



EFL Students' Perception on Using Quizizz in Learning English at Vocational School

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Abstract

The purpose of this research was to investigate the students' perspective regarding the utilization of the Quizizz application for English learning at Vocational School Number 3 Bengkulu City. This quantitative study employed a survey method in Vocational School students, and data were collected through a questionnaire. Purposive sampling was used to select a sample of 58 students. The questionnaire consisted of structured items. The findings indicated that the students perceived Quizizz as user-friendly. They expressed satisfaction with their learning experience, demonstrated motivation and interest in learning English. The utilization of Quizizz was seen as a practical alternative to traditional paper exercises, aiding in lesson review and reducing exam-related anxiety. Mostly students were strongly agree using quizizz application in learning English. Quizizz is a fun and engaging tool that allows students to review and test their knowledge in a gamified way. It can help students to learn and retain information better because it provides instant feedback and reinforces learning through repetition. This immediate feedback can help students to identify and correct any misconceptions they may have, reinforcing their understanding of the material. Furthermore, Quizizz also allows for repetition and practice, which is a crucial component of learning and retention. In conclusion, the students' perception of the Quizizz application was positive.

Keywords: Learning English, Students' Perception, Quizizz Application

Introduction,

Reading is an essential skill that plays a vital role in a child's academic success. It is the foundation of almost every subject and forms an integral part of a child's learning journey. Educators and parents alike recognize the importance of developing a child's reading skills from an early age. However, teaching reading can be challenging, especially when dealing with children who have different learning abilities and styles. (Amri & Shobri, 2020) states that reading comprehension involves much more than readers' responses to the text. Reading comprehension is a multi-component, highly complex process that involves many interactions between readers and the text (previous knowledge, strategy use) as well as variables related to the text itself (interest in the text, understanding of text types). Educators who are familiar with their students' first language are more likely to recognize the challenges present in reading materials. It was in line with Mcneil (2017) in their book that said that Teachers who know their students' L1 are more likely to be aware of sources of difficulty in reading materials

In teaching reading comprehension in the classroom, the teacher can use some strategies. One strategy that has gained popularity among educators is the use of Quizizz games in teaching reading. According to Setiyani et al. (2021), online learning applications are growing rapidly and can be accessed for free, one of which is Quizizz. During online learning, students use several applications to support the teaching and learning process. One of the teachers uses the Quizizz application. According to Prakoso (2021), Quizizz is an application in the learning process. Quizizz application can help students and teachers to complete assignments and materials during online learning. This application is very easy to access on the internet. Scott and Ytreberg (1993:3) say that young children love to play, and they learn best when they are enjoying themselves. The activity provided for children should consist of the element of fun. Quizizz are visual displays of words that students are learning, and they serve as a valuable resource for vocabulary development and reading comprehension. Quizizz games, on the other hand, are fun and interactive activities that make learning to read more engaging and effective. Quizizz games are interactive learning activities that allow teachers and students to create and play games based on various educational topics. Quizizz is a popular website that offers a wide range of games that teachers can use to engage students in learning and make lessons more interactive. Some popular Quizizz games include Match-up that is a game in which students match words with their definitions or images, Hangman that is a game in which students guess letters to complete a hidden word, Crossword that is a game in which students fill in the blanks with the correct word, Word search that is a game in which students find hidden words in a grid of letters and Quiz that is a game where students answer multiple-choice or true/false questions. These games are designed to be fun and engaging, while also helping students develop important skills such as vocabulary, spelling, and critical thinking. Teachers can customize the games with their own content and share them with their students via a link or QR code.

In addition, Quizizz has advantages that can be used as learning evaluation materials, for example there are data and statistics on student performance where the results can be used as an evaluation for follow-up learning. Irwansyah and Izzati (2021) state that one of the advantages of Quizizz is also can be used to vary teaching, learning, and assessing method. By using Quizizz, it makes the teacher easier to immediately find out the results of students' work without the need to manually calculate the scores. Quizizz is an online platform that allows teachers to create and administer quizzes to their students. One of the benefits of using Quizizz is that it provides immediate feedback on the results of the quiz, including scores and any incorrect answers. This saves teachers time and effort that would otherwise be spent manually grading papers or calculating scores. Additionally, Quizizz can also generate reports that provide insights into student performance, such as the percentage of correct answers for each question and the average time it took students to complete the quiz.

As Zuhriyah and Pratolo (2020) explain the special features of Quizizz is that it has a leaderboard feature. Students take the quiz at the same time and see their live ranking on the leaderboard. This can be a motivating factor for students, as they can see how they are performing compared to their peers. The leaderboard can be displayed during the quiz or at the end of the quiz, and teachers have the option to turn it on or off. Additionally, Quizizz also allows teachers to customize the leaderboard by adding their own avatar or by using a pre-made image. Furthermore, Pitoyo, Sumardi, and Asib (2020) state that one of Quizizz unique features is memes. This is indicated by each student answering the question. There are two types of memes used in the test, namely memes for wrong answers and memes for correct answers. When students answer the question correctly, the meme will be in the form of a word of appreciation and a word of motivation if the answer is wrong.

The purpose of this study is to find out students' perception on the use of the Quizizz application in learning English at Vocational High School 3 Bengkulu City. The focus of this study is to investigate

whether the use of quizzes positively affects students' attitudes towards reading, and if so, how it impacts their overall reading performance. Through a comprehensive literature review and empirical data collection, this study will provide insights into the potential benefits and drawbacks of utilizing quizzes as a means to improve reading skills. According to Ebadi, Rasouli, and Mohamadi (2021), there are some category of perception on using application namely convenience applying, excitement, and practicality. A convenience is the use of the application in an easy way. Excitement is a state of mind or feeling characterized by sufficiency to intense pleasure, love, satisfaction, and enjoyment; a feeling of pleasure using the application. Practicality is the use of applications to help learning need and skill in using application. Application learning needs to accommodate all needs in different language skills.

Research Methodology,

This study used quantitative survey method. According to Creswell (2012), Survey research design are procedures in quantitative research in which investigator administers a survey to a sample or to the entire population of people to describe the behaviors, attitudes, opinions, or characteristics of the population. The subjects of the study were 58 Vocational High School. The sample was chosen by using purposive to distribute the questionnaires. According to Hanlon & Larget (2011) a sample is a subject of the individuals in a population, there is typically data available for individuals in samples.

The instrument of the research was questionnaire. According to Gay et al. (2011, p.205), by using the types a structured item on questionnaire, some statements were written into questionnaire to know the reason of the samples. A questionnaire is a research instrument consisting of a set of questions or prompts designed to collect information or opinions from individuals. It is a common method used in surveys and research to gather data in a structured and standardized way.

The questionnaire was displayed in google forms. The purpose of a questionnaire is to systematically obtain information from a target audience, whether it's for academic research, market research, social studies, or other fields. The questions in a questionnaire are carefully crafted to ensure clarity, neutrality, and relevance to the research objectives. The content of questionnaire was divided into three parts. First part was Responses of convenience applying on using quizizz application. It could be interpreted as referring to the feedback or reactions provided by individuals regarding the ease and convenience they experience when applying or using the Quizizz application. In this context, "convenience" likely pertains to how easy or user-friendly the application is in terms of navigation, accessibility, and overall user experience. The responses collected under this category would provide insights into users' perceptions of the convenience factors associated with utilizing the Quizizz application. Second part was Responses of excitement on using quizizz application. It gathered feedback or reactions from individuals about the level of enthusiasm or excitement they feel when using the Quizizz application. In this context, "excitement" likely refers to the positive emotions, engagement, or enjoyment that users experience while interacting with the Quizizz platform. The responses in this category would provide insights into the users' overall satisfaction, enjoyment, or any positive emotions they associate with their use of the Quizizz application. It could encompass aspects such as the engaging features of the application, the enjoyment of quizzes, or any other elements that evoke excitement during usage. Third part was Responses of practicality on using quizizz application. It referred to refers to the feedback or responses collected from individuals regarding the practical aspects or utility of the Quizizz application. In this context, "practicality" likely encompasses how practical, useful, or functional users find the Quizizz application in meeting their educational or learning needs.

The responses in this category would provide insights into users' perceptions of how well the Quizizz application serves its intended purpose, its effectiveness in facilitating learning, and its

practicality in terms of features and functionality. It could include considerations such as ease of integration into educational settings, alignment with learning objectives, and the overall utility of the application for practical learning scenarios. After collecting the data, it was analyzed to answer the research question and got the result of this research.

Findings and Discussion,

Findings

The purpose of the study was to know students' perception on using quizizz application. Data were taken from the questionnaires. It was distributed online using Google Forms to 58 Vocational High School students. The questionnaire consisted of 12 statements stated by Zhao (2019). There are some categories of perception on using application is Convenience applying, Excitement, and Practicality.

Table 1. Responses of convenience applying on using quizizz application

| No | Statement | Strongly Agree | Agree | Disagree | Strongly Disagree |
|----|--|----------------|---------------|--------------|-------------------|
| 1 | Quizizz is easy to use | 15 (25,9%) | 43 (74,1%) | - | - |
| 2 | Using quizizz reduces distraction caused by cell phone or other electronic devices | 9 (15,5%) | 42 (72,4%) | 6 (10,3%) | 1 (1,8%) |

As shown in table 1, convenience applying on quizizz application had various responses. From statement Quizizz is easy to use the respondents chose strongly agree with the percentage 25,9%, 74,1% students chose agree and no response in the category disagree and strongly disagree. From statement Using quizizz reduces distraction caused by cell phone or other electronic devices, 15,5% respondents chose category strongly agree, 72,4% chose agree, disagree with the percentage 10,3%, and 1,8% chose strongly disagree.

Table 2. Responses of excitement on using quizizz application

| No | Statement | Strongly Agree | Agree | Disagree | Strongly Disagree |
|----|--|----------------|---------------|--------------|-------------------|
| 1 | Using quizizz is effective in enhancing my engagement in the classroom | 12 (20,7%) | 40 (69%) | 5 (8,6%) | 1 (1,7%) |
| 2 | Using quizizz doing stimulates my interest in learning English | 17 (29,3%) | 38 (65,5%) | 1 (1,7%) | 2 (3,4%) |
| 3 | Using quizizz is fun | 17 (29,3%) | 38 (65,5%) | 5 (8,6 %) | - |
| 4 | The ranking function (Leaderboard) in quizizz motivates me to study | 19 (32,8%) | 34 (58,6%) | 2 (4%) | - |
| 5 | Using quizizz helps me know my classmates | 8 (13,8%) | 44 (75,9%) | 5 (8,6%) | 1 (1,7%) |

As shown in table 2, it can be seen the students had joy in using the application is needed, because if someone feels happy in using it. Based on the data obtained from 58 respondents, using quizizz is effective in enhancing my engagement in the classroom had the percentage 20,7% in the category strongly agree, 69% agree, 86% in disagree and 1,7 % responses in strongly disagree. From Using quizizz doing stimulates my interest in learning English 29,3% respondents chose strongly agree, who chose agree with the percentage 65,5%, 1,7% chose disagree, and 3,4 chose strongly agree. From Using quizizz is fun there were 17 respondents chose strongly agree with the percentage 29,3%, 65,5% chose category agree, and 8,6% answer disagree and no answer in strongly disagree. Then, from the ranking function (Leaderboard) in quizizz motivates me to study have the 32,8 % in the category strongly agree and 58,6% in the category agree, 4% chose disagree and no one answer strongly disagree. Last, 8 respondents chose strongly agree with the percentage 13,8%, 75,9% chose agree, 8,6% chose disagree, and 1,7% choose strongly disagree from Using quizizz helps me know my classmates.

Table 3. Responses of practicality on using quizizz application

| No | Statement | Strongly Agree | Agree | Disagree | Strongly Disagree |
|----|---|----------------|---------------|--------------|-------------------|
| 1 | Using quizizz helps me review the course materials. | 13 (22,4%) | 41 (70,7%) | 4 (6,9%) | - |
| 2 | Using quizizz helps me concentrate. | 11 (19%) | 44 (75,9%) | 3 (5,2%) | - |
| 3 | Using quizizz doing exercise reduces my test anxiety | 10 (17,2%) | 39 (67,2%) | 9 (15,5%) | - |
| 4 | Using quizizz is more helpful in my learning than doing exercise on paper | 17 (29,3%) | 30 (51,7%) | 9 (15,5%) | 2 (3,4%) |
| 5 | I would like to use quizizz more in the future. | 12 (20,7%) | 39 (67,2%) | 7 (12,1%) | - |

As shown in table 3, it is regarding to the practicality and usefulness on using quizizz application. In using an application, the first thing that is assessed is how useful the application is in learning so that it is useful for users, as well as practicality in its use. Based on the data gotten from 58 respondents, there were 13 respondents chose strongly agree with the percentage 22,4%, 70,7% chose agree, 6,9% chose disagree, and no answer strongly disagree from Using quizizz helps me review the course materials. Then, using quizizz helps me concentrate there were 19% choose strongly agree, 75,9% chose agree, 5,2% chose disagree, no one chose strongly disagree.

Next, from Using quizizz doing exercise reduces my test anxiety there were 17,2% chose strongly agree, 67,2% chose agree, 15,5% choose disagree, and no one chose strongly disagree. And then, 29,2% chose strongly agree, 51,7% choose agree, 15,5% chose disagree, and 3,4 % answer in category strongly disagree from Using quizizz is more helpful in my learning than doing exercise on paper. Last, from I would like to use quizizz more in the future 20,7% chose strongly agree, 67,2% chose agree, 12,1% chose disagree, and no answer in category strongly disagree.

Discussion

Based on the result, the students' perception is good in using the quizizz application in learning English. Good response also found from the first indicator, the students were strongly agree that quizizz was easy to use. Based on the second and the third indicator, students stated that quizizz is fun in learning English, The use of quizizz in learning English stimulates students interest, and the use of quizizz is fun creates excitement when learning English. Not only that, the ranking function (leaderboard) in quizizz can make them motivated to study, they keep trying to be better to get the highest rank. The use of quizizz can also help the students reduces their anxiety in the test. Quizizz is easy to use and it is not difficult to make the students prefer to use quizizz in doing exercises on paper.

Based on the explanation above, it can be concluded that students had a good response on using quizizz. Using quizizz makes students more motivated in learning and they are happy and very interested in using the quizizz application in learning English. It can be seen that students accept the use of quizizz in learning English. On the other hand, the similar study was conducted by Tika (2019) entitled "Kahoot! And Quizizz: A Comparative Study on the Implementation of E-Learning Application toward Students' Motivation". The results showed that students were more interesting and agree with Quizizz on the implementation in their learning process. Based on the students' perceptions, the implementation of Quizizz was interesting and affecting their motivation to do the test on their learning process. They enjoyed during the implementation of Quizizz in learning process.

Several factors can be credited for the favorable reception of Quizizz. Firstly, Quizizz offers an entertaining and game-like approach to reviewing and assessing knowledge, which enhances the learning experience for students and enhances their involvement and drive. The platform provided an entertaining and game-like approach to reviewing and assessing knowledge. By incorporating elements of games, such as points and interactive features, Quizizz made the learning process more engaging and enjoyable for students. This gamified approach adds an element of fun and competition to the educational experience, potentially increasing students' motivation to participate actively in the learning activities. This entertaining and game-like approach not only enhances the learning experience but also boosts students' involvement and drive. The interactive and enjoyable nature of Quizizz may encourage students to be more actively engaged in the learning process, fostering a positive learning environment. The combination of entertainment and gamification elements was designed to make learning more dynamic and appealing, ultimately contributing to increased motivation and participation among students. The agreement among students regarding the use of Quizizz for learning English serves as evidence for its efficacy, demonstrating its ability to actively engage students in the learning journey. It is in line with Amri and Shobri (2020) state that Quizizz creates a dynamic and captivating learning setting that heightens students' motivation to learn and cultivates their active participation in the subject matter (Zhao, 2019; Irwansyah & Izzati, 2021). This also motivate students in the learning process which is crucial for their academic success. It is in line with one of advantages of quizizz. The capacity of Quizizz to greatly amplify students' motivation to learn stands as one of its primary benefits (Lestari, 2019; Pitoyo & Asib, 2020; Dhamayanti, 2021). Through the integration of game elements such as points, leaderboards, and visually appealing graphics, Quizizz has the ability to transform the learning experience into an enjoyable pursuit rather than a tedious task. Quizizz has the capability to change the nature of the learning experience. Instead of being a monotonous or burdensome task, the use of these elements makes learning more enjoyable, turning it into a pursuit that is engaging and entertaining. Essentially, the features mentioned add an element of fun and competition to the learning process, making it more dynamic and potentially more motivating for users. The intention is to make the educational experience more interactive and pleasurable, encouraging active participation and making learning feel less like a chore.

Secondly, Quizizz provides instant feedback on student performance, which is essential for effective learning. It is in line with Lim & Yunus (2021) who stated that Quizizz offers immediate feedback to students, allowing them to interact with the material and receive prompt responses. Whenever students answer a quiz question, they receive instant feedback on their answers, fostering an opportunity for interaction. This prompt and immediate feedback created an opportunity for interaction between the students and the learning material. The real-time responses allowed students to understand how well they are performing, correct any misconceptions, and engage more actively with the learning content. This interactive feedback loop was beneficial for the learning process as it provides students with timely information, helping them to learn and improve their understanding as they progress through the quiz. It is also in line with Nurhasanah & Fauzan (2021). This guarantees that students'

comprehension of the material is reinforced and motivates them to learn from their errors, promoting growth and improvement. The immediate feedback provided to students after answering quiz questions on Quizizz serves as a guarantee that their understanding of the material is strengthened. The feedback not only helped students identify correct answers but also addresses any mistakes they may have made. By acknowledging and learning from these errors, students were motivated to enhance their knowledge and skills. This process of learning from mistakes fosters a sense of growth and improvement, encouraging students to actively engage with the material, correct misconceptions, and ultimately progress in their learning journey. According to research conducted by Hattie and Clarke (2018), The availability of immediate feedback during the learning process additionally contributes to augmenting students' enthusiasm and eagerness to learn. When students receive instant feedback on their responses, they can identify and rectify any misconceptions they might have. This serves to strengthen their comprehension of the material and has the potential to enhance their overall performance in the subject.

Lastly, Quizizz allows for repetition and practice. Quizizz facilitates repetition and practice, which plays a vital role in the process of learning and retaining information. By offering students numerous chances to review and practice the same material, Quizizz assists in strengthening their learning and enhancing their ability to retain the subject matter in the long run. Quizizz provided students with multiple opportunities to revisit and practice the same educational material. This repetition and practice played a crucial role in reinforcing their learning. By engaging with the content repeatedly, students had a better chance of retaining the information over the long term. The platform's approach of offering numerous chances for review and practice was designed to enhance students' understanding, improve their mastery of the subject matter, and contribute to more effective learning outcomes. Essentially, the repetition and practice components aim to solidify the knowledge and skills acquired during the learning process. It is in line with Mohamad et al., (2020); Darmawan et al., (2020) who stated that by performing continuous repetition of exercises, students can solidify their comprehension and improve their learning performance. Overall, the positive response to Quizizz in learning English is a strong indicator of its effectiveness as a learning tool. By providing a fun and engaging way to review and test knowledge, providing instant feedback, and allowing for repetition and practice, Quizizz can help students to learn and retain information more effectively.

Finally, the agreement among students on Quizizz's efficacy in learning English supports its ability to engage students actively in the learning process. Quizizz provides instant feedback on student performance, in line with the immediate feedback approach advocated by researchers. This feature fosters interaction, allowing students to understand their performance, correct misconceptions, and engage more actively with the learning content. The availability of immediate feedback is shown to reinforce comprehension, motivate learning from errors, and contribute to overall academic success. Quizizz enables repetition and practice, essential for learning and information retention. By offering numerous opportunities for students to review and practice the same material, Quizizz strengthens learning, enhances retention, and contributes to more effective learning outcomes. The positive response to Quizizz in learning English underscores its effectiveness as a learning tool, providing an engaging way to review and test knowledge, offering instant feedback, and facilitating repetition and practice.

Conclusion and Suggestion

Using quizizz application get good response. Mostly students were strongly agree using quizizz application in learning English. Quizizz is a fun and engaging tool that allows students to review and test their knowledge in a gamified way. It can help students to learn and retain information better because it provides instant feedback and reinforces learning through repetition. This immediate feedback can help students to identify and correct any misconceptions they may have, reinforcing their understanding of the material. Furthermore, Quizizz also allows for repetition and practice, which is a crucial component of learning and retention. By providing students with the opportunity to review and practice the same material multiple times in a fun and engaging way, Quizizz can help students to retain information more effectively.

The findings of this study will be relevant to educators and researchers who seek to enhance students' reading skills through innovative and effective instructional strategies. Furthermore, this study will contribute to the ongoing debate about the role of quizzes in the educational process and provide recommendations for future research on this topic. Ultimately, this study aims to shed light on the

potential of using quizzes as a tool to improve reading skills and promote positive attitudes towards reading among students.

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