Improving English Language Class Learning Outcomes in Reading through the Implementation of Quizizz Application

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Abstrak

Pemanfaatan teknologi dalam pembelajaran melibatkan penggunaan alat dan aplikasi teknologi untuk meningkatkan proses belajar-mengajar. Dalam konteks ini, Quizizz berperan sebagai aplikasi yang relevan untuk memungkinkan guru memotivasi siswa melalui berbagai jenis pertanyaan dan elemen kompetitif yang sehat termasuk mengukur pemahaman siswa, memberikan umpan balik seketika, memperkuat pemahaman materi, dan memantau perkembangan belajar peserta didik sehingga hasil belajar menjadi meningkat. Penelitian ini bertujuan untuk mengetahui peningkatan hasil belajar siswa dikelas Bahasa inggris pada pembelajaran reading melalui penerapan aplikasi Quizizz. Penelitian ini menggunakan sample mahasiswa kelas Bahasa Inggris Semester Genap Tahun Akademik 2023/2024 Universitas Muhammadiyah Parepare, subjek dari penelitian adalah menggunakan mahasiswa tingkat semester 2(dua) dengan jenis metode Penelitian Tindakan Kelas (PTK). Pengumpulan data dengan menggunakan metode tes dan observasi bulan Juni 2023 hingga Juli 2023. Hasil penelitian ini yaitu; terdapat peningkatan pada hasil belajar dengan rata – rata hasil belajar pada siklus I sebesar 38% dan siklus II sebesar 78%.

Kata Kunci: *Peningkatan hasil belajar, Penilaian, Aplikasi Quizizz*

Abstract

The utilization of technology in education involves the use of tools and technological applications to enhance the teaching and learning process. In this context, Quizizz serves as a relevant application that enables teachers to motivate students through various types of questions and good competitive elements. This includes measuring students' comprehension, providing instant feedback, reinforcing material understanding, and monitoring students learning progress, resulting in improved learning outcomes. This research aims to determine the improvement of students learning outcomes in English language classes, specially in reading, through the implementation of the Quizizz application. The samples is used students from the even semester of the academic year 2023/2024 in Muhammadiyah University of Parepare focusing on second-semester students. The research uses the Classroom Action Research (CAR) method. Data collection was conducted through tests and observations from June 2023 to July 2023. The results of this study indicate an improvement in learning outcomes, with an average learning outcome increase of 38% in cycle I and 78% in cycle II.

Keywords: Learning Outcomes, assessment, Quizizz Applications,

Introduction

Still remember that in recent years, the world of education has felt a tremendous impact from the Covid-19 pandemic. In its implementation, teaching and learning activities are fully transferred using online media, because this has been recommended by the Government and is expected to help in the teaching and learning process because the teaching and learning process must not stop because of the pandemic.(Salsabila et al., 2020). But over time, the community was able to adapt to the existing situation. These efforts are carried out in order to realize effective learning during the COVID-19 pandemic, one of which is by utilizing technology.(Zulvi Wityastuti et al., 2022).

The problem that is often faced by the world of education is the weakness of the learning process. In the process of teaching and learning activities, students learn more in theory. Learning in the classroom is more directed at the child's ability to understand the subject matter. (Nurrita, 2018). To support learning that is interesting and less stagnant, it is necessary to support the learning atmosphere to achieve learning outcomes, especially when assessing student learning outcomes. Therefore, a teacher needs a technology-based learning assessment tool.

Technology in education involves the use of tools and technological applications to enhance the teaching and learning process. Learning outcomes refer to the achievements or outcomes attained by an individual after they have been involved in a learning or education process. These outcomes include increased knowledge, understanding, skills, attitudes, and other competencies that can be measured, and evaluated as a result of the learning experience. Learning outcomes are the results that have been achieved by students after they have participated in learning activities. The results achieved by students can be in the form of abilities, both with regard to aspects of knowledge, attitudes, and skills possessed by students after they

receive learning experiences. (Rahman, 2022). The same opinion says that learning outcomes are the knowledge that students have after receiving learning experiences that include cognitive, affective, and psychomotor abilities. (Khaatimah & Wibawa, 2017). Another opinion also concluded that the benefits of learning outcomes are the transformation of students so that there are changes in terms of knowledge, attitudes, and skills. (Sultan Beddu, 2019). For this reason, an evaluation of learning outcomes is needed, which is generally carried out using measuring instruments such as exams, assignments, projects, or other assessments to measure individual achievement in achieving learning goals that have been determined.

Assessment in this learning is a process or an attempt to obtain a number of information about student development during learning activities as material in decision-making by teachers to determine and improve the process and results of student learning. (An et al., 2019). A high-quality assessment process must pay attention to several things, including assessment planning, aspects and components assessed, assessment instruments, and media used for assessment.(Wahyono, 2019). Assessment activities as a reference in identifying the level of student learning outcomes, whether it is relatively decreasing or increasing with the use of a value scale that can be in the form of symbols, letters, and numbers by the teacher. One of the assessment applications that can make students to participate in class interactively and also enhance the learning experience is by using Quizizz.

Quizizz is a game-based educational app, which brings multiplayer activities to classrooms and makes in-class exercises interactive and fun. Using Quizizz, students can do in-class exercises on their electronic devices. (Zhao, 2019). Quizziz is a game-based educational application, where player activities can be played by more than one person. In the application, Quizizz makes

classroom exercises interactive and fun. besides that, students can do the practice test using electronic devices such as smartphones and laptops. Through this application, lecturers can create their own test material or by taking advantage of the question material facilities that have been created by other teachers. Quizizz has advantages that can be used as learning evaluation material, for example, there are data and statistics on student performance where the results can be used as material for follow-up evaluation of learning. (Aini, 2019).

Method

This research method is Class Action Research (CAR) which is conducted to determine learning outcomes, and student processes, which apply the Quizizz application. This applied Classroom Action Research is implementing the Kemmis and Mac Tanggart models, namely planning, implementing actions, observing or observing then reflecting.(Prihantoro & Hidayat, 2019). The research was conducted in the form of four phases, namely planning, action implementation, observation, and reflection activities. The research subjects used 5 students of the English Education Study Programme or the English class of the Even Semester of the 2023/2024 Academic Year at Muhammadiyah University of Parepare, the duration of the research was in June - July 2023.

This research was designed in 2 cycles in which each cycle consisted of four stages, namely: 1) Planning; 2) action implementation; 3) Observation; 4) reflection. Each cycle consists of two face-to-face meetings. The cycle is carried out in accordance with the changes to be achieved as designed. Data collection techniques in this study are: a) Test, used to obtain data on learning outcomes, this test data is taken through a cycle consisting of two cycles so that each cycle obtains test data related to reading learning; b) Observation, through this process direct observation of the learning process. Observation, through this process of direct observation then taking data about the student process in learning when applying the Quizizz application.

Result and Discussion

This research was designed in 2 cycles and each cycle consisted of four steps, namely: 1) Planning; 2) action implementation; 3) Observation; 4) reflection. Each cycle consists of two face-to-face meetings. The cycle is carried out in accordance with the changes to be achieved as designed. The phases of the cycle are described as follows:

Cycle I

Cycle I has 4 phases consisting of planning, implementation, observation, and reflection. 1). Planning. Researchers make preparations that will be made before doing classroom learning. The implementation of the Quizizz application as a medium of learning is prepared, a learning plan with the theme "finding topics and main ideas" on paragraph reading, compiling test instruments that will be used. 2). Implementation. At this stage, the Quizizz application is then applied, where at the beginning of the learning process the lecturer provides learning material related to finding the topic and main idea in a passage and then conveys how to use Quizizz to students. Furthermore, ask participants to log in to the Quizizz application to start solving some questions in Quizizz as a pretest through the link that is distributed.
3). Observation. This observation or observation stage is carried out to obtain data on students' abilities in the learning process using the Quizizz application. At this point, the researcher observes student learning outcomes.

Figure 1. *Pretest Results Cycle I*
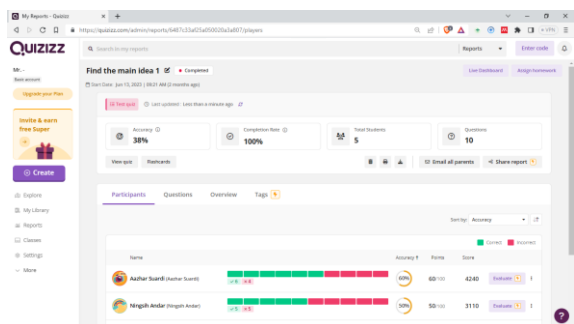
In the picture above, it can be seen that the results process has not fulfilled the participants' learning with the average score of 38% of the total points divided by the number of students with a success target of 100%.

Table 1. P*retest learning results cycle I*

No	Name	Score
1.	Azh S	60
2.	Ning A	50
3.	Sur ID	40
4.	Ade AF	40
5.	Eva A	0
	Sum	190
	Average	38

The table above shows that the highest student score is with a score point of 60 while the lowest score point is 40 with an overall average result of only 38%.

Table 2. Completeness of Cycle I

No	Completeness Percentage	Completeness level	Number of students	Percentage of Amount
1	≤ 70%	Incomplete	5	100%
2.	≥ 70%	Complete	0	0

The table above shows that the level of completeness of student reading learning outcomes after the application of the Quizizz application is declared insufficient because it has not reached the minimum percentage of completeness set (≥ 70%).

4). Reflection. Looking at the results of observations of actions in the implementation of the cycle I with an average score of 38%, and not enough at the minimum percentage set (≥ 70%). for then improvements are made to students in the implementation of learning in cycle II.

Cycle II

This cycle II consists of 1). Planning. In cycle II, researchers made improvements by preparing lessons on the RPS, discussing with students, and then compiling test instruments that would be used based on the results of the analysis in cycle I (first). 2). Implementation. In cycle II the Quizizz application was again applied, by holding 2 meetings where the initial meeting of learning began the lecturer provided learning material and then continued with the use of Quizizz to students. Through the link that was distributed then the participants began to solve some of the questions in Quizizz. 3). Observation. In the observation phase of cycle II, it was carried out to obtain data on learning outcomes regarding students' ability to use the Quizizz application. The results showed an average completeness with a level of 78%.

Figure 2. *Results of Cycle II*
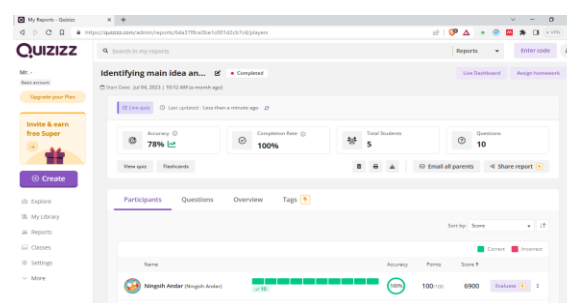
In the picture above, it can be seen that the results process fulfilled the completion of the participants' learning with an average score of 78% of the total points divided into the number of students with a 100% success target where the number of questions consisted of 10 questions.

Table 3. *Acquisition of learning outcomes cycle II*

No	Name	Score
1.	Ning A	100
2.	Sur ID	70
3.	Ev A	70
4.	Ad AF	90
5.	Azh S	60
	Sum	390
	Average	78

From the table above, it shows that the highest student score is 100 points, while the lowest score point is 60 with an average number of 78%.

Table 4. Completion Level of Cycle II

NO	Completion Percentage	Completion level	Number of students	Percentage of Amount
1	$\leq 70\%$	Incomplete	1	20%
2.	$\geq 70\%$	Complete	4	80%

From the table above, it shows that the level of completeness of student reading learning outcomes with the application of Quizizz can be declared sufficient because it has reached a percentage of completeness reaching 80% so there is no need to re-improve learning in the next cycle to achieve the minimum percentage of completeness that has been set. 4.) Reflection. Based on the test results done by students, it can be concluded that the application of the Quizizz application can improve the learning outcomes of English classes in student reading learning. This is according to the first cycle there were 5 students who did not complete while in the second cycle, there were 4 students who managed to complete. So that the percentage gain in the second cycle is very high, namely 78% of 38% from the first cycle with a difference of 40%. Therefore, based on student learning outcomes in this second cycle, it can be seen that the average learning outcomes of reading learning have reached the predetermined target, so there is no need to

continue in the next cycle. For this reason, it is a reflection that learning using Quizizz is one of the gamification-based learning methods that allow the level of mastery of material and participant assessment to be known instantly, with value transparency feedback that can be seen directly by participants.

Conclusion

Based on the results of the study, it can be concluded that improving the learning outcomes of English language classes in learning reading through the Quizizz application can be implemented. This is based on the fact that there is an increase in student learning outcomes from cycle I which is only 38 and cycle II has an increase of 78, This increase in ability is due to the collaboration between educators and students in utilizing this media even though one of the challenges is that it is very dependent on the internet network. The Quizizz application which contains learning material with test instruments is very suitable for creating an interesting and not boring learning atmosphere and of course, it can be used for researchers and further educators in creatively using this learning media.

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