

THE ROLE OF QUIZIZZ APPLICATION IN EVALUATING STUDENTS' LEARNING OUTCOMES IN ELEMENTARY SCHOOL EDUCATION

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Article Info	Abstract
<p data-bbox="316 837 523 875"><i>Article History:</i></p> <p data-bbox="316 949 440 987">Accepted</p> <p data-bbox="316 1003 475 1041">March 2024</p> <p data-bbox="316 1115 424 1153">Revised</p> <p data-bbox="316 1169 507 1207">February 2024</p> <p data-bbox="316 1281 448 1319">Approved</p> <p data-bbox="316 1335 491 1373">January 2024</p>	<p data-bbox="651 819 1356 1592">The rapid development of information and communication technology necessitates swift adaptation to changing times, especially in the field of education, which is related to learning assessment. Previously, the learning evaluation process used conventional methods such as paper, but now it has evolved with digital-based evaluation media such as Quizizz. Quizizz is designed to help teachers and students conduct learning assessments in elementary schools. This research aims to determine how Quizizz application abilities can be used as a learning evaluation media. The qualitative method is applied in this research, using data collection in the form of literature studies related to relevant journals as the research approach. Articles from journals are dissected and reviewed for data collection, and they are taken from nationally accredited journals from Google Scholar and Sinta. The analysis of related journals found that using Quizizz media can cultivate interest and learning motivation and make learning evaluations more enjoyable with the features available on Quizizz.</p> <p data-bbox="651 1630 1356 1695">Keywords: Learning media; learning assessment ; Quiziz</p>

A. Introduction

Information and communication technology advancement has transformed the paradigm of society's life in all aspects, from social, economic, technological, political, and educational domains. The role of information and communication technology in human activities today holds significant influence, making it an essential part of national and state life. It aligns with the statement by (Helaluddin, 2019), states that all aspects of human life cannot escape the influence of ICT. Information and communication technology serves as a facilitator in various sectors of life, including the education sector. The development of ICT necessitates that the education sector adapts to changing times, especially in the learning process. The learning process in the era of information and communication technology development drives the creation of innovative digital learning platforms to enhance students' learning outcomes. Learning outcomes refer to the results obtained by students (Adan, 2023). These outcomes serve as benchmarks that teachers can observe, encompassing aspects of knowledge, attitudes, and skills that students need to acquire after learning experiences in the classroom. Learning outcomes are one of the measures used to assess understanding and measure the success of education (Windiyan, et al., 2018).

Creating an engaging and enjoyable learning environment involving learning media is crucial for improving students' learning outcomes. Learning media are tools that assist students in understanding what they are learning. Learning media can help teachers convey the meaning of learning and assist them in achieving the intended learning objectives. The effectiveness of using learning media is evident in physically and spiritually active students (Endah, 2017). Selecting appropriate learning media can significantly aid students' teaching and learning process (Wulandari et al., 2023). Learning media can be adapted to the learning objectives, students' characteristics, and the type of studied material. Learning media can also be used as an assessment tool. One learning medium that can be used in the learning process is Quizizz media. Quizizz is a web tool capable of creating interactive quizzes. The functionality of the Quizizz application includes quizzes, polling, games, and discussions. The quiz application presents learning

material through interactive questions and can incorporate instructional videos, images, or music (Al Mawaddah et al., 2021). Quizizz, as a learning media, can be accessed using electronic devices such as gadgets or laptops connected to the internet.

Several studies have indicated that Quizizz can be used to assess students' learning outcomes. It shows that student's ability to comprehend questions independently and actively participate in learning will improve (Adityawarman et al, 2022). Additionally, research conducted by (Panggabean & Harahap, 2020) found that students' learning outcomes were better with Quizizz media than without Quizizz media.

Given the issue, this research aims to describe the use of the Quizizz application in assessing students' learning outcomes in elementary school education.

B. Methods

This research uses a qualitative type of research using a literature review method. The literature review is a method in which researchers gather relevant information from various sources such as academic books, theses, dissertations, research information, academic papers, and tangible and electronic encyclopedias (Merdu et al., 2024). Data collection techniques involve researching from various library sources, followed by content analysis to draw conclusions and obtain the necessary information to be explained in the research discussion. The data analysis conducted in the literature review part of this research includes: a) identifying the research or topic to be studied, b) analyzing relevant and qualitative references through Google Scholar and Sinta, c) reviewing various articles in the reference group according to the research needs, d) compiling a comprehensive matrix based on the accepted articles, e) writing reviews, f) summarizing and using the review results (Parinata & Puspaningtyas, 2022).

C. Results and Discussion

The learning process in elementary school is inseparable from evaluating learning outcomes. The word "evaluation" originates from the English word. It means "*At-Taqdir*" in Arabic and "*penilaian*" in Indonesian. The etymology of this

word is value. In Arabic, *al-Qimah*, and in Indonesian “*tanda*”. Therefore, evaluation in the literal sense can be interpreted as educational evaluation or assessment of matters related to educational activities (Siregar, 2017).

The evaluation activities must be carried out systematically and continuously to depict the abilities possessed by students during the learning process. Evaluation will indicate students’ learning outcomes, so the success of students’ learning depends on the evaluation results obtained by students. Assessing learning outcomes is a series of measurement activities (data and information collection, processing, and interpretation) and decision-making regarding the level of student learning outcomes achieved after learning activities to achieve predetermined learning objectives (Oemar, 2011). Nana Sudjana cites Gagne’s classification of learning outcomes into five categories: (a) verbal information, (b) intellectual skills, (c) cognitive strategies, (d) attitudes, and (e) motor skills (Sudjana, 2010). Teachers play a crucial role in evaluating students’ learning outcomes. Teachers can adjust the evaluation of students’ learning outcomes according to students’ characteristics, the learning environment, and the facilities and infrastructure available in schools.

In the current technological and communication development era, the learning process is experiencing advancements. There are many digital-based learning media available today that teachers can use to assist the learning process, such as Google Classroom, Kahoot, Socrative, iClickers, Edpuzzle, and Quizizz, which have been utilized by various parties, spanning from primary schools, middle schools, high schools, to state universities. These digital media not only aid in the learning process but also in evaluating students’ learning outcomes. One of the media that enables this is the Quizizz application. Quizizz is one of the many digital learning media based on online gaming that can be used in teaching and learning activities in the classroom. Quizizz is an interactive platform that uses digital technology and is accessible to everyone (Nuriafuri & Dwijayanti, 2024). The most effective use of Quizizz is for learning assessment, as it is essentially a digital gaming-based application that serves as a medium for evaluation activities. All users of the Quizizz application, such as teachers and students, can participate in

quizzes for free without needing a subscription or payment, both inside and outside the classroom (Supriyatin, 2024).

This research presents several previous studies regarding using the Quizizz application in evaluating students' learning outcomes in elementary school education. Several previous research findings have been included in this scholarly article, from 2021 to 2024. The researchers selected only a few that were most relevant to the research from the plethora of available articles.

Table 1
Research findings related to using the Quizizz application in evaluating students' learning outcomes

Researcher and Year	Journal Source	Research Result	Journal Link
M Sodik, Mahfud, Adi 2021	Didaktika Dwija Indria	This research was conducted during the Covid-19 pandemic. The findings indicate that the use of tests in education is something new. Students responded well to using the web application Quizizz as a learning tool. The researcher's findings are as follows: The online application Quizizz as a learning platform is suitable because it aligns with the characteristics of media usage. Using Quizizz as a platform facilitates the assessment process from both the teacher's and student's perspectives. Thus, Quizizz can be used as a learning tool.	https://jurnal.uns.ac.id/JD/DOI/article/view/49324/30800
Lintjewas, 2022	Sultra Educational Journal	The researchers had the opportunity to test students through multiple-choice questions with four answer options. This experiment aimed to determine whether the assessment results of students using the Quizizz-style assessment tool (quiz class) differed from those not using the Quizizz-style assessment tool. The assessment results in each class showed that the highest and lowest test scores for students using Quizizz were 100 and 62, respectively, and for students not using Quizizz, they obtained 90 and 19, respectively. Students using Quizizz obtained an average score of 73.36 points. Therefore, from the research results, the evaluation of student learning outcomes using the Quizizz application is higher than students who do not use the Quizizz application. Using the Quizizz application as an assessment tool can motivate students to solve problems (Lintjewas 2022).	http://jurnal-unsultra.ac.id/index.php/seduj

Researcher and Year	Journal Source	Research Result	Journal Link
M. Andra Adityawarna WD, Meini Sondang, Lilik Hanifah, Lusiana Dewi Kusumayati, 2022	Jurnal Penelitian Politeknik Penerbangan Surabaya	The findings of this research indicate that the use of the Quizizz application as a learning tool can 1) increase students' motivation in learning activities, 2) enhance students' ability to comprehend questions individually and reinforce the material in pre-tests, post-tests, and practice exercises, 3) Quiz usage will train students' time management, 4) Quiz usage will train students' calmness when working on questions or assessments. Therefore, Quizizz, as the media used, is highly effective in the learning assessment.	https://pdfs.semanticscholar.org/3093/53b64d725bfbf1c5add90f47ce431816734b.pdf
Dhian Nuri Rahmawati, Ana Fitrotun Nisa, Dwi Astuti, Fajariyan, Suliyanti, 2022	Jurnal Pendidikan MI/SD Dawuh Guru	The research findings indicate that the Quizizz application increases students' interest and motivation in solving assessment questions for the best results. Quizizz allows teachers to create questions that can be edited anytime, and many tests are available. Quizizz can be used when teachers want to provide assignments or homework.	https://journal.ipmafa.ac.id/index.php/dawuhguru/article/view/335/225
Fadhila Husna Selian & Riris Nurkholida Rambe, 2022	Edukatif: Jurnal Ilmu Pendidikan	The research results indicate that using Quizizz can assist teachers in determining and assessing activities without requiring manual evaluation. Using the Quizizz application helps students become more motivated and less bored completing tasks.	https://doi.org/10.31004/edukatif.v4i6.4083
Elvira Maulidya, Kiki Aryaningru, Ali Fakhrudin, 2022	JPSD: Jurnal Pendidikan Sekolah Dasar	The research results indicate that quiz media can influence students' willingness to learn using traditional media. Using quizzes makes learning more efficient.	https://jurnal.untirta.ac.id/index.php/jpsd/article/view/13375/8695
Sri Wahyuni, Nurur Rubingah, Nur Hakiky, Andri Wicaksono, Yulia Maftuhah Hidayati, Anatri Dessty, 2023	Jurnal Ilmiah Pendidikan Citra Bakti	This research's results indicate that using interactive media in learning is very effective and efficient and can enhance students' development. This research also found that test assessments provide teachers with a better understanding of students' achievements and skills. This research found various question types in Quizizz, such as 1) multiple choice. 2) Match or marriage. 3) Drag and drop. 4) Fill in the Blank, which involves filling in the blank questions. 5) Sort or select. 6) Fall/drop. 7) Mathematical reactions. 8) Points. 9) Hotspot. 10) Graphing. When using the Quizizz application for assessments, teachers	http://jurnalilmiahcitrabakti.ac.id/jil/index.php/ji

Researcher and Year	Journal Source	Research Result	Journal Link
		adjust the completion time according to students' needs. Managing time improves learning and reduces cheating since the quizzes are conducted simultaneously.	
Wasilatul Ibad, 2023	JIEES: Journal of Islamic Education at Elementary School	The research findings indicate that Quizizz can be a reference for summative assessment, thus facilitating learning assessment for teachers and students. This research is supported by results showing that the success rate and students' learning outcomes increased from 56% to 76%. Additionally, the study explains that Quizizz can serve as a formative assessment reference for teachers and students to encourage personal development and enhance learning easily.	http://jies.al-khoziny.ac.id/index.php/jies/article/view/52
Ichsan Abadi, Ahmad Fajar Afrizal, Knur Indah Wahyuni, 2023	Madani:Jurnal Ilmiah Multidisiplin	The findings of this research relate to the implementation of learning assessment using quiz applications. The results of this study indicate that using the Quizizz application stimulates students' enthusiasm for solving assessment questions. Quiz applications allow teachers to conduct assessments more easily, quickly, and effectively.	https://doi.org/10.5281/zenodo.10231628
Hera Apriliana Saputri, Zuhijrah, Sinta Bella, Andi Prastowo, 2024	MODELING: Jurnal Program Studi PGMI	The results of the research indicate that using the Quizizz application has a positive impact in elementary schools. Teachers use the Quizizz application to conduct daily tests and mid-term and final exams. The research findings indicate that Quizizz, as an evaluation tool, is highly effective for elementary school children as it can enhance motivation and interest in learning. Additionally, using the Quizizz application can save learning time as it can be done anywhere and anytime. However, despite the benefits, this research also highlights that Quizizz has a drawback: the requirement for internet data during the evaluation question-answering process.	http://jurnal.stitnualhikmah.ac.id/index.php/modeling/article/view/2036

Based on previous research findings, it can be concluded that using the Quizizz application makes it easier for teachers and students to conduct and assess learning outcomes. It is in line with the comments by Nurliana & Nugroho (2024), who explain that the Quizizz application simplifies the work of teachers and students because it contains interactive learning materials presented in the form of questions

that can be used across various educational levels and topics. The use of the Quizizz application for assessing learning outcomes is superior to traditional assessment. This research also found differences in academic achievement between students assessed using the Quizizz application and traditional learning, supported by the findings of (Ibad 2023), which states that using Quizizz to assess learning outcomes enhances student engagement and motivation. According to the research findings of (Saputri & Prastowo, 2024), Quizizz usage is recommended because it motivates students to learn more and can be used when needed. It is consistent with (Sitorus & Santoso, 2022), who states that the Quizizz application can be modified as needed, not restricted by space and time.

Furthermore, using Quizizz facilitates teachers in modifying questions because of the variety of quiz types available. According to research conducted by (Wahyuni et al., 2023), according to standards, the types of tests in the Quizizz application are: 1) Multiple choice. Teachers can ask questions with as many answer choices as needed in this quiz type; 2) Match; 3) Drag and drop; 4) Fill in the Blank, which involves filling in the blank questions; 5) Sort or select; 6) Falling; 7) Mathematical reactions; 8) Points; 9) Hotspot; 10) Graphing.

In addition to the various advantages mentioned above, there are several drawbacks to using Quizizz to assess learning outcomes. Firstly, its implementation depends on the Internet. If there is a signal disruption, the testing cannot be conducted. Secondly, gamification applications like Quizizz in exams not only rely on correct answers, but students also have to adhere to the given time limit to respond.

D. Conclusion

From the above exposition, it can be concluded that Quizizz is a digital-based application suitable for evaluating learning outcomes. Based on previous research on the Quizizz application in evaluating learning outcomes, it is evident that using Quizizz media for evaluation is highly effective, efficient, and enjoyable. Thus, the evaluation conducted facilitates teachers and students and enhances students' interest and motivation to learn. Quizizz is easy for anyone to use and is not limited by space and time as long as an internet connection is available. With

the literature review conducted by researchers regarding the use of the Quizizz application from previous researchers, it is hoped that it can contribute to and provide insights for future researchers to conduct research related to evaluation using Quizizz.

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