The Use of Media Learning Quizizz in Vocabulary Arabic Language

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Abstract

In the modern era today, learning varies greatly, in addition to using the right learning method, good media can be very helpful in the learning process. Quizizz Media itself is an educational game application that is narrative and flexible. The use of this media aims to improve the vocabulary ability of students whose is due to the vocabulary in learning the Arabic language. vocabulary in learning the Arabic language is the most important thing because learning begins with vocabulary. In fact, there are still many students who have difficulty memorizing vocabulary. This is due to the absence of media that does not support students to memorize vocabulary in learning Arabic. This research uses a qualitative approach. The type of research is case studies research. Data collection techniques are observation, interviews, and documentation. From the results of using Quizziz media, it can be concluded that: Quizziz learning media can improve memorized vocabulary in Arabic learning.

Keywords: *Media learning, mdia quizziz, vocabulary*

Introduction

As social beings, humans are creatures that need to interact with one another. Interaction is very important because it has a role as a connector or bridge of human relationships. This interaction activity requires tools, means, or media, namely language. In this case, language serves as a tool to communicate with each other.

A language is a system of conventional vocal signs by means of which human beings communicate. This definition has several important terms, each of which is examined in some detail. Those terms are system, signs, vocal, conventional, human, communicate (Algeo, 2005)

Descriptive linguistics experts define language as a system of arbitrary sound symbols, which are then commonly added to those used by community members to interact and identify themselves. Meanwhile, according to F.B. Condillac, as quoted by Chaer (2003), that language comes from screams and instinctive body movements that are aroused by strong feelings or emotions. Then these screams turned into meaningful sounds, and they got longer and more complicated. Language has an important role in human life.

Without language, humans cannot communicate. Both in life in the community and in the school environment. Humans cannot live perfectly without the support of language.

Arabic is one of the foreign languages studied by the Indonesian people, even though it is a foreign language but for the Indonesian people, Arabic is a language that is often encountered, because the majority of Indonesian people are Muslim, so since childhood Arabic has at least been taught indirectly.

Although Arabic is a language that has been studied since childhood, learning Arabic is still not easy, because the mother tongue of Indonesian people is Indonesian, where

learning a foreign language is not as easy as learning the mother tongue which is the first language.

When learning a new science, we will get to know some of the skills that exist in that one field of science. In learning Arabic there are four maharrah or skills, namely listening skills, speaking skills, reading skills, and writing skills. In addition to these skills, there are several aspects that support the success of language learning, one of which is vocabulary *(mufradat).*

This vocabulary does not only exist in Arabic or Indonesian but is an important aspect in all languages. In this case, vocabulary has an important role in language, both spoken and written. The language will not be meaningful without vocabulary (mufradat). Therefore, students who want to learn Arabic or other foreign languages are expected to understand and understand the vocabulary system of the language they are going to learn.

Learning Arabic, especially mufrodat, is indeed not easy apart from being caused by many factors, learning mufrodat is the most important thing by memorizing, but students have difficulty in memorizing and knowing the meaning of the mufrodat that have been taught as experienced by SMPIT Mutiara Hikmah students, in this problem the role of a the teacher is very important because the teacher is a facilitator. Teachers are required to achieve goals in learning so that teachers must be creative so that students are able to remember mufrodat and are excited when learning.

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In addition to the role of the teacher and appropriate learning methods, learning media is also an alternative to supporting learning. Learning media serves to explain or visualize a material that is difficult to understand if only using verbal speech. In the modern era like today, learning media have been widely used in learning, the forms of learning media are also diverse. This makes it easier for educators to create fun and effective learning.

One of the learning media that is widely used, one of which is the educational game quizizz, the Arabic teacher of SMPIT Mutiara Hikmah uses quizizz as an effort to improve students' vocabulary skills (mufradat). This media is applied to 7th grade students where some of the students come from public schools and some even have never studied Arabic langguage at all.

This study was conducted to determine whether the quizzzz educational game learning media that has been applied by the teacher can improve students' vocabulary skills *(mufradat).*

Method

The research method used in this research is a qualitative approach with the type of case study research design. This type of qualitative descriptive research is a research method that utilizes qualitative data and is described descriptively. This type of qualitative descriptive

research displays the results of the data as they are without any manipulation process or other treatment.

Moleong (2008) explains that qualitative research is research that intends to understand phenomena about what is experienced by research subjects such as behavior, perception, motivation, action, etc. Holistically and by way of description in the form of words and language, in a special natural context, and by utilizing various natural methods. Creswell (1998) Case study research is a qualitative approach in which the investigator explores a bounded system (a case) or multiple bounded systems (cases) overtime, through detailed, in-depth data collection, involving multiple sources of information (e.g., observation, interviews, audiovisual materials, and documents and reports) and reports a case description and case-based themes.

In this study, researchers will explore information about the use of educational games Quizizz on students' Arabic vocabulary skills through in-depth interviews. The participant in this study are Arabic teacher at SMPIT Mutiara Hikmah. Participants were chosen because Mutiara Hikmah Middle School only had one Arabic teacher, and the teacher used quizziz media in Arabic mufrodat learning. The place of this research was carried out at SMPIT Mutiara Hikmah Bekasi. This school was chosen as the research location because this school is one of the schools that use quizzz educational games. The instruments used in this research are interviews and documentation.

Results and Discussion

a. Arabic vocabulary

The collection of words that a person has in a particular language is called vocabulary. Words are elements in the formation of a sentence. A phoneme is the smallest unit of language. From the combination of several phonemes, a word that has meaning or meaning is formed. In the Big Indonesian Dictionary (2005) the definition of vocabulary is vocabulary.

Charles D. Fries (1945) that vocabulary (vocabulary) is an essential part of learning a foreign language, where students are required to master word for word so as to allow the increase in the student's vocabulary. *Mufradat* is an important part of the language component, both spoken and written language use, and is one of the bases for developing Arabic language skills. Vocabulary in Arabic or what is called mufradat, is a collection of words or a treasure trove of words that are known by a person or other ethnicity that is part of a particular language. In English vocabulary is called vocabulary. Vocabulary can also be interpreted as a set of words that the person understands and is likely to use to construct new sentences. Vocabulary is one of the three elements of language that must be mastered, this vocabulary is used in both written and spoken language, and is one of the tools to develop one's Arabic language skills (Syaiful Mustofa, 2011).

The general objectives of learning Arabic vocabulary (mufradat) according to (Syaiful Mustofa, 2011) are as follows:
   a. Introducing new vocabulary to students, both through reading and understanding *al-masmu'*.
   b. Train students to be able to pronounce the vocabulary well and correctly because good and correct pronunciation leads to good and correct speaking and reading skills
   c. Understanding the meaning of vocabulary, either denotatively or lexically or when used in the context of certain sentences.
   d. Able to appreciate and function the mufradat in oral and written expression according to the context.

According to the results of interviews conducted, previously in studying the mufrodat students experienced difficulties such as difficulty in memorizing the mufrodat and difficulty

in knowing the meaning of the mufrodat that had been taught. So the teacher took the initiative to use fun learning media, using quizzz in the hope that students would become excited again in learning mufrodat.

b. Learning Media

Learning media is a means of support for educators and students to interact with each other and have important benefits in a learning activity. Interesting and accessible learning media make it easier for students to understand learning and attract more attention from students.

According to Rosyidi (2009), learning media includes tools that are physically used to convey the contents of teaching materials which include books, tape recorders, cassettes, video cameras, video recorders, films, slides, photos, pictures, graphics, television and computers. In other words, the media is a component of learning resources or physical equipment that contains learning materials in the student environment that can stimulate students to learn. Besides the above opinion, learning media is also interpreted as a combination of hardware and software. In other words, media is hardware that has been filled with software.

Hamalik (1986) suggests that the use of teaching media in the teaching and learning process can generate new desires and interests, generate motivation and stimulation of learning activities, and even bring psychological effects on students. Teaching media can also help students improve understanding, present data in an attractive and reliable way, facilitate data interpretation, and condense information (Arsyad, 2013). Praptono and Soenaryo Sunarto (2003) argue that the function of instructional media in the teaching and learning process is to (1) clarify the presentation of messages so that they are not verbal; (2) overcome the limitations of space, time, and senses; and (3) eliminating the passive nature of the subject of study.

Sudjana and Rivai (2010) said that learning media can improve student learning outcomes, namely:

1) Teaching will attract more students' attention so that it can foster learning motivation.

2) Lesson materials will have a clearer meaning so that they can be better understood by students, and allow students to master the learning objectives better.

3) Teaching methods will be more varied, not merely verbal narrative through words spoken by the teacher. So that students do not get bored, and the teacher does not run out of energy, especially if the teacher teaches for every lesson.

4) Students do more learning activities, because they do not only listen to the teacher's description, but also other activities such as observing, doing, demonstrating, and others.
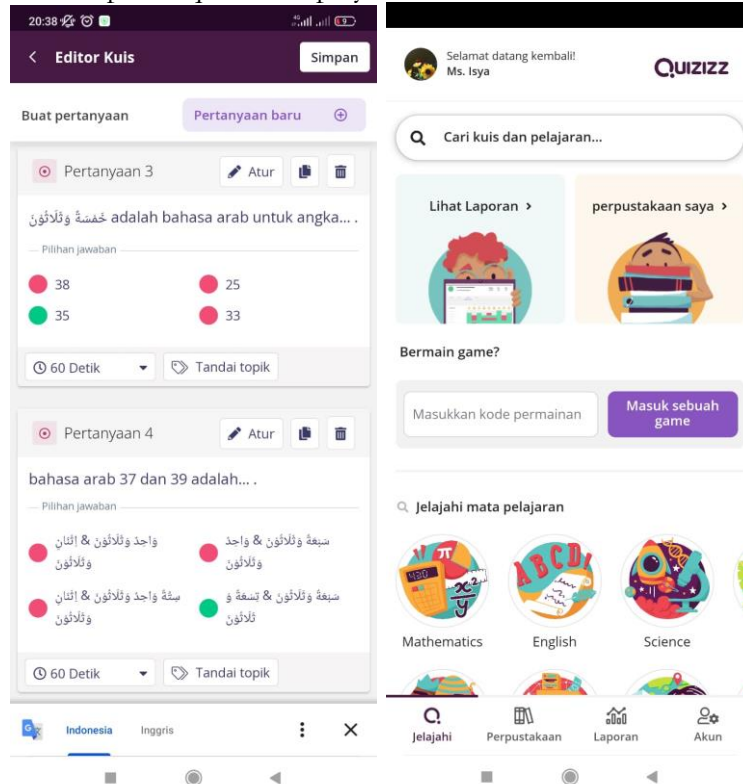
c. Quizizz. Educational Game

Educational games are games designed or created to stimulate thinking power, including increasing concentration and solving problems (Handriyantini and Eva, 2009). Purba (2019) states that quizizz is "a game-based educational application, which brings multiplayer activities to the classroom and makes the classroom practice interactive and fun". By using quizizz, students can do classroom exercises on electronic devices. they. Quizizz invites students to compete with each other and motivates them to learn so that their learning outcomes increase.

Quizizz is an educational application in the form of an interactive quiz game used in online learning. Its use is relatively easy, equipped with themes, memes, music, and can add images to the background of the question. Students work on quiz questions made by the teacher by entering a 6-digit code obtained from the quizizz application. Quiz questions can be done at the same time (real time) and students can see the results and rankings directly. Quizizz provides statistical data on student performance and teachers can download the

statistical data in Excel form to evaluate student performance (Zhao, 2019). The quizziz application is mobile-friendly so it can be accessed by smartphones using iOS and Android applications. Quizizz can be accessed via https://Quizizz.com or can be downloaded via Google Playstore or Appstore.

An example of quizizz display

The advantages and disadvantages of educational games quizizz

a. Excess

1) has many Features featured, such as providing data and statistics on student performance, knowing which students got the highest score.

2) Can be used in class or outside

3) Can set any duration in the question
4) Attractive appearance.
5) Questions can be easily shared with other quizizz accounts.
b. Deficiency
1) Requires internet access.
2) Requires a Computer or Smartphone device.
3) sometimes there are some features that are not too familiar to students
After applying for approximately one month, there is a significant difference between students, based on the data there are 87% of students who pass and 13% of students who do not pass, so it can be concluded that the educative quiz game can improve the vocabulary skills of 7th-grade students of SMPIT Mutiara Hikmah.

Conclusion

Based on the explanation of the results and discussion, it can be concluded that quizzz educational game learning media can improve students' ability in *mufradat*. There are 87% of students "passed". Quizizz which uses a ranking system encourages students to be more interested and enthusiastic in answering *mufradat* questions.

Students compete to get the highest score and there is pride and satisfaction in students when they get a high score. So that learning becomes memorable and students become easy to remember the *mufradat* taught. Evaluation because quizizz is an online-based media platform, sometimes there are some features that are not too familiar to students, and there are other obstacles such as poor signal.

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