

**UTILIZING QUIZIZZ'S COMPETITIVE FEATURES TO TRIGGER
STUDENT LEARNING MOTIVATION IN MATHEMATICS LEARNING**

Aditiya Dwi Puspita¹, Mona Fathia Silviana², Sofakhiroh³, Jesita Vailina Maulida⁴

UIN K.H. Abdurrahman Wahid Pekalongan

monafathias@gmail.com

ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan bagaimana penggunaan fitur kompetitif Quizizz dalam meningkatkan motivasi belajar matematika di tingkat SMP. Metode penelitian yang digunakan adalah penelitian kualitatif dengan pendekatan kepustakaan yang bersumber dari berbagai jurnal ilmiah sesuai dengan topik penelitian. Hasil penelitian menunjukkan bahwa penggunaan Quizizz efektif dalam meningkatkan motivasi belajar siswa selama proses pembelajaran melalui fitur interaktif yang menarik. Quizizz menyediakan berbagai fitur, seperti penggunaan gambar, video, dan audio, memperbanyak pengalaman belajar siswa. Terutama fitur kompetitif yang ditunjukkan dengan adanya batasan waktu dalam menjawab pertanyaan kuis sehingga dapat mendorong siswa untuk berpikir dan membuat keputusan dengan cepat. Penggunaan Quizizz juga meningkatkan motivasi belajar siswa melalui pencapaian dalam kuis berupa peringkat setelah menyelesaikan kuis. Dengan demikian, penggunaan aplikasi Quizizz membuat siswa menjadi antusias dan termotivasi dalam kelangsungan proses pembelajaran. Sehingga dapat menarik perhatian siswa serta membuat siswa bersemangat mengikuti pembelajaran matematika.

Kata kunci : Aplikasi Quizizz, Motivasi Belajar, Matematika

ABSTRACT

This research aims to describe how the competitive features of Quizizz are used to increase motivation to learn mathematics at the junior high school level. The research method used is qualitative research with a bibliographic approach sourced from various scientific journals according to the research topic. The research results show that the use of Quizizz is effective in increasing students' learning motivation during the learning process through interesting interactive features. Quizizz provides various features, such as the use of images, videos and audio, enhancing the student's learning experience. Especially the competitive feature is shown by the time limit in answering quiz questions so that it can encourage students to think and make decisions quickly. Using Quizizz also increases students' learning motivation through achievements in quizzes in the form of rankings after completing the quiz. Thus, using the Quizizz application makes students enthusiastic and motivated in continuing the learning process. So it can attract students' attention and make students enthusiastic about learning mathematics.

Keywords: Quizizz Application, Learning Motivation, Mathematics)

INTRODUCTION

Mathematics is an important subject for all students from elementary school to the next level of education because it helps develop logical, analytical, systematic and critical thinking skills (Agustina & Martha Rusmana, 2019). By using appropriate learning models, methods and strategies, supported by interactive media, student interest, learning activities, motivation and learning outcomes can be improved. The mathematics learning process must encourage students to construct mathematical concepts and principles through an internalization process, not just memorizing. However, many students face difficulties in learning mathematics because the methods used are monotonous or less interesting. Therefore, the use of real, interesting, effective and efficient learning media can help students overcome difficulties in learning mathematics. One example of using an application like Quizizz can be a fun alternative for learning mathematics.

Quizizz is a digital platform known for its narrative and flexible educational game applications. Priyanti et al in Rofiq et al say that quizizz is a digital platform that students can use to understand material in a fun way (Rofiq et al., 2022). Through the Quizizz application as a learning medium you can create a fun but not depressing learning atmosphere students' understanding of learning material (Azizah et al., 2023).

Apart from being used as a medium for delivering material, quizizz can also be used as a medium for assessing the learning process. Quizizz provides various types of questions that users can access, users can even create their own questions. Users can add images or videos to questions, and the question format can be multiple choice, polls, essays, users can even create questions where the answers are in the form of images. Apart from that, there is a time setting so that each question can be done with a different time limit according to the difficulty level of the question (Sitorus & Santoso, 2022). Using Quizizz will increase students' competitive spirit, because there is a competitive feature that can be used in the form of a ranking feature at the end of the quiz. The existence of this competitive feature increases student learning motivation.

Dimiyati and Mudjiono (2018) in (Hafiyya & Hadi, 2023) explain that learning motivation has a very important role for both students and teachers. For students, learning motivation provides an understanding of the importance of the learning process, provides a comparison of their learning efforts with their peers, provides guidance in learning activities, increases enthusiasm for learning, and provides awareness of a sustainable learning journey and career. For (Rahman, 2021), motivation plays a crucial role in determining student success. Success in learning can be achieved if someone has an intrinsic drive to learn. Motivation functions as a driving force to achieve good results, moving a person to carry out certain activities. A high level of motivation in the learning process will result in optimal achievement. Student learning motivation is also an important factor in the learning context, where academically motivated students are those who have the desire, interest and belief in the importance of learning. Therefore, it can be concluded that to maximize students' potential in the learning experience, it is important to keep their motivation high.

Therefore, with the problems and phenomena that have been described, this research will discuss the use of Quizizz's competitive features in increasing motivation to learn mathematics in junior high schools.

The research questions formulated in this study are (Suryani & Drajadi, 2021) 1) how competitive features are used in the Quizizz application, 2) whether the use of Quizizz competitive features can increase motivation to learn mathematics at the junior high school level. This research uses a bibliographic approach sourced from various scientific journals according to the research topic. The data collection technique in this study was carried out by reading, studying, then concluding. Next, the data that has been obtained will be analyzed descriptively.

DISCUSSION

Quizizz application as a learning medium

One of the policies of the 1999-2004 Propenas program was to improve the quality of public education. In 2010, various efforts were made to improve the quality of education, including providing schools with various learning

opportunities and tools. This is in line with Law Number 2 of 1989 concerning SISDIKNAS which contains the requirement that each school learning unit must provide adequate learning opportunities to support the provision of education. Awareness of the limited ability to implement equal distribution of learning opportunities in Indonesia requires teachers to have different creative and innovative efforts to create a learning process that is fun and easy to understand, for example by increasing the variety of learning strategies and conditions of supporting materials, space, etc. The most important thing is the learning media.

In the era of increasingly rapid globalization, other technological developments have emerged which ultimately gave birth to the Quizizz application as a learning tool that supports the continuity of the teaching and learning process, which means it can be used easily if supported by an adequate internet connection. Quizizz learning media must continue to be developed to make Quizizz a competitive learning environment application.

The use of the learning environment itself cannot be separated from the learning model. The learning model is prepared and then implemented based on the limitations of educational technology. Basically there are 4 teaching models used in Indonesia, 1) traditional model, namely direct teacher-student relationship, 2) teacher and media model, 3) media learning model, 4) media only learning model.

The use of the Quizizz application as a learning tool is included in the class 3 learning model which places media as part of the learning system at the level of other components. The learning model created and validated by the Quizizz application is an interactive multimedia model. Quizizz has the advantage that it can be easily used in addition to learning media and learning assessment materials, for example there is data and statistical calculations of student performance whose results can describe the learning model. Quizizzi has several other features that can be used as a tool for teachers to provide assignments or homework. Apart from completing assignments, students can also experience learning that is not too difficult to find the answers because the Quizizz application has a fresh design and lots of cool things. Play cannot be separated from creative, innovative, adventurous and fun elements which can then foster

positive motivation for each student's desire to learn so that they can concretely and confidently realize their educational dreams and goals.

Using Quizizz is very easy. This interactive quiz has up to 4-5 answer choices, including the correct answer. You can also add an image to the question background and adjust the question settings as desired. Once the quiz is complete, it can be distributed to students using the generated 6-digit code. Quizizz can be used as a good and fun learning strategy without losing the essence of continuous learning. In fact, this strategy may involve actively involving students from the start. (Salsabila et al., 2020)

Features in Quizizz

Quizizz provides two main features, namely Lessons and Quiz. The Lesson feature is used to create interactive presentation slides in classroom learning activities. Slides can contain text, images, videos and other media according to the teacher's creativity. Teachers can insert quizzes or questions that students can answer during learning. Apart from that, the quiz feature in Quizizz can be used to create interactive quizzes as a student assessment tool. This Interactive Quiz feature can create various types of questions, including multiple choice, matching, sequence, and short form. designed to increase student participation and engagement. The competitive features in Quizizz feature a variety of tools to increase student motivation and participation through healthy competition, including Leaderboards that display student rankings based on scores in quizzes, Power-Ups that provide temporary bonuses such as doubling points, and Live Scores that update student scores in real time -time. There is also a timer mode for time-limited questions, and additional points for speed of answering. Trophies and medals are awarded to students with certain achievements. These features can create a dynamic and enjoyable learning environment and encourage students to participate actively and achieve the best results in learning. (Hafiyya & Hadi, 2023)

Advantages and Disadvantages of Quizizz

Some of the advantages of the quiziz application which definitely support the success of the learning process for junior high school students include: 1) Helping teachers/educators in creating questions easily, 2) Providing feedback in

the form of points and rankings for students who answer questions or quizzes correctly, 3) Displaying answers correct answer when students answer incorrectly, helping students to make their own corrections, 4) Providing a question review session after completing the quiz, allowing students to review the answers they have chosen, 5) Giving each student different questions through automatic randomization when working quizzes, reducing the potential for cheating.

Apart from the advantages, of course there are several disadvantages or challenges that need to be considered in using the Quizizz application as a learning medium, namely: 1) Depending on the availability of the internet network which can suddenly have problems, 2) Students have the possibility to open a new tab while working, which allows them to search for answers in other sources easily, 3) Time management problems can cause a decrease in ranking for students who were initially at the top of the ranking, 4) Delays in joining students can be an additional obstacle in using the application. (Salsabila et al., 2020)

Quizizz in Increasing Student Learning Motivation

Efforts to use the Quizizz application as an alternative learning media, which prioritizes creativity, time management, and independent evaluation for students. By utilizing the Quizizz application, teachers can carry out assessments or evaluations more precisely. Using quizizz as an assessment medium can increase students' enthusiasm in participating in the learning process. This is in accordance with research (Jong, 2024). 1) Using quizizz can increase student involvement in learning. Student involvement arises from students' liking or interest in learning. This is part of learning motivation, because learning motivation is an effort to create certain conditions that encourage someone to act, whether because they like it or not. (Pratama & Pitriani, 2021) With student involvement, it means that students have good learning motivation because they have a desire to succeed in participating in learning activities. For example, students can actively participate in interactive quiz activities on Quizizz, creating a more interesting and enjoyable learning experience. So it will make students more focused and involved in learning; (2) The use of quizizz adds to students' learning experience. So interesting activities in learning such as using quizizz and providing rewards in learning are very important. Students' learning experience

increases because Quizizz provides various features in quizzes, including the use of images, videos and audio. These features can enhance students' learning experiences so that learning is more diverse and interesting. Having rewards in learning is part of learning motivation; 3) Using Quizizz can improve students' quick thinking skills. The existence of learning motivation is related to the encouragement and need for learning. In Quizizz there are quizzes presented and often have a time limit for answering the questions. This encourages students to think quickly and make decisions in a short time so that students can improve their ability to think quickly and hone their cognitive skills; 4) Quizizz provides instant evaluation and feedback after students complete the quiz. So students can evaluate the extent to which their understanding is inaccurate. This instant feedback and evaluation can increase students' learning motivation because the learning process becomes more interesting with healthy competition making students enthusiastic, then there is a conducive learning situation that allows students to learn well.

CONCLUSION

With the presence of technology, it has become a tool for convenience in various aspects of life, including education. One of the mediums to create an enjoyable learning atmosphere is by leveraging technology, and one such example is the Quizizz application. Quizizz is an educational application that offers benefits in learning, as it is engaging and can motivate cognitive function and time management skills. The effort to utilize the Quizizz application is seen as an alternative learning medium that emphasizes creativity, time management, and self-assessment by students. This enables teachers to conduct more accurate assessments and evaluations. However, the effectiveness of Quizizz as an educational tool can be achieved when teachers pay attention to the needs, shortcomings, and differences among students. Moreover, it is not only about solely relying on Quizizz but also empowering other supplementary applications to support the continuity of the learning process.

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