



Students' Perceptions Of The Quizizz application In Learning Grammar

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Abstract

This research aims to explore student perceptions on the Quizizz application for learning grammar in the English Club at UNIM. This experimental study employs an in-depth interview design using a qualitative approach, with a population of 2 students selected through saturated sampling. Data were collected using interviews and documentation. The results of the study indicate that: In the experimental testing using the Quizizz Teaching media, student learning outcomes in grammar showed positive responses after applying the Quizizz Teaching media. Students who achieved the highest ranks responded positively to the Quizizz application. Based on the analysis using pre-tests and post-tests, there was an increase in student interest in learning grammar. From the results of this research, it can be concluded that the use of the Quizizz application positively affects the learning outcomes of students in the English Club at the Islamic University of Majapahit.

Keywords: Students perception, Teaching media, Quizizz application, Grammar learning, English Club

A. INTRODUCTION

In today's digital era, with advancements in Information and Communication Technology (ICT), traditional learning methods are increasingly being replaced by digital learning media. This study investigates the use of Quizizz, a game-based application, as an effective digital tool for teaching grammar to students in the English Club at UNIM Mojokerto. Quizizz offers an interactive and engaging platform for learning by incorporating quizzes and game-like elements that promote motivation and active participation. This research aims to explore students' perceptions of Quizizz in enhancing their understanding of English grammar, particularly in light of previous observations that showed unsatisfactory grammar skills among students despite extended periods of study.

The study employed a qualitative research methodology, focusing on student perceptions collected through observations and questionnaires. The research specifically targeted members of the English Club who regularly utilized Quizizz in their grammar learning activities. Data were gathered on student interactions with the application, their engagement levels, and their perceptions of the application's effectiveness in improving grammar skills. This approach provided a comprehensive understanding of the role of Quizizz in the learning process and its potential advantages as a digital learning tool.

The results of the study revealed that Quizizz is a highly effective tool for grammar learning. Students reported increased motivation and enjoyment during lessons, which contributed to better engagement and comprehension of the material. The interactive nature of Quizizz, combined with its capacity to deliver immediate feedback and create a competitive environment, enhanced learning outcomes. These findings suggest that incorporating digital media like Quizizz into language teaching can complement traditional methods, making the learning experience more dynamic and effective.

B. THEORETICAL OVERVIEW

1. Students perception

Student perception is a process of receiving information or messages into the human brain. Through this perception, students can establish a relationship with the surrounding environment (Slameto.,2010). This perception can occur through the senses that exist in humans including hearing, sight, taste, smell, and touch. Student perceptions can occur when someone can explain and convey related information that students have obtained from observations that have been made. (Robbins & Judge, 2020) explains that perception is a process of events carried out by each individual to reveal something around him that comes from the senses which aims to provide a review or significance around them. For a Tutor in UKM who teaches at school, of course knowing the perceptions of students in the class is very important, because it can make the Tutor in UKM understand more about what is felt and needed by his students.

Based on the Theory of Reasoned Action (Fishbein & Ajzen, 1975), behavior by students can be shaped through perception, therefore knowing the perceptions of students is one of the obligations of the Tutor in UKM, because without looking at the perceptions of students the Tutor in UKM can be less precise in carrying out the teaching and learning. Based on the explanation above, it can be concluded that student perception is a psychological process that begins with the feelings obtained by students and is continued by an interpretation or categorizes students' preferences at the same time.

2. Grammar

According to James R. Hurford in *Grammar a Student's Guide*, "Grammar of language is a conventional system of rules for making and putting together the expression (e.g. sentences and phrases) that belong to the language." Grammar includes two aspects: the arrangement of words and the internal structure of words (James R. Hurford., 2019) It can be concluded that grammar is the study of rules that define the way the language manipulates and combines words.

3. Quizizz

Quizizz is one of the online Teaching media that is usually used by Tutor in UKM for class quiz activities that can be accessed by all students in a fun way because this application is game based with features that are funny, interesting, and easy to use (Basuki & Hidayati, 2019). Quizizz can encourage students to increase motivation in learning English because when using Quizizz students can control their speed in answering questions by looking at each student's screen. Students can also immediately know their answers are right or wrong because at the end a notification will appear regarding the answers, so students can directly evaluate their answers in order to help students study at home or at school. (Yan, 2019) mentions that Quizizz allows all students to learn in an interesting and not boring way anytime and anywhere through their Smartphone or computer or other device they have. (Prasongko, 2021) elaborates that Quizizz is a suitable medium for Tutor in UKM to use because apart from this media we can easily apply it, another advantage of Quizizz is that it is free and can work on any platform. Even students can easily access this media by entering the code into the Quizizz platform that has been provided by the Tutor in UKM, the Tutor in UKM can also have the student's answer file by downloading it at the end of the game. To hone students' abilities, Tutor in UKM can also randomize the number of questions that have been made and can provide time for each question that can be arranged by the Tutor in UKM.

From the explanation above, it can be concluded that Quizizz media is a suitable platform to be used as an English Learning medium because of its easy implementation for both Tutor in UKM and students, besides that Quizizz application can be done anywhere by using the internet that we have. The features on Quizizz can also be said to be complete so that it can increase student motivation in learning and also provide Tutor in UKM with ease in evaluating their students.

C. RESEARCH METHODS

The research method uses a qualitative descriptive approach that describes the data obtained. The Data was collected through interviews with students at the English Club Islamic Majapahit University. This research aims to explore student perceptions on the Quizizz application for learning grammar in the English Club at UNIM. This experimental study employs an in-depth interview design using a qualitative approach, with a population of 2 students selected through saturated sampling.

D. RESEARCH RESULTS AND DISCUSSION

1. Research Result

a. Students' Perception of the Quizizz application

In the case of this study, the researcher used the method of semi-structured interviews by (Mann, 2016), that semi-structured interviews are one of the ideal choices for qualitative research. The respondents used in this interview were the same students as when the questionnaire was conducted, only forty students were taken for the interview, and ten students were taken from each class. Only one question was given, students have chosen one of four answer clusters including very suitable, suitable, less suitable, and not suitable. Even so, the researcher gave the opportunity for respondents to express all their opinions. All respondents were given the same question. The respondents have their own opinion regarding the use of Quizizz in the classroom as an English Learning medium. The whole opinion of the students will be described by the researcher using the following code:

- Q as a question
- A in answer from the students

From the results of interviews that have been carried out by researchers, there are 2 students who have been interviewed. The answers of the 10 students showed that 2 students chose to answer very suitably, there were 2 students answered suitable, and 1 student answered less suitable, and 1 student answered not suitable on the use of Quizizz in their class as an English Learning medium in their class. It can be concluded that all of them agree that Quizizz is a good medium and is suitable for Tutor in UKM to use in their class, they think that Quizizz is suitable as a learning and Learning medium, they feel various positive impacts when Tutor in UKM change their Learning using Quizizz media than previously using manual media such as writing on paper. Even some students hope that in the future Tutor in UKM will continue to use this media for their learning, they also hope that other Tutor in UKM who have not used this media immediately use it. Because Quizizz is a practical medium, not boring, and very interesting for students. This proves that the use of Quizizz as an English Learning medium in the classroom is a good and appropriate choice for Tutor in UKM

b. Students with very suitable answers can be summarized as follows:

At the time of the interview that was held in the English Club UNIM Mojokerto the researcher met answers from various students. The following student answers were taken from student representatives from each class who had been interviewed. The students' answers that match the questions given show that students have a positive perception of using Quizizz, and here are their answers

c. Students with increase quizizz perception can be summarized as follows:

Increased Attention and Engagement: Students feel that Quizizz has notably improved their focus and involvement in learning activities. The interactive format of the quizzes contributes to maintaining their interest and active participation.

Effective Learning through Immediate Feedback: The immediate feedback feature is highly valued by students. It enables them to promptly understand and correct their mistakes, which enhances their learning process and helps them grasp concepts more

effectively.

Motivation through Competition: The competitive element of Quizizz— where students can see their scores and rankings compared to peers—adds a motivational aspect. This competitive feature not only makes learning more enjoyable but also encourages students to strive for better performance and improvement.

d. Students' perceptions about the impact of Quizizz on focus learning can be summarized as follows:

Quizizz helps improve students' focus learning by making them more focused and engaged. The interactive and engaging platform, with gamification elements such as leaderboards and instant feedback, motivates students and keeps them focused on the material. Unlike traditional learning methods, Quizizz makes learning more fun than boring, so students feel more attentive and less distracted.

e. Student's perception about quizizz is comfortable to use or not can be summarized as follows:

The conclusion of students' perceptions of the convenience of using Quizizz is:

Quizizz is considered convenient to use. This platform is effective for English Club sessions because of its interactive nature and gamification that students like. In addition, Quizizz is very practical because it does not require in-depth technical knowledge. The instant feedback feature also helps students learn from their mistakes directly.

f. Students with increasing motivation perception can be summarized as follows:

Students feel that Quizizz significantly increases their motivation to learn. The platform makes learning more fun and interactive through a game-based approach. The sense of satisfaction when answering correctly, the challenges and competitions offered, and the leaderboard feature that shows progress compared to friends, all contribute to encouraging students to be more enthusiastic and motivated in learning and participating in extracurricular activities.

g. Student with suitable answer toward effectiveness can be summarized as follows:

The conclusion from the two student answers above about the effectiveness of Quizizz for learning grammar is as follows:

Quizizz is very effective in increasing student participation in learning grammar because of its game-like format, which makes students more motivated to participate actively. The existing point system and leaderboard also provide additional motivation to learn and complete assignments. In addition, the direct feedback provided by Quizizz helps students understand concepts more quickly and accurately. Quizizz makes the learning process more fun and interactive, making it more interesting than just reading a textbook.

2. Discussion

The inquiry about discourse was carried out after the analyst watched the comes about of the interviews which had been dispersed. In this consider, the definition of the issue is almost Students' discernments of Quizizz as in Learning Language structure, and components that impact students' discernments of using Quizizz within the English Club. Based on information from the comes about of interviews that have been conducted, the

analyst gives advance data and discourse as takes after:

At that point the interviews that have been carried out to 10 understudies too appeared that 2 understudies gave positive reactions and recognitions of the utilize of Quizizz within the English Club UNIM, whereas as it were there's no understudy gave negative reactions to the utilize of Quizizz in English Club for Learning Language structure. So, it can be concluded that understudies in Universitas Islam Majapahit have a positive recognition of the utilize of Quizizz in Learning Language structure

Within the past sub-chapter, the researcher explained that understudies within the English Club Universitas Islam Majapahit Mojokerto have a great recognition of utilizing Quizizz fo learning Linguistic use in their course. Understudies can have a great discernment of Quizizz, of course, typically due to a few components. Concurring to (Gibson, 2014), discernment can be impacted by 2 variables, specifically inside components and outside components. Inside variables can be seen from how understudies appear their intrigued in an protest. The question beneath consider is Quizizz. And it can be seen that the students gave a positive reaction to the survey an meet that have been conducted. This is often since when the Tutor in UKM employments the Quizizz media understudies feel more excited and their inspiration gets to be higher within the learning and appraisal handle. This can be bolstered by the highlights and plans accessible in Quizizz which are appealing and simple for understudies to understand. Usually in differentiate to investigate from (Akhtar et al, 2019) where the inquire about as it were centers on the conclusions of Mentor in UKM with respect to the utilize of Quizizz as an evaluation medium within the classroom. In English Club Universitas Islam Majapahit Mojokerto moreover appeared intrigued when the mentor utilized Quizizz fro Learning Linguistic use. Agreeing to understudies after the guide utilized the Quizizz media, classroom learning got to be less demanding and more curiously to execute, this was moreover upheld by the articulation of each understudy amid the meet, the impact they felt after the Guide in UKM utilized the Quizizz media was that understudies felt more persuaded to work on questions when the English appraisal was carried out, since they thought working on questions utilizing the amusement strategy was more curiously to do.

Agreeing to (Dimiyati & Mudjino, 2010) things that influence the increment in inspiration in learning are impacted by a few things, to be specific the primary calculate is the desire of a student in his want to realize what he needs or needs to realize, the moment figure is the student's learning capacity, which can be affected by the student's attitude, specifically his memory, or what he pays consideration to, and a few things that incorporate the mental angles of understudies, and the third is the state of students' physical and otherworldly conditions, such as characteristic reactions that happen in understudies such as languor, starvation, outrage. boredom, it can enormously influence the inspiration in understudies, and the fourth is to see at the natural conditions around understudies, in the event that learning is carried out around students in an dynamic and curiously environment, understudy inspiration will be higher in partaking within the learning handle in course, and the final is how the endeavors of a Mentor in UKM within the handle of teaching and pass on learning, how a Guide in UKM passes on fabric, clarifies, and how a Guide in UKM pays consideration to understudies, since it moreover

enormously impacts understudy learning inspiration .

In this respect, when Quizizz is utilized by Guide in UKM for English evaluation media in lesson, understudies feel challenged since when carrying out their evaluations they moreover feel they are competing between companions in doing questions from the Mentor in UKM. In expansion, Quizizz can be organized by the Mentor in UKM with a diverse arrange of questions for each understudy, sounder studies must think basically, and they will depend on themselves, since of course it'll not deliver understudies the opportunity to deceive with their companions .

In expansion, the appearance and highlights accessible on Quizizz make understudies more energized when an appraisal will be held. Since for understudies, game-based appraisals are more curiously and fun to do than having to carry out evaluations with the ancient strategy, specifically by utilizing paper media and understudies having to fill it out physically by composing it on paper. As we know, within the learning handle within the classroom, a Mentor in UKM must be able to make a fun lesson and make understudies imaginative. (Sani, 2014) states that a individual can think imaginatively in the event that he can create an thought because it ought to and agreeing to its quality. In this manner, it can be concluded that the Guide in UKM utilizing curiously media will make understudies more eager in carrying out learning exercises and they will think more inventively amid the learning prepare.

What is no less interesting according to students in using Quizizz media is how the Quizizz feature can show the correct answer after students choose the wrong answer, so students feel they can immediately get feedback and can remember it for the next Learning, students feel helped and know the mistake was right away without having to wait long as before, when students were still using the old media, namely writing on paper, the students had to wait for the Tutor in UKM to finish correcting, and it also took a long time. So according to students' perceptions by using Quizizz, the time used is more efficient and more disciplined.

In expansion to recognitions that come from these inside variables that impact understudies to specific their suppositions, discernments can moreover come from outside variables. (Gibson, 2014) moreover clarifies almost outside variables that happen in a person's recognition, these components can emerge from other sources, to be specific other than the understudies themselves. These inside variables such as classrooms, time, offices, or other assets that are not adequate in a classroom learning handle. Be that as it may, the comes about of investigate at English Club UNIM Mojokerto appear that understudies within the course can utilize the Quizizz application appropriately, without any unsettling influences that can influence their learning prepare. They feel comfortable when the Mentor in UKM employments the media for learning language structure .

Based on the clarification over, it can be concluded that inside components impact a student's discernment more than outside variables since the outside variables of understudies in English Club UNIM MOJOKERTO did not have an affect or impact at all on the positive recognitions they have passed on. By utilizing Quizizz, it is obvious from the suppositions of understudies who expressed that the evaluations carried out utilizing Quizizz got to be more straightforward, curiously and simple, so that it had an affect on understudies getting superior in carrying out learning exercises and evaluations

that Guide in UKM did in course.

E. CONCLUSION

In this chapter, the researcher was conveyed a conclusion from the data that has been in the language in the previous chapters, and the researcher was provide suggestions that will refer to the actions that must be taken next in the English language Learning process based on the results of the research findings:

1. The learner's perception of the Quizizz application in learning grammar class was positive. Based on the analysis conducted, particularly through meetings with students, it can be concluded that the primary issue concerns the impact of the results communicated to students. Enhancing student interest and motivation in the evaluation process can be achieved through the engaging features of Quizizz. This media demonstrates that Quizizz is necessary for instructors at UKM to create a more dynamic classroom environment and make English evaluations more effective. Percentage results also indicate that nearly all students agree that Quizizz is an engaging, practical, and highly effective application for classroom assessments. Consequently, students feel more pleased and interested when English evaluations are conducted using this media.
2. The researcher's perception of the Quizizz application in learning grammar class was positive. Moreover, based on recent research and interviews conducted with students, the use of Quizizz in the classroom as a medium for English assessment has shown significant positive effects. These effects are related to the increased motivation of students to engage in English evaluations during lessons. Students find the features of Quizizz challenging and interesting, making the evaluation process more enjoyable and less monotonous. Additionally, students feel more creative and find it easier to remember the material presented by the instructor at UKM. As a result, during evaluations, students are quicker to answer questions by selecting the correct responses and receive immediate feedback on their exam results. Three out of ten students interviewed agreed that Quizizz is a fun and highly suitable medium for use in their classrooms for English assessments.

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