



Evaluate Student Learning Outcomes Through the Quizizz Platform

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Received: 11 December 2023

Revised: 25 December 2023

Accepted: 31 December 2023

Abstract

Education is the most important pillar of national development, and innovation of learning methods is the key to improving the quality of education. Currently, the development of information technology has a great impact on the world of education. As the use of technology in learning increases, there is a growing need to assess the effectiveness of technology on student learning outcomes. Quizizz is one of the popular platforms that incorporates gaming elements in learning, offering various features such as interactive online quizzes. This research aims to analyze the effectiveness of the Quizizz platform as a tool for evaluating students' learning outcomes. The method used by the author in this study is a literature study method where the author collects various library data sourced from journals that have been indexed by Sinta. Based on the results of the analysis, the use of the Quizizz platform is very helpful and makes it easier for educators to carry out online-based evaluations. With easy access anywhere and anytime, flexibility and efficiency that is unlimited by space and time. And with all the complex features that have been presented by Quizizz, in fact, it has been able to improve the results of student evaluations, while still upholding integrity and honesty as intellectuals. From the literature analysis, it was found that the utilization of Quizizz as a learning evaluation tool offers advantages in interactivity, flexibility, and user-friendliness. Features such as avatars, music, and rankings enhance student engagement. Although challenges such as technological readiness and security concerns exist, efforts such as technology training can help address them.

Keywords: evaluation; learners; quizizz.

INTRODUCTION

Education in the digital era encourages the implementation of innovative technology to enhance the learning process. One such example is through the engaging, interactive, and flexible platform Quizizz. According to (Aini, 2019; Sari & Yarza, 2021), Quizizz is easily utilized as a learning tool. Prior to accessing www.Quizizz.com, teachers need to prepare the materials, questions, and answers that will be displayed during the lesson. Quizizz serves as an instrument that combines the features of Lessons and Quiz features.

The Lesson feature on the Quizizz platform enriches the way teachers deliver materials, making learning engaging and interactive. According to (Hafiyya et al., 2023) elucidate that the instructional slides presented by teachers on Quizizz can consist of text, images, videos, or other media while citing the sources and owners if utilizing others' media. The Quiz feature within the Quizizz platform provides a delightful atmosphere for assessing students' understanding. According to (Hafiyya et al., 2023), the Quiz feature empowers teachers to assess with various types of questions, ranging from assessment to higher-order thinking to surveys.

Quizizz is a platform that provides interactive quizzes based on gamification. By incorporating gaming elements into learning to make it more engaging, such as challenges, points, rewards, levels, competitions, and collaboration to facilitate the achievement of learning goals (Mulatsih, 2020). It is mentioned that with Quizizz, solving questions becomes relaxing

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due to the presence of music and enjoyable due to various memes (Amsul et al., 2022). Additionally, it has been noted that Quizizz successfully captures students' interest and enhances their learning outcomes in mathematics (Amsul et al., 2022). According to (Asria et al., 2021), the use of Quizizz is highly effective and has kept pace with technological advancements by employing interactive multimedia via smartphones. However, along with its advantages, several drawbacks of Quizizz have been identified. As stated by (Baihaki et al., 2021), these include heavy reliance on internet connectivity, susceptibility to erroneous button pressing, rigidity in module usage, and incomplete coverage of materials.

Besides the Quizizz platform, Google Form and Kahoot are also popular among educators. Considering the diverse learning needs, it is important to consider assessment strategies across various platforms. Google Form provides flexibility in creating assessment forms, offering alternatives that can be customized to learning objectives and student needs. This aligns with Amalia (2019) research as cited in (Hakim's & Safi'i, 2021) which suggests that Google Form is practical and easy to use, facilitating teachers in distributing answer scores and overall student grades. However, Google Form is perceived to be a somewhat monotonous and boring medium. As shown in (Pipah, 2020), the usage speed of Google Form in assessments only reached 40%.

Then, Kahoot, which provides interactive elements that enhance student engagement (Damayanti & Dewi, 2021), mentions that with Kahoot, teachers can immediately see students' learning outcomes without taking much time to ascertain the results. However, the diversity of learning needs raises the question of whether a more comprehensive assessment effect can be achieved by using this platform and combining it with other alternatives.

In this study, an examination was conducted on various digital learning platforms, including Quizizz, Google Form, and Kahoot. This was done to gain a better understanding of the strengths and weaknesses of each platform as well as effective learning outcome evaluation strategies. Based on this, research was conducted on the assessment of student learning through the Quizizz platform by understanding the characteristics and potential of each platform. It is hoped that this will provide useful guidance for educators in selecting platforms that are suitable for their teaching needs and achieving comprehensive evaluation goals.

METHODS

The research method employed is literature study method, where data is collected from various literature sources obtained from journals indexed in Sinta. The purpose of utilizing this method is to elucidate various theories from previous researchers or experts relevant to the issue being investigated, specifically concerning the "Evaluation of Student Learning Outcomes Through the Implementation of the Quizizz Platform," as a reference material for discussing the research findings presented or explained in descriptive form.

RESULTS AND DISCUSSION

Assessment is a process to measure the abilities of learners and also a means to determine whether the learners have achieved learning mastery (Jeprianto et al., 2021). Tyler (Rusandi, 2019) defines learning evaluation as the process of determining the extent to which learning objectives have been successfully achieved by the learners. According to (Wisman et al., 2021) express that learning evaluation is the measurement of the success and failure rates of the learning process in achieving the predetermined objectives. According to (Warsah & Habibullah, 2022), the evaluation of learning outcomes is an important component that involves actions or processes to determine the range of student scores during a specific period of

learning. Nowadays, there are numerous platforms for evaluating learner outcomes, one of which is the well-known Quizizz.

The importance of using applications like Quizizz in evaluating learning with technological assistance is significant. Firstly, it enables teachers to work more efficiently and effectively as they can easily create and manage quizzes. Secondly, learners can study anytime, anywhere, allowing for more flexible learning. The use of Quizizz can assist teachers in objectively assessing the progress of learners. Quizizz is an engaging, flexible, and interactive educational application used in the teaching and learning process (Purba, 2019 (Jahring et al., 2022)). According to (Amornchewin, 2018; Sukartini, 2022) states that Quizizz is a learning tool that can enhance student motivation and multiplayer interaction. Noor, 2020 in (Hamidah & Wulandari, 2021) defines Quizizz as an interactive quiz game used for daily formative assessment during learning. According to (Priyanti et al., 2019) mentions that Quizizz is a fun online learning platform. In (Eraristian & Dewi, n.d.), Quizizz is described as an instrument or resource that engages students in the learning process and motivates teachers to deliver more engaging lessons.

The implementation of the Quizizz platform to evaluate students' learning outcomes has been widely adopted in Indonesia across various educational institutions, ranging from junior high schools to universities. The use of the Quizizz platform greatly assists educators in conducting online-based evaluations. This is evidenced by (Sukartini (2022) research, which shows that more than 50% of students achieved final grades meeting the minimum passing criteria (KKM) thanks to the use of the Quizizz platform. Furthermore, other research indicates that the use of Quizizz in mathematics education at SMA Negeri 6 Maros positively influences students' learning outcomes (Husna, 2023). Additionally, other studies show positive responses to the use of Quizizz in online learning processes (Sambara, 2022). Based on other research findings, the use of the Quizizz application has been proven effective in improving students' learning outcomes. One study demonstrates that using Quizizz as an evaluation method in online civic education significantly impacts students' learning outcomes in fifth-grade elementary school (Sodiq, 2021).

Quizizz is aimed at facilitating students in achieving learning objectives as expected. Students themselves are the learners at various educational levels, from elementary to tertiary education. Students are members of society striving to develop their potential through the learning processes within specific curricula, levels, or types of education. Students can also be understood as inputs into the education system, which are then processed in the education process to become quality human resources in line with national education goals.

With Quizizz, educators only need to share the Quizizz access link with students or just the access code. Students will then go to the Quizizz page to log in, change their username if necessary, and wait for the educator to start the Quizizz. Subsequently, students answer the questions one by one simultaneously. Quizizz offers many features such as avatars as profiles, available music to create a competitive spirit among students, and brief animations/memes for ice-breaking. Additionally, there are Power features such as time freezing, double points, erasers, and more. At the end, individual scores and rankings of all students will be displayed immediately. The more consecutive correct answers students give, the higher scores they will receive. According to (Sukma et al., 2021; Kartiwi & Rostikawati, 2022) state that Quizizz can trigger competitive spirit among students, as this platform is able to display students' rankings while they answer the questions.

The use of learning evaluation through the Quizizz platform enhances the effectiveness and efficiency of teachers in assessing students' learning outcomes. Educators can conduct evaluations without space or time constraints, meaning these learning evaluations can be carried

out anytime and anywhere. According to (Narassati et al., 2021), Quizizz as a learning evaluation instrument is excellent in incorporating measurement and assessment aspects, thereby facilitating online or remote evaluation processes. Quizizz features game-like characteristics such as avatars, themes, memes, and music, making the learning process enjoyable and motivating students to compete as they can see their positions on the leaderboard directly. Despite its effectiveness in implementing Quizizz as a learning evaluation tool, some obstacles need to be addressed to ensure the smoothness of the process. One major obstacle is technological readiness, especially in areas with inadequate internet infrastructure, and the limited access to computers or the internet for some students. Additionally, not all educators or students have sufficient technological knowledge to use Quizizz effectively, which is also a challenge. Dependency on stable internet connection is also a concern, as disruptions or disconnections can interfere with the evaluation process. Furthermore, there are concerns regarding security and the potential leakage of questions if not properly managed. However, efforts can be made to overcome these obstacles, such as providing technology training for educators and students, offering device and internet access subsidies, and developing guidance modules for using Quizizz. Additionally, managing internet connections and implementing strict security controls are also important to ensure smooth evaluation. Educators also need to enhance awareness of ethics and integrity among students to prevent cheating actions and maintain evaluation integrity. With these efforts, the implementation of Quizizz as a learning evaluation tool is expected to proceed smoothly and effectively.

Based on various sources presented, the strengths of each platform (Quizizz, Kahoot, and Google Form) can be mapped as follows:

1. Interactive and Fun: (a) Quizizz: In Quizizz, there are features that make learning more interactive and enjoyable, such as avatars, music, animations/memes, and a leaderboard that triggers competitive spirit among learners; (b) Kahoot: Kahoot also offers an interactive learning experience with engaging and competitive quizzes, along with leaderboards that encourage learners to compete; (c) Google Form: Google Form has simpler and less interactive features compared to Quizizz and Kahoot.
2. Flexibility in Assessment: (a) Quizizz: It can be used for online learning assessments anywhere and anytime. Features like time freezing and double points provide flexibility for teachers to customize evaluations according to their needs; (b) Google Form: Google Form also allows for online assessments but may not be as interactive as Quizizz in terms of user experience; (c) Kahoot: Similar to Quizizz, Kahoot also allows online assessments but may be less flexible in terms of the evaluation features provided.
3. Security and Evaluation Integrity: (a) Quizizz: Provides an environment with minimal loopholes for cheating in assessments because learners are focused solely on solving and answering questions; (b) Google Form: By default, Google Form has good security features, but there is still a possibility for learners to cheat by copying or finding answers from other sources; (c) Kahoot: Like Quizizz, Kahoot offers an engaging and exciting experience but does not offer features like time freezing or double points that can enhance evaluation security.
4. Customization and Content Enrichment: (a) Quizizz: Has various features like time freezing, double points, erasers, and others that allow educators to customize evaluation content according to learning needs; (b) Google Form: Google Form also allows for customization of evaluation content but may not be as comprehensive as Quizizz in terms of specific features for learning; (c) Kahoot: Although enjoyable, Kahoot may be lacking in terms of content customization for assessment as it tends to prioritize fun and competitive quizzes.

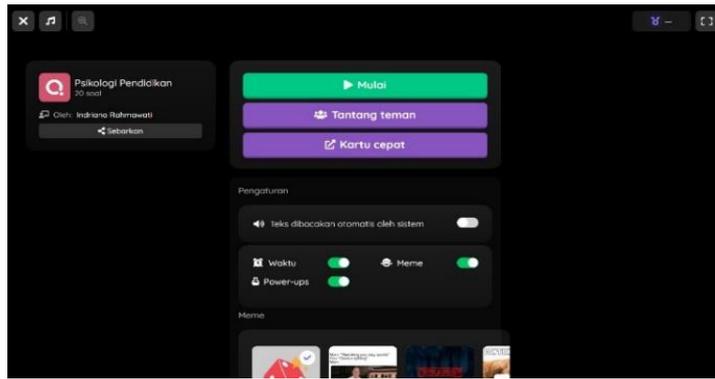


Figure 1. The Initial Display of Quizizz

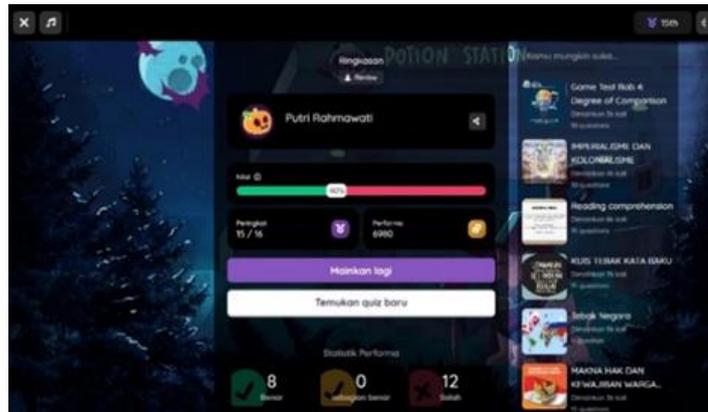


Figure 2. The Evaluation Result

With all the complex features provided by Quizizz, it is no wonder that Quizizz platform has become one of the educators' choices in evaluating students' learning outcomes. Quizizz has proven to enhance learners' evaluation results while upholding integrity and honesty as intellectual individuals. This is because when engaging with Quizizz, learners' focus solely revolves around answering questions, thereby increasing their points. There is minimal room for students to engage in cheating behaviors such as copying from their peers or seeking answers from GPT chat or AI. According to (Palittin et al., 2019; Abdul et al., 2020) revealed that evaluations would not succeed if there are still students resorting to cheating by copying. Therefore, honesty is the primary key to the success of evaluations. The use of Quizizz platform has proven to be an effective solution in evaluating students' learning outcomes across various subjects in schools. With its flexibility, Quizizz can be tailored to the curriculum and learning materials being taught to students. Interactive features like avatars, music, and themes make the learning process more engaging and enjoyable for students, thus enhancing their motivation to learn. Additionally, competitive features such as rankings and awards can increase students' involvement in learning. Quizizz also facilitates teachers in conducting formative and summative assessments, as well as supporting distance learning by facilitating online interaction between teachers and students. With its easy accessibility, students can learn independently while receiving direct feedback on their progress. With all its advantages and features, Quizizz becomes an effective and efficient tool for teachers and students to improve learning outcomes across various subjects. Thus, educators can assess the extent of students' progress after going through the teaching and learning process.

CONCLUSION

Based on the analysis results, it is concluded that the use of the Quizizz platform as a learning evaluation tool has advantages in interactivity, flexibility, and user-friendliness.

Features such as avatars, music, and rankings enhance student engagement in learning. Although there are challenges such as technological readiness and security concerns, efforts such as technology training and internet connection management can help overcome them. Overall, Quizizz is effective in improving student learning outcomes at various educational level.

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