The Students' Perception Toward Learning Platform of Quizizz in Learning Vocabularies at SMP Annur Assalafy Pasuruan
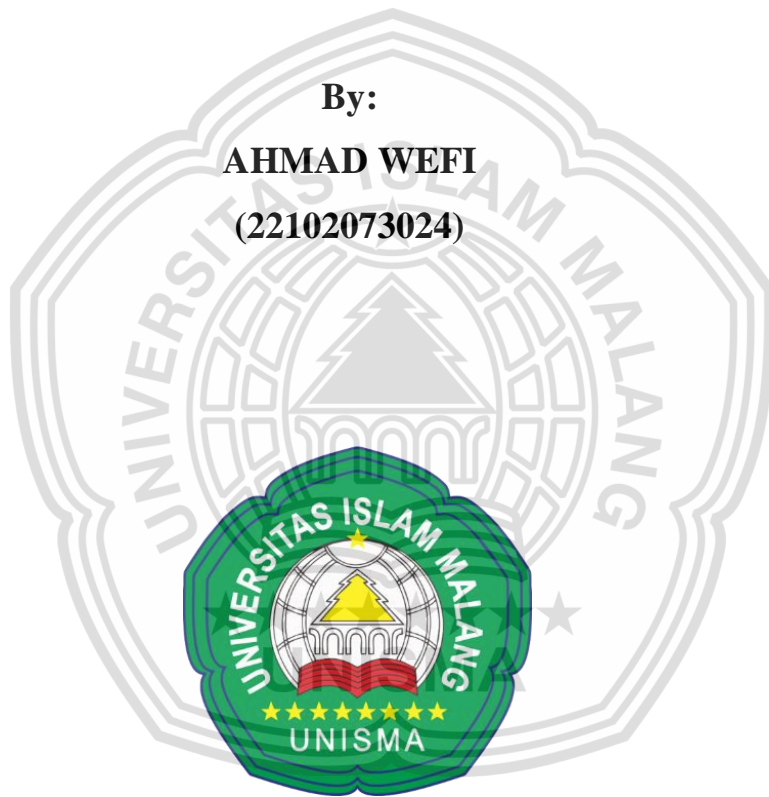
THESIS

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ABSTRACT

Wefi, Ahmad. 2023. *Persepsi Siswa Terhadap Platform Pembelajaran Quizizz dalam Pembelajaran Kosakata di SMP Annur Assalafy Pasuruan*. Thesis, Program Studi Pendidikan Bahasa Inggris Program Pascasarjana Universitas Islam Malang. Pembimbing: (I) Dr.Dra. Mutmainnah Mustofa, M.Pd. (II) Dr. Dzulfikri, M.Pd

Kata Kunci: Persepsi Siswa, Platform Pembelajaran, Pembelajaran Kosakata, Quizizz.

Kegiatan pembelajaran untuk menarik perhatian siswa ditentukan oleh bagaimana guru bahasa Inggris mengajar dengan platform pembelajaran yang baik sehingga membuat mereka aktif di kelas. Metode pembelajaran yang mudah dipahami dan mudah digunakan akan menyenangkan baik siswa maupun guru. Platform pembelajaran aplikasi Quizizz adalah platform pembelajaran yang menampilkan permainan, kuis, diskusi dan survei.

Penelitian ini berfokus untuk menyelidiki persepsi siswa terhadap platform pembelajaran Quizziz dalam mempelajari kosakata. Sampel penelitian ini adalah 20 siswa kelas VII SMP Annur Assalafy Pasuruan. Metode kuantitatif yang digunakan dalam penelitian ini. Untuk mengumpulkan data digunakan kuesioner sebagai alat utama. Kuesioner dianalisis dan dilihat bagaimana persepsi siswa terhadap platform pembelajaran Quizizz dalam pembelajaran kosakata di kelas VII SMP Annur Assalafy Pasuruan. Analisis data digunakan close-ended untuk mendukung temuan yang telah ditemukan dan untuk mengetahui hasil persepsi siswa, dan langkah terakhir adalah penarikan kesimpulan.

Temuan menunjukkan bahwa pernyataan nomor 1 memperoleh skor rata-rata tertinggi. Mayoritas siswa setuju bahwa mengerjakan soal di Quizizz lebih menarik dan mudah digunakan dibandingkan tes kertas dan pensil. Rata-rata tertinggi kedua diperoleh pada pernyataan nomor 5 yang berarti sebagian besar siswa setuju bahwa mengerjakan tes pada Quizizz itu menyenangkan dan petunjuknya mudah dipahami. Pernyataan nomor 8 memperoleh rata-rata terendah dari seluruh pernyataan kuesioner. Pernyataan ini mendapat jawaban beragam, dari atas hingga bawah: 40% setuju, 35% sangat setuju, dan 25% tidak setuju. Tampaknya mengurangi kecemasan saat mengikuti tes menggunakan Quizizz namun sebagian mungkin merasakan sebaliknya.

Bagi penelitian selanjutnya diharapkan dapat menyempurnakan saran-saran yang diharapkan dapat menjadi lebih baik lagi pada saran ini. Aplikasi lain seperti Kahoot, Zoom, Moodle, YouTube, dan lain-lain juga dapat digunakan sebagai media untuk memudahkan proses pembelajaran dan diskusi antara siswa dan guru. Banyak kosakata yang terlihat menarik untuk dipelajari, terutama efektivitas platform pembelajaran dalam proses pembelajaran. Akibatnya, guru harus memperhatikan fitur-fitur yang tampaknya bermanfaat bagi proses pembelajaran.

ABSTRACT

Learning activities to get students' attention are determined by how the English teacher teaches with a good learning platform to make them active in class. Learning methods that are easy to understand and easy to use will please both students and teachers. The Quizizz app learning platform is a learning platform featuring games, quizzes, discussions and surveys.

This study focuses on investigating students' perceptions of the Quizziz learning platform in learning vocabulary. The sample of this research was 20 students of class VII SMP Annur Assalafy Pasuruan. Quantitative method used in this research. To collect data, a questionnaire was used as the main tool. Questionnaires were analyzed and looked at how students' perceptions of the quizizz learning platform in learning vocabulary in class VII SMP Annur Assalafy Pasuruan. Data analysis is used close-ended to support the findings that have been found and to find out the results of student perceptions, and the last step is drawing conclusions.

The findings show that statement number 1 gets the highest average score. The majority of students agree that doing questions on Quizizz is more interesting and easier to use than paper and pencil tests. The second highest average is obtained on statement number 5 which means that most students agree that doing tests on Quizizz is fun and the instructions are easy to understand. Statement number 8 obtained the lowest average of all questionnaire statements. This statement received mixed answers, from top to bottom: 40% agreed, 35% strongly agreed, and 25% disagreed. It seems to reduce anxiety when taking tests using Quizizz but some may feel the opposite.

Future research is expected to be able to improve the suggestions that are expected to be better in this suggestion. Other applications such as Kahoot, Zoom, Moodle, YouTube, and others can also be used as media to facilitate the learning process and discussion between students and teachers. There are many vocabulary that looks interesting to learn, especially the effectiveness of learning platforms in the learning process. As a result, teachers must pay attention to features that seem beneficial to the learning process.

CHAPTER I

INTRODUCTION

This chapter describes the structure involved in the introduction. This chapter covers the research background, problem statement, research objectives, research hypothesis, scope and limitations, significance of the study, and definitions of key terms.

1.1 Background of the Study

In Indonesia, English is a foreign language. As a result, learning English presents several challenges. SMP Annur Assalafy Pasuruan, however, claims that English is taught from the first semester onward and that there are also supplementary classes available to study these topics. According to Ahmad (2016), learning English can help you access better employment and educational prospects. English lessons now include lectures on the fundamentals of learning the language, which require extra attention in ELT classrooms. A sound learning foundation and engaging learning activities are defined by the EFL teacher's teaching style, which encourages students to take initiative in class. Teachers must be of high caliber since they play a significant part in the design and execution of instruction (Muslimah, 2022).

It can be difficult to teach English to pupils who lack prior knowledge, are not fluent in their home tongue, and have a range of personalities. The findings indicated that participating teachers faced a variety of difficulties during the teaching process, including speaking anxiety, a lack of motivation, a negative perception of English, a lack of time to learn the language, and inadequate teaching and learning resources. The teaching and learning process can happen conditionally with the aid of others, the teacher's ingenuity, and a small bit of collaboration with other teachers (Ayu, 2022).

To teach English to students, a high-quality learning platform is required. Teachers must encourage students to participate in class as well as to work harder in class and to compete with one another. Next, Kourious and Evripidou (2013) contend that the effectiveness of a teacher's instruction and the way in which they develop student awareness are key factors in how quickly EFL students acquire English.

These days, it can be really challenging to locate engaging learning tools. A learning platform's purpose is something that many teachers overlook. As a learning platform, it can be applied outside of the classroom as a means of inspiring or involving students in the study of the target language. To put it another way, the problem for ELT teachers is how to develop a platform for learning that is engaging in the classroom (Singh and Richards, 2006). In this situation, many EFL students believe that the teacher's ability to instruct is crucial for learning the language. EFL teachers should therefore use the most effective or appropriate teaching strategy for their pupils.

According to numerous experts, fostering an environment conducive to learning and teaching calls for teacher-student contact as well as the use of the right instructional strategy. To provide their students with the best learning environments possible, ELT teachers devote all of their effort to improving the quality of instruction in lecture halls, classrooms, and seminar rooms (Singh and Richards, 2006).

Online education is another illustration. Due of the flexibility of this learning system architecture, it is easier for both teachers and students to learn. As a result, students may encounter a variety of issues and difficulties during the course of their regular education, which may have an impact on their motivation and cognition (Tresna, 2022).

Since many teachers are still using outdated techniques to teach English, EFL teachers still need to improve their skills in this area. Many pupils believe that traditional methods of instruction are ineffective.

MODLE is one of the tools for learning. The findings indicate that students have a favorable opinion of MODLE as a teaching tool. Results of surveys on student opinions are similarly influenced by this trend. When utilizing MODLE, students said they felt comfortable and happy. This optimistic outlook grows as their comfort level with the Moodle application and their capacity to direct their own learning grow (Nilna, 2022).

Prezi is a tool that can be used for learning. The findings indicate that the four key themes of maintainability, efficiency, design, and constraints can be used to categorize students' experiences using Prezi and developing Prezi demos. Compared to typical PowerPoint slides, Prezi offers students a more engaging visual output for their project (Jamilah, 2022).

There are magnetic wall media as well. According to teachers' evaluations and the majority of seventh-grade students' favorable feedback, research findings demonstrate that word walls are an effective way to learn vocabulary in vocabulary teaching. regarding how words are used. walls used in SMPN 30 BATAM's vocabulary instruction. The large, attractive wall of colorful text on the paper, which makes it easy to memorize some difficult vocabulary, the students' perception that wall media makes it easier to understand particular vocabulary, and the development of vocabulary fluency by looking up synonyms and antonyms are all examples of this (Zakiyah, 2022).

Today, students' linguistic development is not progressing better. According to (Kourious and Evripidou, 2013), a teacher's capacity to teach and their level of awareness of doing so impact the students' level of progress in learning English.

Due to the attention given to teachers' expertise and professional development by various researchers, this study was dubbed Quizizz Students' Perceptions of Vocabulary Learning. In fact, a lot of individuals think that teaching should be centered on student learning rather than success based on the teacher's skill. Learning how to use technology effectively, however, can help students think critically and comprehend both science and technology (Abdillah, 2022). In order to effectively use technology through learning platforms, teachers must be imaginative and inventive.

Learning vocabulary is crucial to learning a second or foreign language. One of the most crucial elements of learning the four language skills—read, listen, speak, and write—is developing this ability. Therefore, it's important to use a variety of engaging techniques while teaching and acquiring vocabulary to keep kids' interest. To aid vocabulary development, incorporate game-based learning resources. Quizziz can also be used as a gamified learning platform, offering a variety of techniques to make vocabulary training enjoyable, dynamic, and engaging.

For instance, Wahid's study from 2023 looked at how to use Paper-Mode Quizizz to increase the vocabulary of grade 8C students at SMP SSA Negeri Kloposawit 1 Candipuro. This demonstrates how the use of Paper-Mode Quizizz dramatically enhances vocabulary proficiency in eighth grade students. Additionally, when utilizing Quizizz in paper mode to learn new vocabulary, kids are more interested, involved, highly motivated, and engaged. The Quizizz platform can help students acquire vocabulary more effectively through asynchronous learning. Quizizz encourages pupils to play games while increasing their vocabulary knowledge (Dyah, 2021).

Children's motivation to study English will be increased by using games to learn vocabulary. Analysts gather information and data on these variations from English instructors about their

experiences using the application as part of the subjective methodology utilized in this review. Encourage pupils to learn English by using Quizizz as a learning tool. According to scientific findings, learning English using game applications has a very potent impact and is prepared to increase students' motivation to learn (Hasan, 2023).

Reza (2023) from Jambi City Public High School is the most recent example. This study examines how students feel about using the Quizizz platform to increase their vocabulary proficiency. In general, all participants concurred that utilizing Quizizz as a learning tool improved their command of vocabulary and raised students' willingness to learn.

Prior research on Quizizz has tended to concentrate more on elite, forward-thinking public or private institutions. In contrast to the current study, the researchers made an effort to look at private schools situated in remote and less well-known regions. According to earlier studies, quizzes made learning more enjoyable and helped students' vocabulary grow. There were numerous flaws in the researchers' study, though, including insufficient network connectivity, a lack of focus because of time constraints, and a lack of technological proficiency.

Based on the above explanation, the researcher wishes to conduct a study titled "Students' Perception towards the Quizizz Learning Platform for Vocabulary Learning at SMP Annur Assalafy Pasuruan". This study aims to investigate students' perceptions of issues related to learning platforms.

1.2 Statement of Problem

Research questions are put forth in light of the aforementioned study. What do the 7th graders at SMP Annur Assalafy Pasuruan think of the Quizizz learning tool for acquiring vocabulary during English lessons?

1.3 The Purpose of the Study

The goal of the study, as stated in the problem description above, was to address the issue of determining how students perceived using the Quizizz platform to acquire vocabulary in English classes.

1.4 Assumptions of the Study

The researcher makes the assumption that the Quizizz learning platform can be used for vocabulary training. Therefore, using the Quizizz learning platform's questionnaire is the method utilized to identify the platform's advantages.

1.5 Scope and Limitation

The researcher concentrated on examining how students perceived the Quizziz vocabulary learning tool. Students in SMP Annur Assalafy Pasuruan's 7th grade were the only ones included in this study.

 1.6 Significance of the Study

It is anticipated that this study's findings will have both theoretical and practical applications. The results of this study should, theoretically, include:

a) An assessment of the Quizizz vocabulary learning platform at SMP Annur Assalafy Pasuruan.

b) This study assesses students' knowledge of the Quizizz vocabulary-learning platform.

The following outcomes of this investigation are specifically anticipated:

a) Informing English teachers on teaching approaches' quality aids in preparation and awareness-raising. For English teachers looking to use learning platforms to address issues with their classroom instruction, this research is particularly helpful. In order to improve the Indonesian

educational system, this study evaluates how all Indonesian teachers might be more inventive when selecting learning platforms.

b) This study will also provide background knowledge for future scholars and English language learners.

c) data for additional investigation into the theoretical underpinnings of English teaching.

1.7 Definition of Key Terms

To avoid confusion regarding the variables and technical phrases used in this investigation, the researcher includes a few crucial terms throughout the study. In this instance, the researcher provides the following definitions:

a. Quizizz

The Quizizz app is a learning support tool that lets users create engaging visual exercises, documents, and quizzes. A website that enables users to construct group quizzes for use in classroom instruction is another definition of Quizizz.

Quizizz is a fun approach for students to practice together while using a computer or smartphone. It may be used as a game-based assessment tool and is completed online. Quizizz is enjoyable because it features music mixed throughout gameplay and genuine competition between players. Teachers can use the Quizizz app's various capabilities to give homework assignments. Students may quickly learn to consider responses while also doing their schoolwork thanks to the Quizizz app's novel interface and several distinctive features.

b. Perception

Receiving, choosing, organizing, interpreting, assessing, and reacting to stimuli or sensory data is the process of perception. In this study, cognition is defined as the process through which 7th graders at Annur Assalafy Middle School process the material they learn from Quizizz, make conclusions from it, and interpret messages.

c. Compared to Vocabulary

There is no language without words, and vocabulary is one of the language's components. Indonesian for vocabulary is vocabulary. A vocabulary is a collection of terms used in a language or, more specifically, in a certain subject. Our goal is to increase students' vocabulary through Quizizz learning.

d. Learning platform

A learning platform is a location where teaching and learning tasks may be completed utilizing a mobile device and an internet connection from any location. Through the numerous capabilities of the Quizizz platform, which is a particular kind of software, teachers may design and provide vocabulary resources to students, fostering a pleasant, enjoyable environment.

e. Students' Perception

The method through which students prioritize the processing of data collected from an object is known as student cognition. This study uses Quizizz media as a learning tool. Quizizz is viewed by students as an engaging, inspiring, and stimulating learning environment. They see Quizizz's benefits, such as its variety of features, ability to foster a fun and happy environment, high capacity for learning new language, and ability to boost students' drive to learn.

CHAPTER VI

CONCLUSION AND SUGGESTIONS

The findings of the earlier investigation are presented in this chapter once the data have been examined. The researcher also provides advice for readers, lecturers, future researchers, and people who want to understand more about students' perspectives.

6.1 Conclusion

Reading, analyzing, and reviewing books and articles pertinent to the topic is how Salsabila (2020) conducts her literary or library research. Nevertheless, the survey approach for this investigation was particularly questionnaires. This study used primary research to examine how students felt about the Quizizz learning platform. Based on the following concerns, data analysis is conducted :

A solid learning platform with online course organization, which has features like ease of integration into teaching and learning materials, can foster a positive learning environment, inspire students, and increase teaching effectiveness.

This study intends to examine how students view the Quizizz learning platform in accordance with the research questions in chapter 1. The researcher conducted an investigation to comprehend how pupils felt about the Quizizz learning platform. The majority of respondents are aware that the format is crucial in making a subject engaging and appealing for English language learners in both teaching and learning, according to the positive feedback outcomes for online

assessments. How platform-based learning fosters a positive learning environment for students during instruction. class participants.

6.2 Suggestions

The researchers make the following recommendations for people who wish to learn more about how students view the Quizizz learning platform:

This study might raise readers' and students' knowledge of Quizizz's educational advantages. This study may serve as a gauge for teachers regarding their use of the Quizizz learning platform. This study also intends to inspire English teachers to be more innovative in order to produce top-notch instruction of English as a second language in educational programs.

The following researcher could carry on this investigation by looking into how Quizizz's learning platform may affect the way that lessons are taught or how usable classroom environments are. Additionally, it is suggested that disparities in student perceptions between those of effective language teachers depending on gender and language proficiency be investigated and identified so that they can be used as a complement to other findings. several aspects of our investigation.

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