



Use of Quizizz Education Game Assessment Media Towards Students' Motivation in Online Learning

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Abstract: This study aims to analyze the development of student learning motivation in the online learning process during covid-19 by using a quizizz assessment media. This research is motivated by low student learning motivation, marked by the reduced participation of students in online learning. This assessment was carried out at 243 Cicabe Public Elementary School during distance learning, with a sample of grade VI students. This research is based on the idea that student learning motivation is influenced by many factors, one of which is the use of appropriate assessment media, including quizizz educational game assessment media. This research was conducted using qualitative research with technical analysis with the stages of data reduction, data display, conclusion, and verification. Data collection was carried out using questionnaires and interviews. The questionnaire was made in the form of google form while the interviews were conducted using zoom. The results of the study concluded that the use of quizizz assessment media can develop student learning motivation. Students feel enthusiastic about participating in online learning.

Keywords: Motivation, Quizizz, Online Learning.

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INTRODUCTION

In early 2020, the world is on alert for a virus which is called the coronavirus (COVID 19). The transmission of COVID-19 is very fast so the World Health Organization (WHO) determines the coronavirus or COVID-19 as a pandemic on March 11, 2020. Epidemic status global or pandemic this signifies the spread of COVID-19 is taking place so fast that it is almost non-existent countries in the world that can be spared from coronavirus. The Covid-19 pandemic that has hit almost all over the world including Indonesia has had quite a serious impact on various aspects of life. Likewise, the world of education has also been affected by Covid-19. Learning has been carried out no longer face-to-face but through online or distance learning since March 2020. With the change in learning activities from face-to-face to learning from home, it has an impact on teacher and student motivation. Even though conducive learning activities are activities that form a pleasant atmosphere of interaction, encourage children to try, dialogue without boundaries, and students get ample opportunities to express themselves in

launching their potential (Agustin, Setiyadi, & Puspita, 2020).

In online learning, students can become less active in conveying aspirations and thought, so it can result in learning saturation. A student who is experiencing boredom in learning will obtain progress in the results learn. Hence, it is necessary impetus or motivation for move students to enthusiastically learn so that you can have achievements learn. You can have a spirit of learning by increasing motivation to learn.

Motivation to learn is a driving force or pusher that makes someone will be attracted to learning so it will learn continuously. Low motivation can because low success in studying so it will be degrading student achievement.

This is a challenge for teachers to continue to be able to create fun, interesting, and active learning. Even if learning is carried out remotely or online, teachers must be able to increase student motivation and activity.

The activeness of children can be created through the application of learning media attractive, so that in the conditions of the



Covid pandemic 19 students still get a pleasant learning atmosphere, even though it is not as ideal as face-to-face learning. With the learning media, students can feel comfortable and enjoy the ongoing learning process. According to Nur (in Rachma, 2012) one very good way to increase interest in learning is the use of games/simulations. The purpose of the media in learning is to generate student motivation. One of the interesting learning media in online learning is to use quizizz educational games. This educational game is still rarely encountered even though it already exists, but its use in learning media is very lacking. This quizizz educational game can use a laptop or smartphone and can be carried out anywhere and anytime. This quizizz game integrates questions with an attractive appearance and is expected to be able to create a fun distance learning atmosphere so that students are motivated and active in participating in learning. This agrees with Henry (2010, pp. 53-54) who argues about the positive impact of using games, one of which is fun and entertaining games and games that provide practice for problem-solving and logic.

Game Quizizz is a game-based educational application, which brings multi-game activities to the classroom and makes classroom practice interactive and fun (Purba, 2019, p. 5). By using Game Quizizz, students can do exercises online on their electronic devices. Unlike other educational applications, Game Quizizz has game characteristics such as avatars, themes, memes, and entertaining music in the learning process. Quizizz also allows students to compete with each other and motivates them to learn so that learning outcomes can be improved. Students take the quiz at the same time when online and see their live ranking on the leaderboard or the teacher can monitor the process and download the results when the quiz is over to evaluate student performance. Game Quizizz can help student motivation and improve student learning outcomes. The purpose of this study is to determine the use of game quizizz media in developing student learning motivation and to

determine student responses to the use of game quizizz media in online learning.

METHOD

The method is a method or technique used in the research process. Meanwhile, research is an effort in the field of science which is carried out to obtain facts in principles patiently, carefully, and systematically to answer the truth (Noeng, 2002). So, the research method is a scientific way to get data for the purpose and use of research.

The subjects in this study were 68-grade students at SDN 243 Cicabe, totaling 68 people in the 2020-2021 school year in Mandalajati District, Bandung City. This research was conducted using a qualitative approach that was analyzed descriptively with the research subjects, namely students. In this study, data analysis was carried out using data reduction. Reducing data means summarizing, selecting main things, focusing on important things, looking for themes and patterns, and removing unnecessary ones. Thus, the data that has been reduced will provide a clearer picture, and make it easier for researchers to carry out further data collection, and search for it if necessary. Data Display (Data Presentation) A data presentation is presented in the form of a brief description, chart, category relationship, and the like. This can make it easier to understand what happened, plan the next work based on what has been understood.

Conclusion Drawing/Verification (Conclusion Drawing/Verification), namely the initial conclusions put forward are still temporary and will change if no strong evidence is found to support the next data stage according to Mettew, Milles, Huberman (in Sugiyono, 2009). The data was collected using a questionnaire via google form with alternative answers that have been set, namely:

- SS = strongly agree
- S = agree
- TS = disagree
- STS = very disagree



Each student answers the 10 questions asked. There are positive questions and negative questions. while interviews were conducted through the zoom application. The data obtained from this study were in the form of student responses to the use of quizizz game educational media in evaluating learning.

RESULTS AND DISCUSSION

Based on the results of research conducted their motivation questionnaire illustrated in charts 1, 2 and 3 and 4

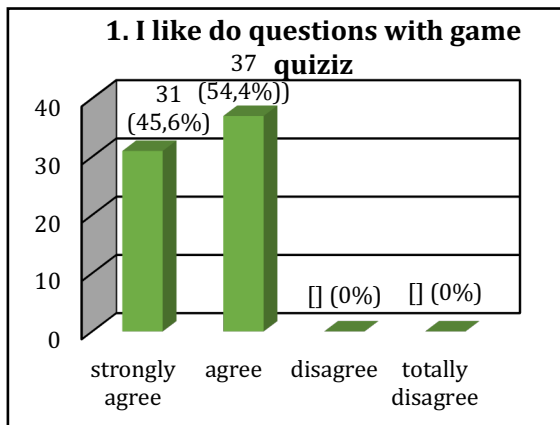


Figure 1. Motivation Questionnaire

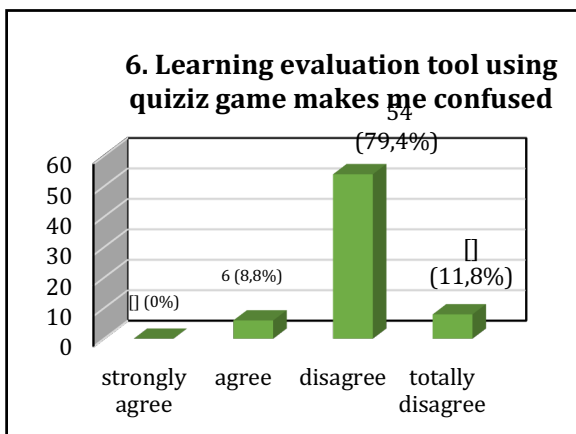


Figure 2. Motivation Questionnaire

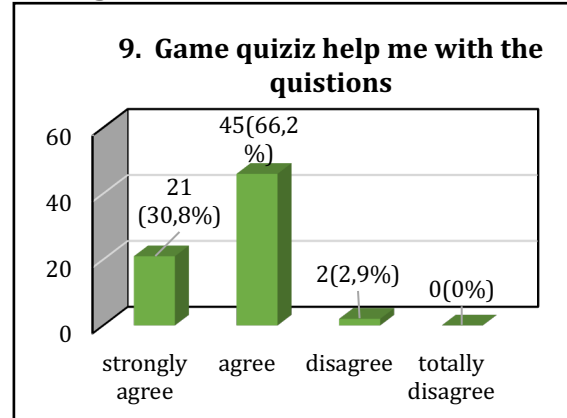
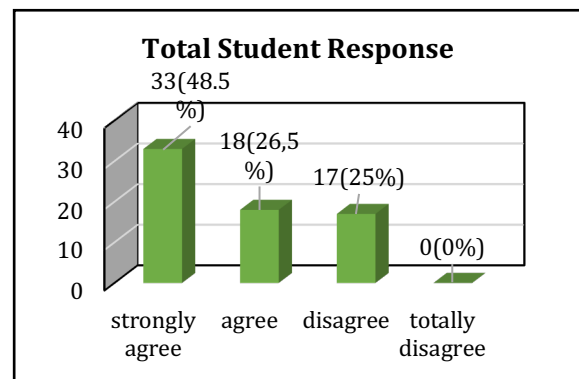


Figure 3. Motivation Questionnaire



Based on the results in Diagram 1, 2, and 3 is known that all students are motivated in assessing educational game quizizz in learning. This can be seen from the presents obtained from the student motivation questionnaire from 10 questions taken three questions related to motivation. Of the three questions, students who answered agreed and were motivated by quizizz educational games. In diagram 3, it can be seen that the student's responses to the use of quizizz game media, students feel helped in working on questions using this media. For diagram 4 is the overall students' result of the 10 questions answered by students' positive responses to the media quizizz strongly agree and agree as much as 48,5% and 26,5% respectively.



CONCLUSION

Based on the results of the research that has been done, it can be concluded that the assessment using the quizizz game educational media is very good for developing motivation. Students feel enthusiastic about participating in online learning

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