STUDENTS' PERCEPTION OF ONLINE LEARNING USING QUIZIZZ.COM AS A LEARNING MEDIA IN LEARNING ENGLISH

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ABSTRAK
This study focuses on students' perceptions in online learning with English subjects using the learning media quizizz.com. This study uses descriptive qualitative research and uses 2 data collection instruments, which Questionnaires and Interviews. Questionnaires were conducted to find out the participants' initial responses, afterwards were further explained with interview segments to find out more about students' perceptions of the use of quizizz.com learning media in the online learning period. The results are indicated to be satisfactory after using quizizz.com learning media within a period of 4 weeks and it is estimated that the use of quizizz.com learning media can be a further recommendation to use which is proven to be effective as a learning media in the middle of online learning.
Keywords: Learning English, Online learning, Quizizz.com.

INTRODUCTION

At this time Indonesia is facing the COVID-19 virus pandemic, requiring all students to study at home, in order to break the chain of the spread of the corona virus. One of the efforts is known as 'physical distancing'. Teachers and students must continue to hold learning online but not as usual, which is face to face. Online learning is a kind of learning that takes place via the internet and includes features such as accessibility, connection, flexibility, and the capacity to create a variety of learning experiences (Dickson-Deane, & Galyen 2011). Thus, this problem requires learning activities to be carried out but in an online state. Along with the statement from Hamalik (2011: 27) states that teaching is a process of guiding learning activities, it will all be meaningful if there is learning activity by students. Therefore, teaching and learning activities must still be carried out optimally, even though the situation in the midst of the COVID-19 pandemic is undergoing a massive transition. We all want the golden generation not to be left behind in the business process of learning progress and keep learning. As a consequence, it is important for a teacher to understand how the learning process of a student is, in order to provide guidance and provide the right learning environment for students.

This requires a teacher to provide their students with education and skills that include not only survival skills but also critical, innovative, constructive and character thinking skills. When doing online learning, definitely the communication that is often done is through cellphones, tablets, or laptops accompanied by an internet connection which is part of the learning activities. This is a challenge for all teachers to continue to provide and create learning that is fun, interesting, and active in order to continue to achieve learning objectives. Education is a genuine ploy to use instruction to enhance the potential of human resources. In line with the previous statement, Irwan et al (2019) stated that the game, which has the qualities to produce motivation in learning, including fantasy, challenges, and curiosity, is one of the fascinating learning media that has an interactive nature that prioritizes collaboration, communication, and may cause interaction between students.

A lot of learning media that have been provided previously, which can be applied by the teacher. The application of interesting learning media can be game-based which for sure can be used as a means of conveying material in the learning process to measure students' understanding while getting the material that has been taught. One of the interesting learning media in online learning is by utilizing an educational game called Quizizz.com. Based on Purba (2019) statement, an instructional game that incorporates several game modes and makes interactive exercises enjoyable. Quizizz.com educational games can be used through various devices, such as laptops, tablets and smartphones. The additional features provided by Quizizz.com are different from others, users can choose theme characters, avatars, and music that entertains students during the learning process such as when practicing questions or doing quizzes independently. Pahamzah et al (2020) claimed that Quizizz.com is an educational game-based application for education that can be used to build dynamic and enjoyable classrooms and can be played by several participants as e-learning. Quizizz provides gamification features like avatars, themes, memes, and music that might help you learn more joyfully. Even if the students are enrolled in distance learning, they can take the Quizizz together at the same time by entering the code on a computer, laptop, smartphone, or tablet, and they can check their current position on the leader board (Zhao, 2019). Teachers can customize the game by turning on or off the background music, ranking students based on correction rate only or both correction rate and time spent completing the Quizizz, ranking all students or simply the top five students, and whether or not to shuffle questions (Rahmawati,2021). And also Rahmawati, 2021 stated that when using the shuffling question functionality, students

cannot deceive one other so that the final result represents their understanding of the subject. Students can review all of the questions after a Quizizz session is over (with both their answers and solutions). What's more, the Quizizz reports are available on the internet as Excel files that may be downloaded. According to Dewi (2018) this educational game on Quizizz.com is a game-based learning that has the potential to be an effective learning media since it stimulates both visual and verbal components.

With the use of technological tools as a support for online learning, there must also be learning media so as not to seem bored and passive during teaching and learning activities. In conditions like this, as said by Rahmawati (2021) teachers must choose the best media and materials to meet learning outcomes in the midst of a pandemic. The efficacy of the chosen e-learning is determined by the students' motivation and involvement with it (Noesgaard & Orngreen, 2015). Friendly platforms are essential as part of it in order to enhance student participation (Agung et al., 2020). Motivation has an impact on students' classroom involvement. The more the effective engagement, the more favorable the motivation (Rahmawati, 2021: Tasgin & Tunc, 2018).

This research should be re-examined because several previous researchers have successfully conducted research with satisfactory results and made changes to learning activities. This research can also increase knowledge and insight into the use of educational media based on quizzz.com educational games for students from elementary to high school levels. And also, with the success of previous studies, it is easier for teachers to manage classes, and deliver material in online learning because they use the educational game quizizz. On the other hand, the success achieved is improving the quality of education in schools, adding learning media references, and as a tool for optimizing the online learning process.

METHODS

The main purpose of this research is to find out students' persceptions of online learning using the Quizizz.com learning media in learning English. This study will use a qualitative descriptive method. The data collection technique used by the researcher was in the form of questionnaires and interviews with participants. Researcher have prepared a questionnaire for participants regarding the application of online learning. There are 2 participants who provide responses to the questionnaire given. The results of the first questionnaire regarding the online learning experience showed a difference. One of the participants showed a sense of pleasure on doing online learning because she felt

comfortable studying at home. Different from the other one that shows a sense of disappointment because online learning will continue to implement in an undetermined time. Although, for the research design, the researcher uses a case study. A case study is a combination of scientific activities that are carried out intensively and in detail on an individual or a group of people in order to get a full knowledge of an event (Rahardjo, 2017).

This research will be carried out to 9th grade junior high school students in Cikarang District, Bekasi Regency. Researcher will conduct research for approximately 4 weeks. This Quizizz media requires supporting tools in the form of mobile phones, tablets, or laptops to support learning in progress. As well as an adequate internet connection to be able to connect to the application. The implementation of teaching and learning activities that are quite flexible in terms of time is expected to make students more motivated in learning. The process of teaching and learning activities will be implemented in accordance with online learning according to the lesson schedule for 9th grade students of grade junior high school. Participants who will take part in this study are sufficient for only 2 students in the same class. With an age range of 15 years to 16 years, both female. With data collection in the form of interviews conducted via whatsapp. The aspects that were asked during the interview took the form of: (1) Students' experience in online learning during the covid-19 pandemic; (2) Students' perceptions of online learning using Quizizz learning media in learning English. Analysis of research data used by researcher using the analysis model of Miles & Huberman (1994) which is in general the conclusion verification drawing.

RESULT AND DISCUSSION

Students' Experience in Online Learning During The Covid-19 Pandemic

Due to the COVID-19 pandemic, learning must be implement by online or learning from home which requires teachers to provide new innovations in learning to keep it active and fun even though it is doing at home. Allen & Seaman (2007) argues that online learning is learning without face-to-face directly between teachers and students. A positive and supportive online learning environment according to (Mohair & Alwahaishi, 2020: Lucero, 2006: Rovai, 2002) is a must to consider designing such courses and communities to encourage collaboration and seek student satisfaction. The researcher also identified the experiences of the two participants in online learning. As said by Kotler (2005: 217) that experience is learning that influences changes in one's behavior. The results of research

conducted by researcher with participants in terms of online learning experiences that have been running for approximately 1.5 years according to both participants showed bored and fun responses. The two participants had different responses because one of them responded of the online learning activities that she had experienced so far were very less effective in providing materials and assignments from the teachers. However, another participant showed a good response in her online learning experience, but she did the complain too about some conditions where the teachers gave assignments and materials without any explanation, but she is still admitted that it was very comfortable to study from home.

In the statement given by (Bloom, 1956) that actually the main factor in the online learning process is the motivation and participation to keep students active and effective and it is not an easy task to maintain during online learning. Things that must be improved in the success of online learning such as motivation and participation are indeed difficult during the pandemic. Moreover, to keep students active and effective during online learning. All these things were also confirmed by the two participants during interviews that both admitted that learning motivation and self-participation in participating in online learning were sometimes lost and resulted in ineffectiveness in learning. Both participants admitted that their concentration was often divided when online learning started. The thing that makes students' concentration is divided is the use of smartphones which is a necessity. However, both participants could not avoid the continuous use of smartphones, apart from the fact that all school information is on their smartphones, they also use it to access social media. Lau (2017) argues that social media has entered the lives of young adults and cannot be eliminated. In addition, (Efriana, 2021) mentions the applications used during online learning in the form of whatsapp, telegram, zoom meeting, google meet, google classroom, edmodo, and others to be applications to support online learning and for the main devices needed are computer or smartphone that must be connected to the internet network. Even though the internet quota is provided by the government, both participants admit that they are inadequacy because of the large number of internet users who use the internet for online learning and other purposes, so they still have to buy with personal money.

Based on the participants' acknowledgment of the difficulty in understanding the material and the tasks given to them by the teacher became the main highlight in this study. Teachers who should be able to explain the material as well as give assignments clearly become the main concern in online learning. Teachers should choose the right media to create fun online learning. In the opinion of Riswanto & Aryani (2017:44) that the use of

creative and fun technology can affect students' learning motivation. In fact, students' learning motivation has an important role in learning and it is also proven in their studies (Strmecki et al., 2020). In line with the previous statement, that Vu et al. (2014:235) commented that incorporating games into online learning has the ability to enhance learning, and help students towards higher levels of engagement in their online courses. Therefore, the researcher aims to introduce an educational game-based learning media called Quizizz to be a fun and innovative learning tool.

Students' Perceptions of Online Learning Using Quizizz in Learning English

The perceptions of two participants on the use of Quizizz learning media after two lessons showed a good response. This is shown from the results of questionnaires and interviews continued by researcher to participants. The results of the questionnaire showed satisfaction with the use of Quizizz learning media. Both participants claimed to be very satisfied with the use of Quizizz learning media in online learning conducted by researcher to participants in English lessons. The material given to the participants consisted of two meetings with the suitability of the material at the participant's school level, 9th grade junior high school. The first meeting was in the form of Expression of Offering Help and Kinds of Greeting Cards. Then proceed with the material Simple Present Tense and Present Perfect Tense. In the statement expressed by Azhar (2007) regarding the students' learning experience, concrete experiences should be given, in case the message can be conveyed according to the target. Through the Quizizz application in the opinion (Wibawa et al., 2019) it can provide real and applicable experiences to students to prevent they are not simply bored and can increase students' concentration and enthusiasm for learning. In accordance with the previous statement, both participants acknowledged the convenience of learning using the Quizizz media. Both participants felt want to try other materials contained on the Quizizz application page. This may be felt by participants because there are interesting features in the Quizizz application.

The data shown in the form of participant perceptions are positive, which causes participants to feel an increase in their learning motivation. The Quizizz application can be applied to other subjects with various forms of questions, such as description questions, pictures, formulas, diagrams that can be applied to all subjects (Wibawa et al., 2019). Quizizz learning media can adapt to learning objectives so that students have more curiosity about other materials in the Quizizz application. In accordance with previous research by Sidhu (2009) with satisfactory results, namely increasing learning outcomes

56% greater, learning consistency 50-60% better and memory resilience 25-50% higher in the use of media in learning.

It was shown in the results of the interviews, that both participants felt bored with the explanations of their teachers gave in the form of Youtube videos and documents containing learning materials repeatedly. Even in the zoom meeting, both participants said the discussion of the teacher gave was very monotonous and drowsy. Student participation in online classes does not work at all which makes the class atmosphere passive. In the study presented by (Sodiq, Mahfud & Adi, 2019) entitled "Persepsi guru dan peserta didik terhadap penggunaan aplikasi berbasis web "quizizz" sebagai media pembelajaran di sekolah dasar" concluded that the perceptions of teachers and students towards the use of the Quizizz web-based application as a media of learning is positive. The teacher's response to the use of Quizizz was stated to be simple, practical, and easy to use. Likewise with the positive response from students with the use of the Quizizz web application as a learning media. There are several implications in the results of the research in the form of: the use of the Quizizz web application as a learning media is appropriate to use, the use of Quizizz as a learning media according to the perceptions of teachers and students is in accordance with the factors of use, therefore Quizizz can be used as an alternative learning media.

CONCLUSION

The conclusion of this study is that students' perceptions of online learning using the Quizizz learning media show a positive response. Students' interest and satisfaction with Quizizz learning media in online learning with researcher is the result of this research. From the results of interview data with participants, Quizizz media is proven to be feasible and has met the criteria for online learning. Students show their responses to the Quizizz learning media which can increase students' motivation and concentration in learning. Both participants acknowledged that the use of Quizizz media can build a more active class atmosphere if it is applied during zoom online meetings. The Quizizz application is also considered more effective than material from Youtube videos and documents that the teacher provides.

In the implementation of online learning during the current COVID-19 pandemic, there are many obstacles. However, the researcher suggests that it is better for a teacher to often ask about student perceptions in online learning classes, especially to a teacher who often uses the types of applications or media used in online learning. It would be nice if the

selection of the type of application or media used could be well discussed with students, therefore they could create online learning with a pleasant classroom atmosphere.

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