerjakan soal baik itu kuis maupun evaluasi. Dikarenakan kita bisa memilih tema dalam membuat kuis disertai dengan musik yang bisa menjadi penyemangat peserta dan juga mereka jadi memiliki daya saing tinggi karena adanya perangsangan dalam media pembelajaran ini, sehingga mereka akan lebih giat belajar.

3. Apa kelebihan dan kekurangan aplikasi QUIZIZZ dibandingkan dengan aplikasi yang lain? Jelaskan

Salah satu kelebihannya adalah mudah di akses, mudah dalam membuat soal dilengkapi dengan jawaban dengan sistem koreksi otomatis dan terdapat perangsangan otomatis pula sehingga mempermudah tutor dalam kuis ataupun evaluasi.

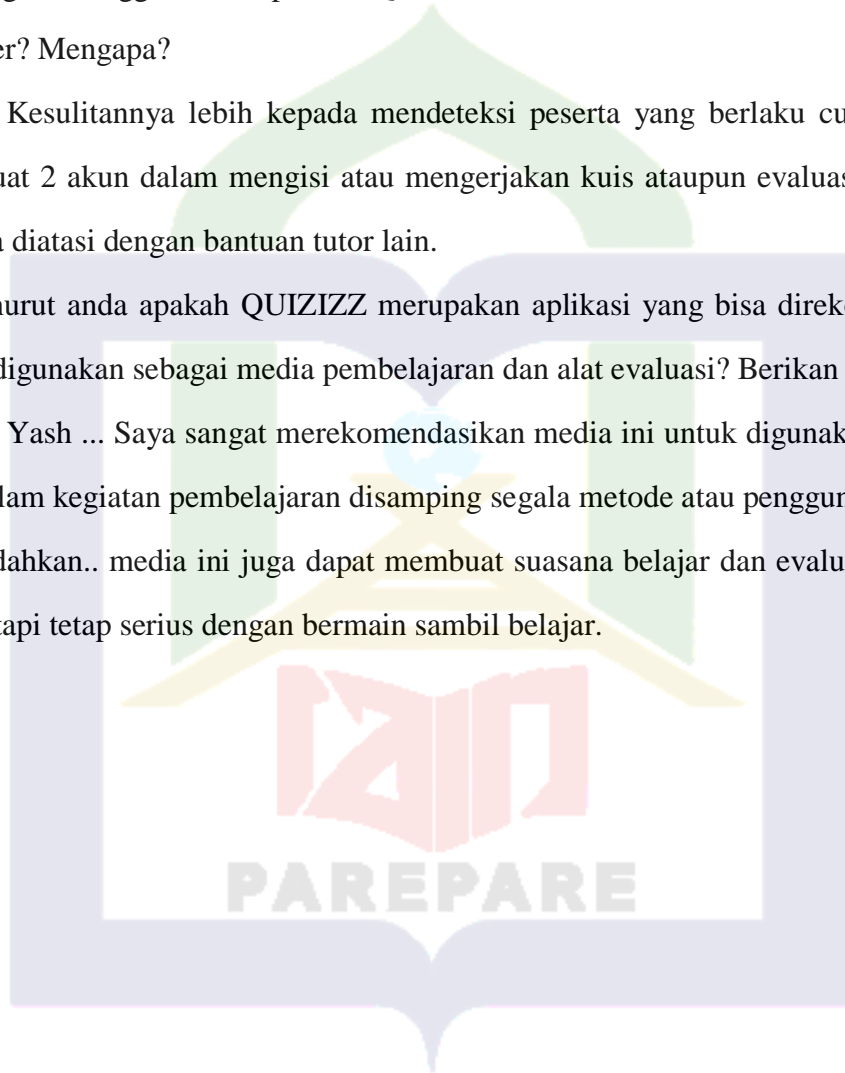
Kekurangannya salah satunya yaitu.. peserta dapat membuat lebih dari satu akun sehingga tutor cukup sulit untuk memantau peserta yang kemungkinan berbuat curang.

4. Dengan menggunakan aplikasi QUIZIZZ adakah kesulitan dalam mengarahkan member? Mengapa?

Kesulitannya lebih kepada mendeteksi peserta yang berlaku curang dengan membuat 2 akun dalam mengisi atau mengerjakan kuis ataupun evaluasi. Tetapi hal itu bisa diatasi dengan bantuan tutor lain.

5. Menurut anda apakah QUIZIZZ merupakan aplikasi yang bisa direkomendasikan untuk digunakan sebagai media pembelajaran dan alat evaluasi? Berikan alasan!

Yash ... Saya sangat merekomendasikan media ini untuk digunakan oleh tutor lain dalam kegiatan pembelajaran disamping segala metode atau penggunaannya yang memudahkan.. media ini juga dapat membuat suasana belajar dan evaluasi jadi lebih santai tapi tetap serius dengan bermain sambil belajar.



Nama : Muh. Bambang  
Fakultas/Prodi : Tarbiyah/PBI  
Nim : 17.1300.052  
Angkatan di Libam : 2017

1. Apa kesulitan dalam mengoperasikan media QUIZIZZ? Mengapa?

Menurut saya kesulitan yang saya temui dalam mengoperasikan media quizizz adalah ketika pertama kali saya menggunakan aplikasi ini tentunya ini merupakan hal yang asing bagi saya jadi butuh waktu untuk mempelajarinya terlebih dahulu seperti harus menonton youtube dan mencari tahu tentang bagaimana cara mengoperasikan dan tentunya kesulitan mengoperasikan yang lain adalah media ini juga perlu menggunakan koneksi internet, bisa jadi kesulitan yang saya alami dalam menggunakan aplikasi quizizz juga dapat dialami oleh orang lain.

2. Apakah minat peserta didik terhadap penggunaan metode QUIZIZZ meningkat? Berikan alasan!

Iya, menurut saya minat peserta didik terhadap metode yang saya gunakan dalam mengevaluasi materi dengan menggunakan aplikasi quizizz meningkat, karena sangat menarik perhatian bagi peserta, mengapa demikian karena quizizz ini sama saja halnya kuis yang di dalamnya ada beberapa model soal seperti pilihan ganda, pertanyaan essay dan sebagainya, tentunya tampilannya menarik dan menggunakan teknologi, jadi sudah sesuai dengan zamannya yang mana zaman sekarang sudah zaman teknologi, kita mesti memang harus memanfaatkan teknologi dan dengan adanya penggunaan media ini minat peserta untuk belajar lebih tinggi lagi, mengapa demikian karena dari segi keaktifan yang saya temui memang sangat meningkat dan mereka sangat antusias sekali dalam hal menggunakan media ini.

3. Apa kelebihan dan kekurangan aplikasi QUIZIZZ dibandingkan dengan aplikasi yang lain? Jelaskan!

Yang saya temui di sini pertama, dari segi kelebihan, yang saya dapatkan tentunya dengan menggunakan media quizizz ini sangat menyenangkan dan menarik perhatian peserta didik, kedua adalah tutor dengan mudah mempersiapkan soal jauh hari sebelum diberikan ke peserta didik, dan peserta didik juga dapat langsung melihat skor yang mereka dapat, kelebihan yang terdapat pada aplikasi quizizz ini tutor dapat mengatur batas waktu tiap-tiap soal untuk di jawab mulai dari batas waktu 30 detik dan 45 detik persoa, sehingga dalam mengerjakan soal peserta didik tidak membuang-buang waktu. Tentunya aplikasi ini juga memiliki beberapa kekurangan, jawaban yang telah kita pilih tidak boleh di revisi atau mengulang untuk memilih jawaban yang lain.

4. Dengan menggunakan aplikasi QUIZIZZ adakah kesulitan dalam mengarahkan member? Mengapa?

Kesulitan yang biasa saya hadapi dalam mengawal peserta didik dalam mengevaluasi pembelajaran menggunakan aplikasi quizizz, biasanya kita menjumpai peserta didik tersebut belum terlalu memahami aplikasi quizizz dikarenakan bura pertama kali menggunakan aplikasi ini, namun hal ini dapat diatasi dengan memberikan penjelasan ke peserta didik terlebih dahulu sebelum mengerjakan soal dan juga dapat dibantu oleh teman lainnya yang lebih pahan dengan aplikasi quizizz.

5. Menurut anda apakah QUIZIZZ merupakan aplikasi yang bisa direkomendasikan untuk digunakan sebagai media pembelajaran dan alat evaluasi? Berikan alasan!

Iya, saya sangat menyarankan hal tersebut, saya sangat menyarankan media quizizz ini digunakan sebagai media pembelajaran ataupun alat evaluasi, saya pernah

mendapatkan salah satu dosen di mata kuliah saya, memberikan soal ujian akhir semester dengan menggunakan aplikasi quizizz, dan saya merasa sangat tertarik.



Nama : Dea Amanda Putri

Fakultas/Prodi : Tarbiyah/PBI

Nim : 17.1300.080

Angkatan di Libam : 2017

1. Apa kesulitan dalam mengoperasikan media Quizizz? Mengapa?

kesulitan dalam mengoperasikan quizizz menurut saya, dalam menggunakan aplikasi quizizz belum mendapatkan kesulitan apapun dalam pengoperasiaannya karena menggunakan aplikasi ini sangat mudah untuk dipahami setiap step dalam aplikasi terdapat keterangan yang memudahkan kita dalam mengoperasikan aplikasi quizizz ini.

2. Apakah minat peserta didik terhadap penggunaan metode Quizizz meningkat? Berikan alasan!

Meskipun beberapa peserta didik memiliki kendala dalam jaringan. Antusiasme dan fokus peserta didik jelas sangat meningkat. Mereka merasa lebih tertantang untuk segera menyelesaikan tugas / kuis yang diberikan dalam aplikasi tersebut, hal ini dikarenakan setelah semua pertanyaan terjawab mereka dapat langsung mengetahui presentasi keberhasilan dan keunggulan mereka melalui fitur analisis yg ditampilkan setelah kuis berakhir berdasarkan performance siswa dalam menjawab kuis. Di sela sela setiap pertanyaan juga ditampilkan meme meme lucu dan menghibur sehingga suasana pemberian tugas melalui quiz di aplikasi quizez lebih seperti bermain game karena suasana yang lebih santai dan kompetitif

3. Apa kelebihan dan kekurangan aplikasi quizizz dibandingkan dengan aplikasi lainnya? Jelaskan!



Dari pengalaman selama mengajar dengan mengimplementasikan aplikasi quizzes dapat disimpulkan bahwa kelebihan dari aplikasi ini, diantaranya;

1. Aplikasi quizzes dapat mengakses segala jenis pertanyaan, baik itu essay, multiple choice ataupun pertanyaan dengan menggunakan suara untuk menguji daya tangkap (listening) peserta didik.
2. Quizzes juga memiliki fitur-fitur yang dapat menampilkan presentase keberhasilan siswa dalam setiap soal sehingga dapat langsung diketahui soal mana yang paling banyak dijawab salah oleh peserta didik untuk kemudian bisa dijelaskan atau dibahas kembali oleh tutor atau tenaga pendidik.
3. suasana ujian terasa lebih santai dan tenang, serta siswa langsung dapat mengetahui jumlah nilai yang didapatkan. Peserta didik juga merasa lebih siap berkompetitif karena tertantang untuk menjawab soal dengan benar. Tidak terlalu banyak kekurangan yang saya dapatkan dalam aplikasi quizzes namun ada beberapa kekurangan yang terdapat dalam aplikasi quizzes adalah membutuhkan jaringan yang stabil dan juga jawaban yang telah kita pilih sulit untuk direvisi kembali.
4. Dengan menggunakan aplikasi quizzes adakah kesulitan dalam mengarahkan member? Mengapa?

Aplikasi quizzes mempermudah tutor dalam melakukan evaluasi terhadap kemampuan belajar member secara realtime meski hanya dengan membagikan kode kuis, evaluasi kemudian dapat dilakukan dimana saja dan kapan saja, Hal ini juga sangat membantu tutor dalam pelaksanaannya karena data statistik dan kemampuan peserta didik juga langsung dapat diketahui setelah quis dikerjakan. Hasil Evaluasi mandiri yang ditampilkan melalui data statistik dari jawaban peserta didik tersebut juga mampu menghemat banyak waktu bagi tutor untuk kemudian dapat langsung menganalisis pembahasan yang dirasa masih perlu dibahas ulang / kurang dipahami

member. Evaluasi pembelajaran jadi mudah dilaksanakan sehingga bagi member yang belum melaksanakan evaluasi dapat langsung diketahui dan diarahkan untuk evaluasi secara langsung / tatap muka

5. Menurut anda apakah aplikasi quizziz merupakan aplikasi yang bisa direkomendasikan untuk digunakan sebagai media pembelajaran dan alat evaluasi? Berikan alasan!

Menurut saya aplikasi quizziz meskipun memiliki beberapa aspek yg masih kurang, Tetapi mampu membawa perubahan dan minat yang positif bagi perkembangan belajar peserta didik. Apalagi mengingat sekarang peserta didik sudah banyak yang memanfaatkan gadget dalam kehidupan sehari hari. Aplikasi ini sangat direkomendasikan untuk melakukan evaluasi perhari terkait pembahasan / materi meskipun hanya dalam lingkup pendidikan nonformal. Penggunaan gadget yang dioptimalkan dalam menunjang pendidikan selalu menjadi alternatif pilihan yang bisa diterapkan untuk meminimalisir kurangnya pemahaman peserta didik jika hanya dengan metode konvensional.

## STUDENTS

Nama : Rinaldi  
Fakultas/Prodi : Tarbiyah/Pendidikan Bahasa Inggris  
Nim : 19.1300.016  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizziz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Iya, karena quizziz merupakan game yang cukup interaktif dan menyenangkan yang dapat merangsang keaktifan siswa. Aplikasi quizziz juga akan membuat siswa lebih bersemangat dalam menerima pelajarannya. Hal itu juga otomatis akan membuat siswa lebih mudah memahami dan mengingat pelajaran yang diberikan.

2. Apakah dengan menggunakan media quizziz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Iya, game merupakan salah satu metode yang dapat merangsang motivasi belajar siswa. Apalagi dengan aplikasi quizziz yang memiliki fitur seru untuk belajar.

3. Apakah dengan menggunakan media quizziz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Iya, aplikasi quizziz memiliki fitur yang dapat membuat siswa lebih tertantang dalam mengerjakan soal. Aplikasi quizziz tentunya memiliki banyak fitur seru yang akan membuat siswa semangat dan lebih tertantang untuk belajar. Apalagi setiap soal memiliki batas waktu dalam mengerjakannya.

4. Apakah belajar bahasa inggris menggunakan media quizziz merasa senang? Mengapa?

Iya, belajar menggunakan aplikasi quizziz sangat seru karena tampilannya juga sangat menarik dan mudah dipahami.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizziz? Berikan alasan!

Iya, selain sebagai media pembelajaran, quizziz juga dapat dijadikan sebagai media evaluasi karena banyak juga fitur yang mendukung untuk melakukan evaluasi, dan kita dapat melihat langsung nilai yang kita dapatkan.

6. Apakah penggunaan media quizziz ini mudah? Mengapa?

Yah.. tentu Karena aplikasi quizziz dapat diakses menggunakan hp dan tidak terlalu membutuhkan jaringan yang kuat, apalagi banyaknya fitur yang mudah dipahami

7. Tampilan soal dengan media quizziz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Iyah karena soal dalam aplikasi quizziz dapat di desain dengan menarik, dan banyak pula video atau pun gambar seru yang ditampilkan untuk siswa.

8. Apakah penggunaan media quizziz dapat memanimalisir contek menyontek dengan teman? Berikan alasan?

Tentu karena aplikasi quizziz merupakan aplikasi/website yang dapat digunakan secara online dan siswa pun dapat mengerjakan soal di rumahnya masing2, itu akan mengurangi kemungkinan siswa akan saling menyontek

9. Apakah dengan menggunakan metode quizziz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Iya, karena siswa dapat mengerjakan soal sendirian dan jauh dari gangguan

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Kendala yang dihadapi tentunya adalah apabila jaringan yang kita gunakan tidak stabil, karena quizzi merupakan media yang diakses secara online



Nama : Muhammad Rhafi Harlan  
Fakultas/Prodi : Tarbiyah/Tadris Bahasa Inggris  
Nim : 19.1300.071  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Menurut saya pribadi, dengan memanfaatkan aplikasi QUIZIZZ sangat amat membantu dalam proses pembelajaran terutama dalam hal mengevaluasi pembelajaran yang telah dipelajari, tentunya dapat mempermudah peserta didik dalam mengingat isi materi yang telah diberikan.

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Sangat amat dapat memotivasi, ini karena media evaluasi yang menarik Berupa QUIZIZZ dapat memotivasi kita untuk belajar apalagi didalamnya terdapat animasi-animasi yang lucu dan keren

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

QUIZIZZ membuat kita bersemangat untuk mempelajari materi yang ingin kita ujikan, dan membuat kita tertantang sebab terdapat poin-poin dan peringkat untuk mengetahui sejauh mana pengetahuan kita.

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Sangat senang, sebab QUIZIZZ mengemas pembelajaran Bahasa Inggris yang interaktif dan berwarna serta penuh Animasi yang membuat kita senang

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!

Sangat tertarik, karena menurut saya evaluasi yang dilakukan dalam QUIZIZZ terdapat hal-hal unik yang berbeda dengan instrumen evaluasi lainnya

6. Apakah penggunaan media quizizz ini mudah? Mengapa?

Sangat mudah, sebab kita hanya tinggal memasukkan kode permainan dan memilih materi serta menjawab quiz yang ada didalamnya.

7. Tampilan soal dengan media quizizz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Penampilan yang menarik, dan berwarna-warni, dan tema yang dapat disesuaikan membuat tampilannya lebih menarik

8. Apakah penggunaan media quizizz dapat memanimalisir konteks menyontek dengan teman? Berikan alasan?

Tergantung, sebab jika melihat pengalaman saya kemarin yang dimana mengerjakan quiz bersama teman sehingga kadang saling mencocokkan jawaban, namun jika diberikan aturan yang ketat saya rasa aplikasi ini sulit untuk terjadi hal demikian

9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Jika kita mengerjakannya dalam keadaan kondusif, saya rasa aplikasi QUIZIZZ dapat menjadi salah satu aplikasi pilihan dalam menjawab soal dengan tenang dan nyaman

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Kendala yang sering dihadapi ialah terkadang memerlukan jaringan atau koneksi internet untuk dapat mengaksesnya, dan terkadang perangkat yang sudah termakan usia mengakibatkan lambatnya perangkat dalam menjalankan aplikasi QUIZIZZ itu sendiri





Nama : Muh.Galif Tahira  
Fakultas/Prodi : Tarbiyah/Pendidikan Bahasa Inggris  
Nim : 19.1300.092  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Sangat membantu karena dengan aplikasi quizizz materi yg disajikan terbilang simple dan mudah untuk difahami, adapun penjelasannya sangat jelas dan berurut.

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Setelah beberapa kali menggunakan aplikasi quizizz, yang tadinya pembelajaran bahasa inggris yang saya anggap sulit dan membosankan membuat saya tertarik dan juga membuat saya senang akan pembelajaran bahasa inggris.

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Pada awalnya soal yang diberikan, terutama soal dalam bentuk bahasa inggris membuat saya bosan untuk mengerjakannya ditambah lagi dengan penulisan yang cukup rumit akan tetapi setelah mengenal aplikasi quizizz saya merasa soal dalam bentuk bahasa inggris yang tadinya membosankan berubah menjadi sesuatu yang membuat saya senang.

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Saya merasa sangat senang karena dengan menggunakan aplikasi quizizz soal maupun materi yang diberikan mudah untuk difahami.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa Inggris menggunakan media Quizizz? Berikan alasan!

Sudah tentu saya merasa tertarik, karena penggunaan aplikasi Quizizz ini mudah untuk dioperasikan.

6. Apakah penggunaan media Quizizz ini mudah? Mengapa?

Penggunaan aplikasi Quizizz menurut saya mudah karena aplikasi ini dapat memberikan kita waktu untuk mengerjakan soal diluar jam pelajaran, misalkan pekerjaan rumah (PR).

7. Tampilan soal dengan media Quizizz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Saya sangat bersemangat karena selain tampilan yang menarik aplikasi Quizizz ini juga memiliki keunggulan lain, seperti dapat memiliki kesempatan untuk memilih beberapa skill yang dimana setiap skillnya memiliki kelebihan masing-masing dan salah satunya memiliki kesempatan untuk mendapatkan poin dua kali lipat.

8. Apakah penggunaan media Quizizz dapat meminimalisir contek menyontek dengan teman? Berikan alasan?

Hal tersebut sudah pasti dapat diminimalisir karena dengan aplikasi Quizizz pengerjaan soal dapat kita lakukan diluar jam pembelajaran.

9. Apakah dengan menggunakan metode Quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Penggunaan aplikasi Quizizz membuat saya merasa tenang dalam menjawabnya apalagi kita dapat mengerjakannya dirumah.

10. Adakah kendala yang dialami dalam menggunakan media Quizizz? Jelaskan?

Kendala yang saya rasakan selama menggunakan aplikasi quizizz bisa dibidang hanya sedikit karena aplikasi quizizz ini membutuhkan koneksi internet jadi ketika saya tidak mendapatkan koneksi internet maka saya akan terlambat untuk mengerjakan soal yang diberikan



Nama : Syulistiani  
Fakultas/Prodi : FEBI/ALKS  
Nim : 19.2800.044  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Dalam penggunaan media quizizz sangat membantu dalam mengingat materi bahasa Inggris karena dalam penggunaan aplikasi ini kita mampu mengevaluasi materi yg pernah didapatkan sehingga membuat kita mengingat dan selalu ingin tahu mengenai pembelajaran bahasa ingris

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Dengan menggunakan media quizizz dapat menumbuhkan motivasi belajar dikarenakan kita sebagai manusia selalu ingin mencapai dan melewati target dan mempunyai keinginan untuk lebih baik dan dengan aplikasi ini dalam kuis selalu ada nilai yang terpampang dari sinilah mendorong kita untuk selalu meningkatkan keinginan untuk belajar diakibatkan berkeinginan untuk mencapai nilai yang lebih baik dari sebelumnya

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Dengan menggunakan media quizizz semangat semakin membara dalam menjawab pertanyaan-pertanyaan yang telah disodorkan Semakin melangkah kelefel berikutnya maka akan semakin tertantang dalam mengikuti kuisnya

4. Apakah belajar bahasa Inggris menggunakan media Quizizz merasa senang? Mengapa?

Ya, dalam belajar bahasa Inggris dengan media Quizizz ini sangatlah menyenangkan dikarenakan metode kuisnya yang menyerupai game hingga tidak bosan dalam menjawab setiap pertanyaan yang ada, malahan semakin senang dan semakin tertantang, maka dengan itu dalam penggunaan Quizizz ini sangatlah menyenangkan

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa Inggris menggunakan media Quizizz? Berikan alasan!

Ya, sangat tertarik melaksanakan tes ataupun evaluasi menggunakan media Quizizz ini karena dengan media ini dapat mengetahui capaian pembelajaran yang telah dilalui dan dengan fiturnya yang menyenangkan dan penggunaannya yang cukup mudah membuat saya sangat tertarik dalam mengikuti tes ataupun evaluasi menggunakan aplikasi Quizizz ini

6. Apakah penggunaan media Quizizz ini mudah? Mengapa?

Penggunaan media Quizizz ini sangatlah mudah karena dengan akses di Google kita dapat menggunakannya bukan hanya itu dengan langsung memasukkan kode dari si pemilik kuis kita bisa langsung join dalam kuis tersebut maka dari itu penggunaan aplikasi Quizizz ini merupakan media yang cukup mudah dalam mengevaluasi pembelajaran utamanya pembelajaran bahasa Inggris

7. Tampilan soal dengan media Quizizz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Karena tampilan soal yang ada dalam media Quizizz ini bukan hanya menampilkan sebuah soal yang berbentuk teks tetapi bisa berbentuk gambar, lebih

lagi jika terdapat soal yang sangat dinanti yakni soal yang memerintahkan untuk menggambar sesuatu maka dalam aplikasi ini kita dapat menjawab pertanyaan dengan sebuah gambar yang kita gambar sendiri. bukan hanya itu, dalam media quizizz ini jawaban yang benar dalam sebuah soal akan langsung kelihatan maka dari itu kita dapat mengetahui secara langsung apakah jawaban kita tepat atau tidak, dalam media quizizz ini juga soal yang belum terjawab atau sdah terjawab namun jawaban kita salah maka soal tersebut akan berulang kembali sehingga membuat kita akan selalu mengingat jawaban dari soalan tersebut

8. Apakah penggunaan media quizizz dapat meminimalisir contek menyontek dengan teman? Berikan alasan?

Dalam penggunaan media quizizz dapat meminimalisir contek mencontek karena soal yang disodorkan ke setiap orang berbeda(diacak) maka dari itu setiap orang menampilkan soal yang berbeda di setiap nomornya sehingga peserta kuis tidak mempunyai waktu untuk menyontek dalam penggunaan media quizizz ini juga mempunyai waktu tertentu maka dari itu kita dituntut untuk menjawab soal lebih cepat dan dalam pembatasan waktu ini untuk melakukan contek menyontek sangatlah membuang-buang waktu atau dengan kata lain tidak memanfaatkan waktu dengan baik.

9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Ya, karena dalam penggunaan media ini kita tidak mendapat gangguan dari teman yang ingin bertanya mengenai soal yang disodorkan dan dengan media ini kita fokus untuk menjawab soal karena waktu yang terbatas juga dengan metode yang menyenangkan maka jika dalam mengikuti kuis kita tidak pedulikan yang lain.

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Sejauh ini belum ada kendala yang signifikan hanya terbiasa terkendala di jaringan, karena jika jaringan lagi eror penggunaan media ini terhambat dan kita dapat ketinggalan jauh dalam kuis ini



Nama : Suci Amaliyah Basri  
Fakultas/Prodi : Tarbiyah / Pendidikan Bahasa Inggris  
Nim : 19.1300.103  
Angkatan di Libam : 2019

1. Apakah belajar bahasa Inggris menggunakan media Quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Menurut saya bisa membantu dalam mengingat materi tapi mungkin hanya sebagian

2. Apakah dengan menggunakan media Quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa Inggris? Mengapa?

Iya, bisa menumbuhkan karena aplikasi Quizizz bisa mengembangkan pembelajaran bahasa Inggris jika selalu diikuti

3. Apakah dengan menggunakan media Quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Iya, ada rasa semangat dan tantangan yang dirasakan karena aplikasi ini dalam mengerjakan soal memiliki batas waktu yang telah ditentukan oleh pembuat soal dalam hal ini adalah tutor kelas.

4. Apakah belajar bahasa Inggris menggunakan media Quizizz merasa senang? Mengapa?

Terkadang tergantung pada kondisi, namun aplikasi Quizizz ini dapat sangat mudah dijalankan sehingga tidak terlalu menambah rasa bosan dalam mengerjakan soal yang diberikan.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa Inggris menggunakan media Quizizz? Berikan alasan!



Kalo saya merasa tertarik karena ada keunikan tersendiri di aplikasi itu

6. Apakah penggunaan media quizziz ini mudah? Mengapa?

Jika untuk pemula tidak mudah tapi kalo sudah terbiasa pasti akan mudah

7. Tampilan soal dengan media quizziz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Iya, Karena terlihat unik jika menggunakan gambar atau suara

8. Apakah penggunaan media quizziz dapat meminimalisir contek menyontek dengan teman? Berikan alasan?

Kalo menurut saya tergantung dari cara memberikan kuis jika ada yg memantau pasti meminimalisir contek menyontek .

9. Apakah dengan menggunakan metode quizziz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Iya, Karena dalam aplikasi ini bisa menyajikan soal dalam bentuk gambar dan bentuk suara

10. Adakah kendala yang dialami dalam menggunakan media quizziz? Jelaskan?

Kalo menurut saya kendala di dalam aplikasi ini adalah apabila jaringan yang kita gunakan tidak stabil

Nama : Ayu Lestari

Fakultas/Prodi : PBI

Nim : 19.1300.033

Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Lumayan membantu, karena di dalam aplikasi tersebut menarik karena memiliki fitur-fitur belajar yang ibaratkan kita belajar sambil bermain.

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Iya, Karena dapat menciptakan suasana belajar yang menyenangkan.

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Iya. Karena Dengan menggunakan aplikasi ini, itu beda dari yang lain maksudnya tidak membosankan atau tidak terlalu monoton jadi kita semangat untuk belajar.

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Iya, karena aplikasi ini memiliki fitur-fitur yang menarik dan membuat kita semangat belajar.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!

Iya, karena aplikasi ini menarik dan mudah untuk digunakan.

6. Apakah penggunaan media quizizz ini mudah? Mengapa?

Lumayan mudah, karena cuman lewat link kuis yang telah disediakan oleh guru dan kemudian peserta didik menjawab soal yang telah dibuat oleh guru.

7. Tampilan soal dengan media quizziz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Iya, Karena aplikasi ini mudah dipahami.

8. Apakah penggunaan media quizziz dapat memanimalisir contek menyontek dengan teman? Berikan alasan?

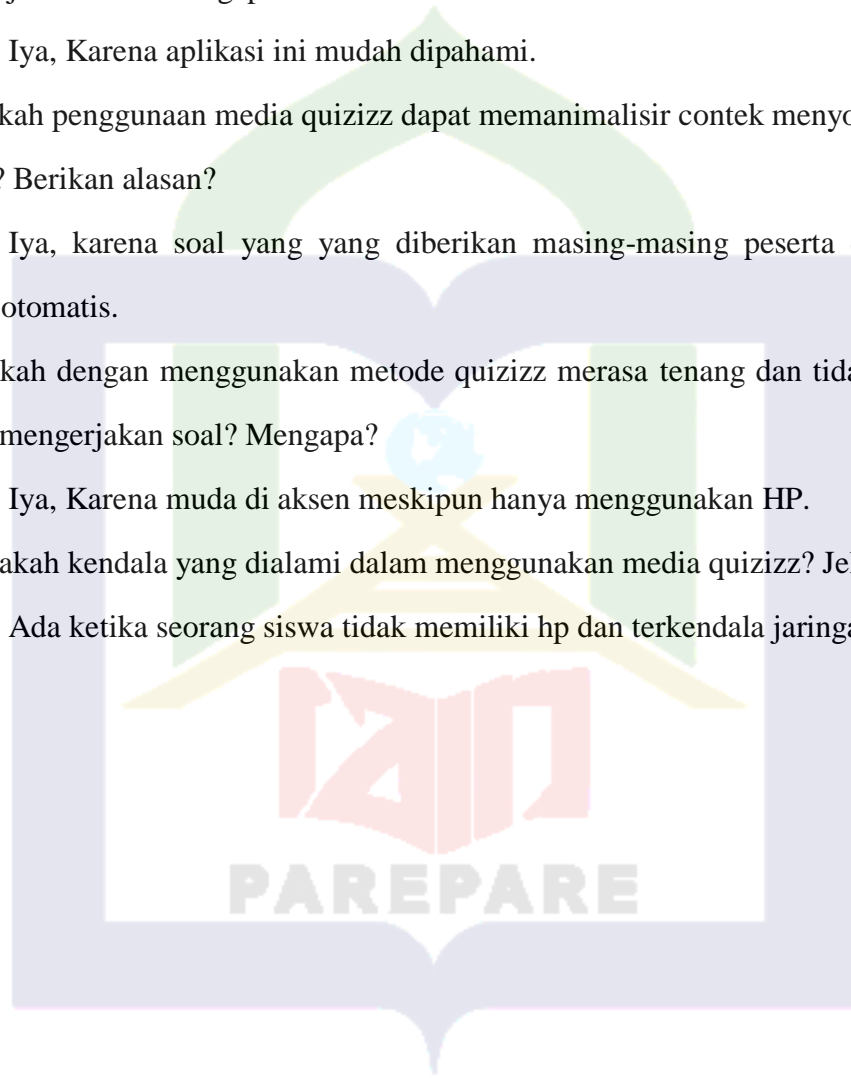
Iya, karena soal yang yang diberikan masing-masing peserta didik diacak secara otomatis.

9. Apakah dengan menggunakan metode quizziz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Iya, Karena muda di aksen meskipun hanya menggunakan HP.

10. Adakah kendala yang dialami dalam menggunakan media quizziz? Jelaskan?

Ada ketika seorang siswa tidak memiliki hp dan terkendala jaringan.



Nama : Salfiah Fitma  
Fakultas/Prodi : Tarbiyah/PAI  
Nim : 19.1100.076  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Ya, Krena dengan menggunakan media quizizz secara tidak langsung kita dapat mengingat materi yang sudah dipelajari dengan adanya beberapa pilihan jawaban dari quizizz itu sendiri.

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Ya, Mengapa demikian karena media quizizz tidak membuat suasana kelas jadi membosankan. Namanya kuis jadi peserta didik harus berlomba lomba untuk mendapatkan jawaban yang tepat dengan cepat. Dan itu dapat menumbuhkan motivasi belajar peserta didik

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Ya. Karena dalam mengerjakan soal dalam aplikasi quizizz kita dapat berlomba dengan waktu, karena setiap soal yang diberikan diberi batasan waktu yang telah ditentukan sehingga menjadi tantangan dan kita merasa semakin tertantang.

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Tergantung dari personalnya, namun saya secara pribadi saya merasa senang karena kita bisa mengerjakan soal sambil bermain, karena aplikasi quizizz adalah merupakan aplikasi game interaktif.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!

Untuk evaluasi atau tes menggunakan media quizizz, lebih efektif untuk dilakukan karena kita dapat mengetahui sampai mana kita memahami tentang pelajaran bahasa inggris.

6. Apakah penggunaan media quizizz ini mudah? Mengapa?

Menurut saya ini mudah. Karena tampilan quizizz sangat menarik dan memiliki fitur yang mendukung.

7. Tampilan soal dengan media quizizz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Iya, soal dalam aplikasi quizizz memiliki desain yang menarik dan video atau gambar seru sehingga, tampak soal menjadi menyenangkan

8. Apakah penggunaan media quizizz dapat meminimalisir contek menyontek dengan teman? Berikan alasan?

Ya, betul sekali aplikasi quizizz ini dapat meminimalisir contek menyontek karena media ini bisa dilakukan di hp masing masing dan menggunakan durasi waktu.

9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Menurut saya sendiri yang pernah merasakan menggunakan aplikasi quizizz dalam mengerjakan soal merasa tenang, karena bisa dikerjakan di tempat masing

masing, artinya kita bisa mencari tempat yang nyaman menurut kita dalam mengerjakan soal.

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Kendala yang biasa terjadi yaitu sulit untuk log-in. namun ini biasa terjadi ketika jaringan tidak terkoneksi



Nama : Teguh Wahyudi

Fakultas/Prodi : TBI

Nim :19.1300.072

Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Aplikasi quizizz sangat membantu dalam mengingat isi materi, karena dalam proses mengerjakan soal lebih pariatif dan lebih efesien

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Iya, karena penggunaan aplikasi quizizz menyenangkan, real tame dan efektif

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Menurut saya bisa dengan menggunakan aplikasi quizizz dapat menumbuhkan rasa semangat, karena hasilnya dapat menggambarkan sejauh mana pemahaman kita terhadap materi bahasa inggris yang telah kita pelajari, dengan menampilkan poin secara lansung.

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Secara pribadi menggunakan apliaksi quizizz ini merasa senang karena selain aplikasi quizizz sangat mudah digunakan juga gratis.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!

Iya, saya merasa tertarik karena terdapat aitem data dan perhitungan statistic peserta didik, jadi dalam proses penilaiannya lebih lengkap dan terperinci

6. Apakah penggunaan media quizizz ini mudah? Mengapa?

Sangat mudah, karena fitur yang ada dalam aplikasi quizizz tidak rumit, aitemnya tidak terlalu banyak dan sangat mudah dipahami

7. Tampilan soal dengan media quizizz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Untuk tampilan soal sangat bagus, karena sangat realitis dan inovatif

8. Apakah penggunaan media quizizz dapat meminimalisir contek menyontek dengan teman? Berikan alasan?

Merut saya sangat bisa meminimalisir, karena setelah menjawab soal akan berpindah ke soal selanjutnya, jadi secara otomatis soal yang telah dijawab sebelumnya tidak bisa dilihat lagi.

9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Menurut saya sedikit terganggu apabila teknologi yang kita gunakan adalah hp, karena dapat mengalihkan kefokusannya apabila ada informasi baru yang masuk ke dalam hp anda, namun saya lebih senang menggunakan laptop atau menonaktifkan beberapa aplikasi yang dapat mengganggu kefokusannya saya dalam mengerjakan soal agar bisa lebih fokus dan tidak terganggu.

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Saat menggunakan aplikasi quizizz ada beberapa kendala yang saya alami, misalnya dalam menentukan jawaban, terkadang ada beberapa jawaban yang ingin kita revisi namun tidak dapat dilakukan dalam aplikasi quizizz tersebut.



Nama : Paradillah  
Fakultas/Prodi : Tarbiyah/PBI  
Nim : 19.1300.084  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Menurut saya belajar dan menjawab soal dengan menggunakan aplikasi quizizz dapat membantu mengingat pelajaran bahasa inggris, karena aplikasi quizizz memiliki fitur video, gambar, dan suara yang dapat merefres kembali daya ingat kita.

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Bisa jadi, karena saya sendiri setelah beberapa kali menggunakan quizizz dalam menjawab soal, sehingga saya merasa bahwa ternyata dengan menggunakan aplikasi quizizz ditambah dengan fitur yang menarik membuat saya lebih bersemangat mengerjakan soal dan cocok digunakan dalam mengevaluasi pembelajaran bahasa inggris.

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Iya, karena dalam aplikasi quizizz ada beberapa fitur yang dapat meningkatkan daya semangat dalam mengerjakan soal, misalnya dalam mengerjakan soal yang setiap soal memiliki batas waktu dan juga poin yang kita dapatkan dapat langsung dilihat sehingga kita merasa tertantang.

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Iya, karena fitur fitur yang ada pada aplikasi quizizz juga menyenangkan

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!

Iya, menurut saya media aplikasi quizizz sangat cocok digunakan dalam mengevaluasi pembelajaran bahasa inggris, karena aplikasi quizizz dilengkapi dengan fitur gambar, suara, dan video.

6. Apakah penggunaan media quizizz ini mudah? Mengapa?

Mudah, selain gampang diakses aplikasi quizizz juga memiliki fitur yang mmudah dipahami

7. Tampilan soal dengan media quizziz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Iya, karena soal yang dibuat dapat di desain dengan menarik sehingga kita tidak gampang bosan dalam mengerjakan soal

8. Apakah penggunaan media quizizz dapat memanimalisir contek menyontek dengan teman? Berikan alasan?

Menurut saya dapat memanimalisir, selain daripada saol yang diacak secara langsung, soal juga memiliki batasan waktu sehingga tidak ada kesempatan untuk menyontek.

9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Iya, karena kita dapat menentukan waktu yang tepat untuk memulai mengerjakan soal, sehingga kita bisa berkesempatan untuk mempersiapkan diri lebih matang dalam memnjawab soal nantinya.

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Bagi saya, tidak ada kesulitan yang saya dapat selain dari pada, apabila jaringan yang kita gunakan tidak stabil.



Nama : Salmi  
Fakultas/Prodi : FEBI/Ekonomi Syariah  
Nim : 19.2400.091  
Angkatan di Libam : 2019

1. Apakah belajar bahasa inggris menggunakan media quizizz membantu dalam mengingat isi materi yang disampaikan pada pembelajaran? Berikan alasan!

Belajar bahasa inggris menggunakan aplikasi Quizizz sangat membantu. Banyak soal di dalam quizizz yang dapat membantu mengingat materi materi yang sebelumnya dipelajari dengan menggunakan model permainan pilihan jawaban yang benar dengan durasi waktu yang membuat lebih menyenangkan. Contohnya saja pelajaran tentang present tense. Dimana ada salah satu soal yang menggunakan sistem dialog. Memberikan pertanyaan, dan pilihan jawabannya tentang cara menjawab jawaban itu dengan benar. Misalnya Do you like a banana? Ada beragam pilihan jawaban. Dan ternyata jawabannya adalah = yes, i do. Karena rumus yang sebenarnya dari pelajaran present tense adalah, jika pertanyaannya menggunakan, am, is, are, do, dan does, maka jawabannya juga harus menggunakan hal tersebut.

2. Apakah dengan menggunakan media quizizz menumbuhkan motivasi dalam mengikuti pembelajaran bahasa inggris? Mengapa?

Dengan aplikasi quizizz tersebut dapat dikatakan menumbuhkan motivasi untuk ikut pelajaran bahasa inggris. Jika saya ditanya seberapa persen, mungkin sekitaran 80%. namun bagi mereka yang memang suka dengan belajar, tingkat persennya bisa saja sampai 95%, dikarenakan jika merasa ada sesuatu yang baru yang ada di dalam Quizizz, maka dia pasti mencari di buku, google, ataupun di youtube itu sendiri.

3. Apakah dengan menggunakan media quizizz menumbuhkan rasa semangat dan semakin tertantang untuk mengerjakan soal?

Media Quizizz menurut saya dapat menumbuhkan rasa semangat, dikarenakan orang-orang pasti suka dengan tantangan. Aplikasi quizizz ini menggunakan sistem permainan perlombaan, dengan kata lain, semua orang akan tertantang untuk menjawab soal dengan cepat karena poin seseorang tergantung dengan kecepatan waktu menjawab soal. Semakin cepat soal tersebut di jawab, maka semakin tinggi pula poin yang di dapatkan, sehingga jika mendapatkan total poin yang lebih tinggi dari orang lain akan membuat seseorang selalu ingin berlomba mempelajari materi sebelum masuk di quizizz agar mendapatkan jawaban yang benar dan di jawab dengan cepat untuk menjadi nomor 1 di dalam quiz tersebut. Itulah sebabnya saya mengatakan, aplikasi ini akan membuat kita bersemangat dan tertantang dalam menjawab soal yang ada

4. Apakah belajar bahasa inggris menggunakan media quizizz merasa senang? Mengapa?

Berbicara tentang kesenangan, hal itu bisa didapatkan dengan melakukan hal-hal yang seru. Dengan menggunakan aplikasi quizizz dan di hubungkan dengan bahasa inggris, tentu saja itu bisa didapatkan. Dengan aplikasi quizizz, keseruan dan kesenangan itu bisa kita dapatkan dengan memanfaatkan sistem MABAR (main bareng). Maksudnya sebelum memasuki evaluasi pembelajaran kita dapat berlatih terlebih dahulu bersama teman.

5. Apakah merasa tertarik melaksanakan tes atau evaluasi pembelajaran bahasa inggris menggunakan media quizizz? Berikan alasan!

Saya lebih tertarik apabila soal yang dibuat dalam bentuk pilihan ganda, sehingga akan lebih mudah untuk menjawab pertanyaan soal yang diberikan. Yah, walaupun dalam menjawab soal kami diburuh oleh waktu yang menuntut kita untuk lebih cepat dalam menjawab

6. Apakah penggunaan media quizizz ini mudah? Mengapa?

Ya, aplikasi ini dapat digunakan dengan sangat mudah. Dikarenakan aplikasi Quizizz memiliki pengaturan yang mmudah dipahami, jadi kami bisa menggunakan aplikasinya dengan mudah

7. Tampilan soal dengan media quizziz bagus dan menambah semangat dalam mengerjakan soal? Mengapa?

Tampilan Quizizz sangat colourful, hal itu membuat kita lebih senang dan bersemangat dalam menjawab soal yang tertera. Dan jika jawaban benar maka warnanya akan berubah menjadi hijau dan jika salah maka akan bergetar dan berwarna merah. Lebih semangat menjawab soal dikarenakan tampilan dari aplikasi Quizizz ini mirip dengan game.

8. Apakah penggunaan media quizizz dapat memanimalisir contek menyontek dengan teman? Berikan alasan?

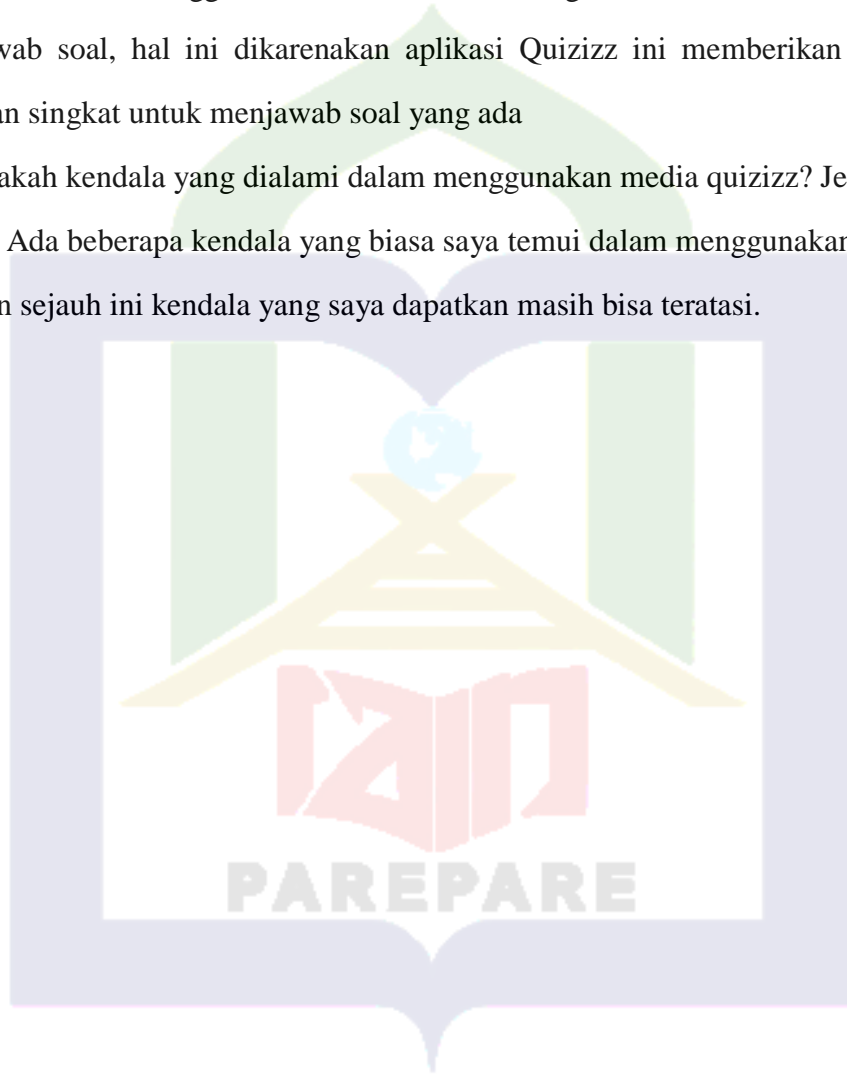
Jika berkaitan dengan contek menyontek, dengan aplikasi ini maka teman akan kesulitan untuk mencontek jawaban milik temannya. Dikarenakan jika pertanyaan telah selesai dijawab, maka pertanyaan itu akan hilang dan akan muncul pertanyaan baru. Sehingga teman tidak akan dapat melihat jawaban dari temannya jika mereka tidak start secara bersamaan

9. Apakah dengan menggunakan metode quizizz merasa tenang dan tidak terganggu dalam mengerjakan soal? Mengapa?

Ketenangan dalam menjawab soal pastinya didapatkan oleh peserta, dikarenakan mereka akan merasa bahwa jawabannya tidak ada satupun orang yang dapat menconteknya. Namun, terkadang ada beberapa orang yang tak suka berada dalam tekanan, sehingga mereka tidak bisa tenang dan malah akan menjadi gugup menjawab soal, hal ini dikarenakan aplikasi Quizizz ini memberikan waktu yang lumayan singkat untuk menjawab soal yang ada

10. Adakah kendala yang dialami dalam menggunakan media quizizz? Jelaskan?

Ada beberapa kendala yang biasa saya temui dalam menggunakan aplikasi ini, namaun sejauh ini kendala yang saya dapatkan masih bisa teratasi.





## DOCUMENTATION



















## KETERANGAN WAWANCARA

### SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : SYULISTIANI  
Nim : 19.2800.044  
Jurusan/Prodi : FEBI/ALKS  
Semester : ENAM (6)  
Alamat : PINRANG

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Aplication in English Learning at LIBAM IAIN Parepare*".

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan



**SURAT KETERANGAN WAWANCARA**

Yang bertanda tangan dibawah ini

Nama Lengkap : Dea Amanda Putri

Nim : 17.1300.080

Jurusan/Prodi : Tarbiyah / PBI

Semester : -

Alamat : Barru

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Aplication in English Learning at LIBAM IAIN Parepare*".

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan



## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : Pavadillah

Nim : 19.1300.084

Jurusan/Prodi : Tarbiyah / Pendidikan Bahasa Inggris

Semester : 6


Alamat : Pinrang

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare*".

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan

  
Pavadillah



## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : Ayu Lestari  
Nim : 19.1300.033  
Jurusan/Prodi : Tarbiyah / Pendidikan Bahasa Inggris  
Semester : 6  
Alamat : Pinrang

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare*".

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan

  
Ayu Lestari

## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : Muh. Bambang  
Nim : 17.1300.052  
Jurusan/Prodi : Tarbiyah / PBI  
Semester : -  
Alamat : Pinrang

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare*".

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Parepare, ....Juli 2022

Yang bersangkutan



.....

**SURAT KETERANGAN WAWANCARA**

Yang bertanda tangan dibawah ini

Nama Lengkap : Salmi  
Nim : 19.8400.091  
Jurusan/Prodi : Ekonomi Syariah / FEBI  
Semester : VI  
Alamat : Sidrap

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Application in English Learning at LIBAM LAIN Parepare*".

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Parepare, ....Juli 2022

Yang bersangkutan



.....

## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini


Nama Lengkap : Muh. Gaiy Fahriz  
Nim : 19.1300.692  
Jurusan/Prodi : Tarbiyah / Pendidikan Bahasa Inggris  
Semester : 6  
Alamat : Pirrang

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian *"The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare"*.

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan

  
Muh. Gaiy Fahriz

## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : Suci Amaliyah Basti

Nim : 19.1300.103

Jurusan/Prodi : Tarbiyah / Pendidikan bahasa Inggris

Semester : VI

Alamat : Pincang

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Aplication in English Learning at LIBAM IAIN Parepare*".

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan



### SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : MUHAMMAD ~~ABDUL~~ HAFI HARLAN

Nim : 19.1300.071

Jurusan/Prodi : TAFSIH/ PBI

Semester : 6

Alamat : BARU

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian *"The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare"*.

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Parepare, ....Juli 2022

Yang bersangkutan



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**SURAT KETERANGAN WAWANCARA**

Yang bertanda tangan dibawah ini

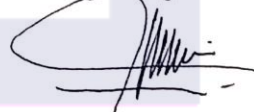
Nama Lengkap : Teguh Wahyudi<sup>o</sup>  
Nim : 19.1300.072  
Jurusan/Prodi : Tadris Bahasa Inggris  
Semester : VI (Enam)  
Alamat : Perumnas Wetki'e

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian *"The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare"*.

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, 20 Juli 2022

Yang bersangkutan

  
Teguh Wahyudi

## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : Salfiah Fatma

Nim : 19.1100.076

Jurusan/Prodi : Pendidikan Agama Islam

Semester : 6 enam

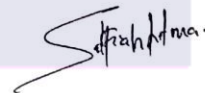
Alamat : Jl. Mattirotafi

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian *"The Effectiveness of Using Quizizz Aplication in English Learning at LIBAM IAIN Parepare"*.

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Parepare, 20 Juli 2022

Yang bersangkutan



.....  
Salfiah Fatma



**SURAT KETERANGAN WAWANCARA**

Yang bertanda tangan dibawah ini

Nama Lengkap : Rinaldi  
Nim : 19.1360.016  
Jurusan/Prodi : PBI  
Semester : 6 (Enam)  
Alamat : Pinrang.

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare*".

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Parepare, ....Juli 2022

Yang bersangkutan



PAREPARE

## SURAT KETERANGAN WAWANCARA

Yang bertanda tangan dibawah ini

Nama Lengkap : SEPTIANA LESTARI

Nim : 17.2300.061

Jurusan/Prodi : FEBI / PBS

Semester : 10

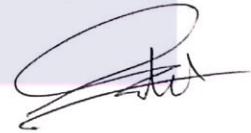
Alamat : PAREPARE

Bahwa benar saya telah diwawancarai oleh FADIL MUHAMMAD untuk keperluan penelitian skripsi dengan judul penelitian "*The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare*".

Demikian surat keterangan ini saya buat untuk dipergunakan sebagaimana mestinya.

Parepare, ....Juli 2022

Yang bersangkutan





KEPUTUSAN  
DEKAN FAKULTAS TARBIYAH  
NOMOR : 2289 TAHUN 2021  
TENTANG

PENETAPAN PEMBIMBING SKRIPSI MAHASISWA FAKULTAS TARBIYAH  
INSTITUT AGAMA ISLAM NEGERI PAREPARE

DEKAN FAKULTAS TARBIYAH

- Menimbang : a. Bahwa untuk menjamin kualitas skripsi mahasiswa Fakultas Tarbiyah IAIN Parepare, maka dipandang perlu penetapan pembimbing skripsi mahasiswa tahun 2021;
- b. Bahwa yang tersebut namanya dalam surat keputusan ini dipandang cakap dan mampu untuk diserahi tugas sebagai pembimbing skripsi mahasiswa.
- Mengingat : 1. Undang-undang Nomor 20 Tahun 2003 tentang Sistem Pendidikan Nasional;
2. Undang-undang Nomor 12 Tahun 2005 tentang Guru dan Dosen;
3. Undang-undang Nomor 12 Tahun 2012 tentang Pendidikan Tinggi;
4. Peraturan Pemerintah RI Nomor 17 Tahun 2010 tentang Pengelolaan dan Penyelenggaraan Pendidikan;
5. Peraturan Pemerintah RI Nomor 13 Tahun 2015 tentang Perubahan Kedua atas Peraturan Pemerintah RI Nomor 19 Tahun 2005 tentang Standar Nasional Pendidikan;
6. Peraturan Presiden RI Nomor 29 Tahun 2018 tentang Institut Agama Islam Negeri Parepare;
7. Keputusan Menteri Agama Nomor 394 Tahun 2003 tentang Pembukaan Program Studi;
8. Keputusan Menteri Agama Nomor 387 Tahun 2004 tentang Petunjuk Pelaksanaan Pembukaan Program Studi pada Perguruan Tinggi Agama Islam;
9. Peraturan Menteri Agama Nomor 35 Tahun 2018 tentang Organisasi dan Tata Kerja IAIN Parepare;
10. Peraturan Menteri Agama Nomor 16 Tahun 2019 tentang Statuta Institut Agama Islam Negeri Parepare.
- Memperhatikan : a. Surat Pengesahan Daftar Isian Pelaksanaan Anggaran Nomor: DIPA-025.04.2.307381/2021, tanggal 23 November 2020 tentang DIPA IAIN Parepare Tahun Anggaran 2021;
- b. Surat Keputusan Rektor Institut Agama Islam Negeri Parepare Nomor: 140 Tahun 2021, tanggal 15 Februari 2021 tentang pembimbing skripsi mahasiswa Fakultas Tarbiyah IAIN Parepare Tahun 2021.
- MEMUTUSKAN**
- Menetapkan : **KEPUTUSAN DEKAN FAKULTAS TARBIYAH TENTANG PEMBIMBING SKRIPSI MAHASISWA FAKULTAS TARBIYAH INSTITUT AGAMA ISLAM NEGERI PAREPARE TAHUN 2021;**
- Kesatu : Menunjuk saudara; 1. Drs. Ismail Latif, M.M  
2. Drs. Abd. Rauf Ibrahim, M.Si.  
Masing-masing sebagai pembimbing utama dan pendamping bagi mahasiswa :  
Nama : Fadil Muhammad  
NIM : 17.1300.044  
Program Studi : Pendidikan Bahasa Inggris  
Judul Skripsi : The Effectiveness of Using Quizizz Application in English Learning at LIBAM IAIN Parepare
- Kedua : Tugas pembimbing utama dan pendamping adalah membimbing dan mengarahkan mahasiswa mulai pada penyusunan proposal penelitian sampai menjadi sebuah karya ilmiah yang berkualitas dalam bentuk skripsi;
- Ketiga : Segala biaya akibat diterbitkannya surat keputusan ini dibebankan kepada anggaran belanja IAIN Parepare;
- Keempat : Surat keputusan ini diberikan kepada masing-masing yang bersangkutan untuk diketahui dan dilaksanakan sebagaimana mestinya.

Ditetapkan di : Parepare  
Pada Tanggal : 27 Agustus 2021

Dekan,



H. Saepudin

# SURAT IZIN

SRN IP000401



**PEMERINTAH KOTA PAREPARE**  
**DINAS PENANAMAN MODAL DAN PELAYANAN TERPADU SATU PINTU**

Jalan Veteran Nomor 28 Telp (0421) 23594 Faximile (0421) 27719 Kode Pos 91111, Email : [dpmpstp@pareparekota.go.id](mailto:dpmpstp@pareparekota.go.id)

## **REKOMENDASI PENELITIAN**

Nomor : 401/IP/DPM-PTSP/6/2022

- Dasar :
1. Undang-Undang Nomor 18 Tahun 2002 tentang Sistem Nasional Penelitian, Pengembangan, dan Penerapan Ilmu Pengetahuan dan Teknologi.
  2. Peraturan Menteri Dalam Negeri Republik Indonesia Nomor 64 Tahun 2011 tentang Pedoman Penerbitan Rekomendasi Penelitian.
  3. Peraturan Walikota Parepare No. 45 Tahun 2020 Tentang Pendelegasian Wewenang Pelayanan Perizinan dan Non Perizinan Kepada Kepala Dinas Penanaman Modal dan Pelayanan Terpadu Satu Pintu.

Setelah memperhatikan hal tersebut, maka Kepala Dinas Penanaman Modal dan Pelayanan Terpadu Satu Pintu :

### **MENGIZINKAN**

KEPADA  
NAMA

: **FADIL MUHAMMAD**

UNIVERSITAS/ LEMBAGA  
Jurusan

: **INSTITUT AGAMA ISLAM NEGERI (IAIN) PAREPARE**  
: **PENDIDIKAN BAHASA INGGRIS**

ALAMAT

: **BENTENG I, KECAMATAN PATAMPANUA, KABUPATEN PINRANG**

UNTUK

: melaksanakan Penelitian/wawancara dalam Kota Parepare dengan keterangan sebagai berikut :

JUDUL PENELITIAN : **THE EFFECTIVENESS OF USING QUIZZZ APLICATION IN ENGLISH LEARNING**

LOKASI PENELITIAN : **LIBAM INSTITUT AGAMA ISLAM NEGERI (IAIN) PAREPARE**

LAMA PENELITIAN : **20 Juni 2022 s.d 20 Juli 2022**

- a. Rekomendasi Penelitian berlaku selama penelitian berlangsung
- b. Rekomendasi ini dapat dicabut apabila terbukti melakukan pelanggaran sesuai ketentuan perundang - undangan

Dikeluarkan di: **Parepare**  
Pada Tanggal : **21 Juni 2022**

**KEPALA DINAS PENANAMAN MODAL  
DAN PELAYANAN TERPADU SATU PINTU  
KOTA PAREPARE**



**Hj. ST. RAHMAH AMIR, ST, MM**

Pangkat : **Pembina (IV/a)**  
NIP : **19741013 200604 2 019**

Biaya : Rp. 0.00

■ UU ITE No. 11 Tahun 2008 Pasal 5 Ayat 1

- Informasi Elektronik dan/atau Dokumen Elektronik dan/atau hasil cetaknya merupakan alat bukti hukum yang sah
- Dokumen ini telah ditandatangani secara elektronik menggunakan **Sertifikat Elektronik** yang diterbitkan **BSrE**
- Dokumen ini dapat dibuktikan keasliannya dengan terdaftar di database **NDMTRC Kota Parepare** ([www.dpmpstp.pareparekota.go.id](http://www.dpmpstp.pareparekota.go.id))



Balai  
Sertifikasi  
Elektronik





## TELAH MENELITI



### LINTASAN IMAJINASI BAHASA MAHASISWA (LIBAM) INSTITUT AGAMA ISLAM NEGERI (IAIN) PAREPARE

Sekretariat: Jl. Amal Bakti No. 08 Soreang Kota Parepare, Hp: 082 348 324 593, email: libam.iainpp@gmail.com



#### SURAT KETERANGAN PENELITIAN

Nomor : 99/LIBAM/In.39/PR/VII/2022

Yang bertanda tangan dibawah ini adalah Ketua Lintasan Imajinasi Bahasa Mahasiswa (LIBAM) Institut Agama Islam Negeri (IAIN) Parepare menerangkan bahwa:

Nama : Fadil Muhammad  
Nim : 17.1300.044  
Jurusan : Tarbiyah  
Prodi : Pendidikan Bahasa Inggris  
Tempat/tgl.Lahir : Benteng/27 Oktober 2022  
Jenis Kelamin : Laki-laki  
Pekerjaan : Mahasiswa  
Alamat : Jl. Poros Teppo, Pinrang

Benar-benar telah melakukan penelitian dengan judul **“THE EFFECTIVENESS OF USING QUIZZZ APLICATION IN ENGLISH LEARNING AT LIBAM IAIN PAREPARE”** pada tanggal 20 Juni-20 Juli 2022 di Lintasan Imajinasi Bahasa Mahasiswa (LIBAM) Institut Agama Islam Negeri (IAIN) Parepare.

Demikian surat ini kami buat untuk diberikan kepada yang bersangkutan agar digunakan sebagaimana mestinya.

Parepare, 28 Juli 2022

Mengetahui,-

Ketua LIBAM IAIN Parepare,-





## CURRICULUM VITAE

The Researcher, whose full name is FADIL MUHAMMAD, was born on October 27<sup>th</sup>, 1999, the fourth of four children from Muhajirin and Halwatiah. The Researcher now resides in Benteng, Kab. Pinrang.

The Researcher started his education at SDN 132 Patampanua in 2006 and continued his junior high school education at SMP 2 Negeri Patampanua, and finished in 2014

then continued his high school education at SMA 5 Negri Pinrang and completed it in 2017. Furthermore, the researcher continued his education at the STAIN Parepare college in 2017 until now, majoring in tarbiyah, an English education study program.

The Researcher completed this thesis with the provisions and high motivation to continue learning and trying. Hopefully, this thesis can positively contribute to the world and education.

Finally, The Researcher express his deepest gratitude for completing this task. And thank you very much for all elements involved in the work of this task.

The Researcher proposes the title of the thesis as a final project, namely "**THE EFFECTIVENESS OF USING QUIZZZ APPLICATION TO EVALUATE ENGLISH LEARNING AT LIBAM IAIN PAREPARE**".