
An Analysis of Quizizz Application in Teaching Vocabulary

Risa Shopiya¹, Sahrawi², Finny Anita³

^{1,2,3}English Education Study Program, Language and Arts
Education Faculty, IKIP PGRI Pontianak

^{1,2,3}risa.shopiya@gmail.com

Abstrak

Penelitian ini bertujuan untuk mengetahui bagaimana implementasi dan dampak Aplikasi Quizizz dalam Pengajaran Kosakata terhadap kelas X SMAN 1 Mempawah Tahun Pelajaran 2022/2023. Penelitian ini akan menggunakan desain metode penelitian kualitatif untuk mencapai tujuan penelitian. Penelitian kualitatif ini secara khusus lebih mengarah pada penggunaan metode studi kasus. Pengumpulan data dalam penelitian ini dilakukan dengan menggunakan wawancara (komunikasi langsung) dan observasi. Peneliti menceritakan temuan berdasarkan hasil alat pengumpulan data. Sesuai dengan pelaksanaan temuan yang dilakukan peneliti, tahapan pembelajaran yang digunakan ada tiga tahap yaitu perencanaan, pelaksanaan, dan evaluasi. Penggunaan aplikasi quizizz dalam pembelajaran kosakata, membantu guru dalam mengajar vocabulary, meningkatkan semangat siswa dalam mempelajari kosakata dan juga dapat membangun motivasi siswa dalam belajar untuk mendapatkan nilai yang lebih baik. Penelitian ini juga dimaksudkan mengenalkan kepada para pendidik kepada aplikasi quizizz yang dapat berguna untuk membantu mengembangkan pengajaran yang berkualitas dan memanfaatkan teknologi yang sudah sangat berkembang di zaman yang serba modern.

Kata Kunci: *Aplikasi Quizizz, Pengajaran Kosakata, Guru, Siswa*

Abstract

This research aims to find out how the implementation and impact of Quizizz Application in Vocabulary Teaching on class X SMAN 1 Mempawah in 2022/2023 academic year. This research will use a qualitative research method design to achieve the research objectives. This qualitative research specifically leads more to the use of the case study method. Data collection in this study was conducted using interviews (direct communication) and observation. The researcher narrates the findings based on the results of the data collection tools. In accordance with the implementation of the findings conducted by researchers, the learning stages used are three stages, namely planning, implementation, and evaluation. The use of quizizz application in vocabulary learning, helps teachers in teaching vocabulary, increases students' enthusiasm in learning vocabulary and can also build students' motivation in learning to get better grades. This research is also intended to introduce educators to quizizz applications that can be useful to help develop quality teaching and utilize technology that has been very developed in modern times.

Key words: *Quizizz Application, Teaching Vocabulary, Teacher, Students*

INTRODUCTION

One of the most crucial aspects of communication is language, and in the present day, only one language has been acknowledged and elevated to the status of a global tongue. English is one of the most crucial subjects to master and use from a young age due to its significant influence in all sectors, particularly education. This shows that learning English is crucial for children, and it's unusual for some schools to offer an English-only day to help pupils practice speaking the language.

To use English effectively, vocabulary is a term or one of the fundamental concepts that must be known. To effectively communicate, one needs to understand all of the words in

one's vocabulary (Neuman and Dwyer, 2011). Learning vocabulary is the first step that must be taken if you want to learn English because it is frequently referred to as the crucial core of a language. Without vocabulary, it is impossible to learn a language.

One of the activities where the teaching-learning process is present is teaching (Rohani, 2004:1). The technique of assisting pupils in learning, particularly about vocabulary that they must acquire before acquiring English, is known as teaching vocabulary. Given how many vocabulary words there are to learn and remember, teaching vocabulary is not an easy task. One issue that comes up when trying to teach vocabulary to pupils is that they might easily become bored with studying when they have to memorize a lot of language. Finding ways to make learning more enjoyable so that kids will accept and understand it is one technique to solve this issue.

The researcher discovered during the pre-observation that while there is no distinct vocabulary subject taught at the high school level, there are some English learning materials that require vocabulary to be learned before moving on to the next lesson. For instance, in order to help them string words correctly and describe an object in detail, students writing descriptive texts need to be familiar with some of the object's terminology. The instructor decides to use a technology-based learning resource to aid both teachers and students in the process of teaching and learning vocabulary.

Students need an easy method of mastering vocabulary if they are to desire to acquire it. These days, technology is a big part of daily life. Numerous apps that are useful for learning have been made possible by technology. Quizizz is an intriguing software that is frequently used for learning, according to Huei, Yunus, and Hasyim (2021). According to Jasmansyah (2019), Quizizz is a highly helpful tool that can amuse pupils as they study and practice independence. According to Zhao (2019), Quizizz plays a significant role in fostering active and participatory learning for students. According to earlier studies, Quizizz is an entertaining game software that allows instructors to make popular instructional quizzes. This research aims to find out how the implementation and impact of the Quizizz Application in teaching vocabulary by using a qualitative approach, especially using a case study. This research will see and analyze how to implement quizizz application in vocabulary learning. This research focuses on teachers and students who are in the environment of SMAN 1 Mempawah.

There are two questions in this research, first, how is the implementation of Quizizz Application in Teaching Vocabulary to the tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023 ?, and the second, how does Quizizz Application impact the

vocabulary teaching and learning to the tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023 ?. The aim of this research is the first, this study aims to find out about how is the implementation of Quizizz Application in Teaching Vocabulary to tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023. and the second this study aims to find out about How does Quizizz Application impact the vocabulary teaching and learning to the tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023.

METHOD

In order to accomplish the research goal of learning how the Quizizz application is used in English vocabulary courses, a qualitative research method design will be employed in this study. Specifically, the case study technique is the focus of this qualitative investigation. According to Sayekti Pujosuwarno's perspective (in Burhanudin, 2019), a qualitative approach is also known as a case study or qualitative since it entails a thorough and comprehensive examination of all relevant aspects of the research topic.

The triangulation method is employed by the researcher in this investigation. According to Arikunto (2013), triangulation involves the employment of several data collection methods by the researcher in order to obtain data from the same source. As a result, the researcher employed the triangulation method in this investigation. Three different data sources, an observation checklist, interviews, and documents were merged by the researcher. The researcher analyzed the three data gathering methods and produced results that might be considered legitimate, allowing the data collection to be conducted in similar portions.

FINDINGS AND DISCUSSION

The results of the data gathering instrument are used by the researcher to narrate the findings. Specifically, the outcomes of the observation and interview processes would corroborate each other. The queries are based on information from Ahmad Yuwafi (2021) regarding the use of Quizizz for vocabulary instruction. The descriptive language acted as the observation's outcome.

1. The implementation of Quizizz Application in Teaching Vocabulary

First up for discussion will be the use of Quizizz in SMAN 1 Mempawah's class 10 vocabulary learning program. According to Hendrastomo (2019: 2-5) states three steps must be completed in order to apply for a Quizizz application: planning, implementation, and evaluation.

Planning

During the planning phase, educators give students more support, teach them content, provide vocabulary and topics linked to the content, give questions and prompts, teach them how to use the Quizizz app, mandate that students use smartphones to access the internet, and encourage them to interact with the app. Teachers also assist pupils in developing a feeling of purpose and comprehension of the material. This method aids with students' comprehension of the material presented in the classroom or online.

Implementation

To distribute quiz codes to pupils, teachers would either speak with them directly or utilize WhatsApp. Students would request and complete the quiz after receiving the notification. In order to avoid any issues throughout the quiz, teachers should also keep an eye on how it is being administered. Once the test is finished, students can view their scores.

Evaluation

The process of the teacher-student interaction, in which the teacher offers direction and support to help students reach their objectives, is then described in connection to evaluation. After then, the instructor leads the class through the procedure, making sure the pupils comprehend the subject. To guarantee that students succeed in their studies, teachers also offer advice on how to use the Quizizz app. While they continue to support and mentor students throughout the learning process, teachers also offer incentive to help students enhance their educational experience.

2. How quizizz application impact the vocabulary teaching and learning

In order to determine the effect of the Quizizz app on vocabulary acquisition, researchers spoke with instructors and tenth graders particularly those in IPA 1.

The Quizizz app helps teachers teach vocabulary more effectively and engages students in active learning. It also eliminates students' apathy during the learning process and motivates them to work harder to improve their skills. Additionally, using the Quizizz app encourages teachers and students to use technology in their daily lives, which has an impact on how they use technology.

Prior research has also examined the effects of Quizizz on vocabulary acquisition. Huei, Yunus, and Hasyim (2021) noted that Quizizz is one of the engaging learning programs that is

frequently utilized. Students' vocabulary mastering can be enhanced by using the Quizizz program, which transforms into an interactive, lightweight media that encourages vocabulary learning in English (Pavita and Nirmala, 2021). This demonstrates quizizz's positive effects on educators and learners as well as its numerous advantages for teaching and learning.

CONCLUSION

Researchers analyzed the Quizizz Application in vocabulary learning using a case study research design, the results of data obtained from observation checklists and interviews after being analyzed using 4 components, namely, As stated by Huberman and Miles (1994), Gather information using data gathering methods, and then analyze it using the following four criteria: data reduction, data visualization, and conclusion. It can be summed up like this:

1. The main topic of discussion in this research was the use of the Quizizz app in class 10 of SMAN 1 Mempawah to learn vocabulary. The observation checklist, which outlines the application of Quizizz in vocabulary learning through three stages—planning, implementation, and evaluation—provided the researcher with the data. Teachers may help students learn more engaging material by exploiting technology advancements in the quiz application. All they need to do is prepare a smartphone or laptop and give access passwords to students so they can take quizzes. Using quiz apps is highly useful and doesn't make it harder for students to study or for professors to deliver instruction.
2. Based on information gathered from teacher and student interviews, it has been demonstrated that using the Quizizz app to learn vocabulary can boost students' drive to learn in order to improve their grades and their excitement for the subject matter. Students then take an increased interest in their studies because Quizizz is applied individually, requiring participation from each and every student. Not only do students benefit, but teachers do too, as quiz applications considerably aid teachers in educating pupils, particularly when it comes to assessing students' aptitudes through quizzes. Based on all of these data, it can be said that using quizzes to help with vocabulary development is crucial and has a significant impact on learning.

REFERENCES

- Arikunto, S. 2013. *Prosedur Penelitian Suatu Pendekatan Praktik*. Edisi Revisi. Jakarta: PT. Rineka Cipta
- Hendrastomo, dkk. 2019. *Belajar Sosiologi itu Menyenangkan : Aplikasi Quizizz untuk kuis Sosiologi*. Yogyakarta: Universitas Negeri Yogyakarta
- Huei, L. S., Yunus, M. M., & Hashim, H. (2021). Strategy to Improve English Vocabulary Achievement during COVID-19 Epidemic. Does Quizizz Help?. *Journal of Education and e-Learning Research*, 8(2), 135-142.
- Jasmansyah. (2019). *The Using of Quizizz Applications in Learning English in the Perspective of Teachers and Students: A Literature Review*. State Islamic University Syamsul ‘Ulum Gunungpuyuh.
- Miles, M. B., & Huberman, A. M. (1994). *Qualitative data analysis: An expended sourcebook*. (2nd ed.). London: Sage.
- Neuman, S. B., & Dwyer, J. (2011). Developing vocabulary and conceptual knowledge for low-income preschoolers: A design experiment. *Journal of Literacy Research*, 43(2), 103-129.
- Pavita, M. D. A., & Nirmala, D. (2021). Merdeka Belajar in Pandemic: Using Quizizz Game Based Learning to Improve Students’ Vocabulary Mastery, 5(1), 221-227.
- Rohani, A. (2004). *Pengelolaan Pengajaran*. Jakarta. PT. Rineka Cipta.
- Yuwafi, A. (2021). Penerapan Aplikasi Quizizz Berbasis Smartphone Pada Mata Pelajaran Fikih (Studi Kasus di MA Hasan Kafrawi Pancur Mayong Jepara). Universitas Islam Nahdlatul Ulama (UNISNU) Jepara.
- Zhao, F. (2019). Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom, 8(1), 1927-6052.