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Application of quizziz paper mode in learning evaluation increases students' learning enthusiasm

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ABSTRACT

Efforts to improve the quality of learning can leverage advancements in science and technology. The quality of learning by utilizing technological advancements can help educators choose effective teaching strategies. The purpose of this research is to determine: (1) the implementation of Quizizz paper mode in student learning evaluation, (2) the challenges faced by teachers and students in the implementation of Quizizz paper mode in learning evaluation. This research uses a qualitative approach with a descriptive method. Data were collected through observations, interviews, and documentation. The research data sources were obtained using primary data, namely from 10 fifth-grade students and 1 teacher as the fifth-grade teacher at SD N Turunan Andong. This research was conducted from December 2024.The research results show that: (1) the implementation of Quizizz paper mode in learning evaluation helps teachers to increase student learning enthusiasm, thereby influencing their learning outcomes, (2) the challenges of using Quizizz paper mode can be overcome by teachers and students without affecting the ongoing learning, so the learning conditions remain conducive.

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Introduction

The rapid development of science and technology today has the potential to affect human life. Education is one of the disciplines affected by Era 4.0 which prioritizes the sophistication of science and technology (Ahmadi, 2020). In order to utilize technology effectively, a person must have an education (Pihar, 2022). According Association for Educational Communications and Technology (2012) in Susena et al. (2024), all types of technology or media used to disseminate knowledge and educational messages in the context of education are referred to as learning media.

The use of technology in teaching that is carried out in a planned manner and with clear goals will provide better results (Hall & Lundin, 2024). Technology in the field of education, especially during learning, can help the learning process effectively. Effective learning in student learning activities requires motivation so that students are enthusiastic when learning. Learning motivation is very important to realize student learning achievements (Herpratiwi & Tohir, 2022). Because students are the recipients of messages and teachers are the senders of messages, learning is a form of mediated communication (Amalia & Setiyawati, 2020). As educators, they must be good at everything that can have a good impact on students. Teachers act as facilitators who support students' learning processes by creating an interactive environment, providing relevant learning

resources, and guiding students in critical thinking and understanding concepts in depth. This role enables effective, meaningful, and student-centered learning (Raihana et al., 2021).

If teachers can prepare the class effectively, students will easily absorb learning information (Sunengsih et al., 2021). Class conditioning can be done through the use of technological media so that students participate in learning activities so that they are enthusiastic when learning. Teachers can use interactive learning media to increase student enthusiasm. Students will not be interested if the teacher in delivering learning is not supported by good learning media (Abrianto & Sitompul, 2015). Thus, technological improvements need to optimize the use of ICT in the field of education through the application of smart schools (Siregar & Marpaung, 2020). Therefore, teachers need to utilize various types of learning media in the teaching and learning process with students. The use of appropriate learning media not only helps deliver material more effectively but also increases students' interest and understanding of the lesson.

In addition to playing an important role in supporting the learning process, the use of learning media is also important to ensure the success of the learning process (Astuti et al., 2018). Their involvement in the learning process can be increased with interesting, participatory, and interactive media (Magdalena et al., 2021). Teachers can increase student enthusiasm and learning effectiveness by using educational media (Hidayati & Aslam, 2021). In order to keep up with technological developments, learning media can be divided into four categories: print, audio, graphics, and moving visuals.

Based on the results of observations and interviews with teachers and students of grade 5 of SD Negeri Turunan, Andong, there was a lack of enthusiasm and interest in learning from students during the learning evaluation. Teachers need a unique learning evaluation innovation to attract students to be motivated and enthusiastic during the learning evaluation process. However, the implementation of technology-based learning assessment media is sometimes a challenge due to a number of problems, including network disruptions and the availability of devices such as laptops and other devices that are not owned by every student. This happened in grade 5 at SD Negeri Turunan, Andong. Therefore, it is very necessary to use media that is used during the learning evaluation in order to be able to restore student concentration so that learning can be more effective. The selection of media needs to be adjusted to the conditions and goals of the students so that the media can be utilized properly. Researchers are looking for educational materials that are interesting and entertaining for students without making it impossible for them to bring laptops or other devices. Teachers can take advantage of the latest technology media that not many educators have used during learning, namely the Quizizz media.

According to Zhao (2019) the environment becomes more enjoyable by using the Quizizz media to give exams during the learning process. Quizizz has recently provided a very useful feature for teachers with limited facilities at school, but will still attract students' attention. This feature is called Paper mode, which can be used offline without using a smartphone, laptop, and internet quota for students because the teacher will be the operator during learning. Based on research conducted by M. A. & T. J. Raharjo (2024), Quizizz is a web-based tool that can be used to assess students' skills with formatted educational materials. The teacher will distribute Quizizz to students in the form of printed paper. Quizizz is easy to use and has a fast presentation of evaluation results (Isti et al., 2022).

Previous research has conducted research using Quizizz to strengthen the study to be carried out. The research, namely, Azizah et al. (2023) hows that the application of Quizizz, especially the paper mode feature in Education (PAI), provides positive things, namely students become enthusiastic and motivated in the learning process. In addition, the use of Quizizz was also carried out by Dian Aprelia Rukmi et al. (2023) in mathematics learning shows that with live quiz elements and paper format, Quizizz can be used to assess students' cognitive abilities and increase their motivation to learn. According to Palayukan et al. (2023) the use of the Realistic Mathematics Education (RME) technique through the Quizizz paper mode can greatly improve student learning outcomes and assist in the evaluation or assessment process.

According to previous research, Quizizz is a very useful tool for learning, and can improve student learning outcomes at the end of the learning process. Learning evaluation using Quizizz can make it easier for teachers to carry out the learning evaluation process objectively, carefully, and accurately. So teachers need to utilize technology that can help students to be more enthusiastic in learning and facilitate learning evaluation. The purpose of this research is to describe the application of Quizizz paper mode in learning evaluation to increase the enthusiasm of elementary school students at SD Negeri Turunan Andong.

Method

This research uses a qualitative research approach, which is a way of understanding social or human events by producing complex visuals expressed in the form of certain words and perspectives that are collected organically

from informants (Walidin, Warul, 2015:77). Research that looks at the quality of relationships, activities, circumstances, or different materials is called qualitative research. This means that rather than comparing the effects of various treatments or explaining people's attitudes or behaviors, qualitative research emphasizes comprehensive descriptions that can provide detailed explanations of the activities or situations that occur (Fadli, 2021). Qualitative research uses observation, interviews, and documentation as data collection methods. Documentation is carried out to collect evidence that the Quizizz paper mode has been used in learning evaluation, observations are carried out to collect information about the subjects to be studied, and interviews are conducted with homeroom teachers who act as learning teachers and grade 5 students to obtain more precise data. Meanwhile, in order to test the accuracy of the data, data triangulation, member verification, audits, and data analysis techniques are used, namely data reduction, data presentation, and conclusions (Miles & Huberman, 1994). 10 5th grade students of Turunan State Elementary School became the research subjects, while the homeroom teacher acted as the homeroom teacher.

Results and Discussions

This research was conducted in December 2024 at SD Negeri Turunan Andong. The purpose of this research is to describe the application of Quizizz Paper mode in learning evaluation to increase student enthusiasm. Boring learning evaluations will cause students to be lazy and pay less attention to their teachers. This is what was felt by the 5th grade teacher at SD Negeri Turunan Andong, some 5th grade students were less enthusiastic about learning because the teacher still assessed students' skills using traditional methods, such as dictating questions or sticking them on the board, this would trigger students to become sleepy so that their enthusiasm during learning decreased.

Implementation of Quizizz paper mode in learning evaluation

The use of media in learning evaluation is important to increase student enthusiasm. Using this media can help measure student achievement in learning objectives and is able to provide feedback between teachers and students. Using high-quality assessment tools can produce accurate and impartial information about how well students understand the subject matter. Learning evaluations that are usually used by teachers in the form of written tests or dictated results in students becoming unfocused and bored so that they are busy themselves without paying attention to their teachers. This is supported by the statement from the class teacher that there are conditions where students look bored in learning which results in a lack of enthusiasm from students, finally the teacher uses media to restore their enthusiasm.

The teacher has a solution to overcome the lack of enthusiasm from students in learning evaluations by implementing the Quizizz application which contains a feature that is rarely used by other educators, namely the paper mode feature. However, some teachers still use the Quiziz paper mode with grade 5 students of SD Negeri Turunan Andong. This is in accordance with the results of interviews with class teachers, namely elementary school children are not allowed to bring cellphones because now there are many educational innovations, especially in evaluation activities whose tools must use cellphones, teachers try to find other alternatives so that technology continues to run without any obstacles, especially on the tools used by students.

Teachers can use Quizizz paper mode, a feature of the Quizizz platform, to carry out offline learning assessments with Q-Cards, which are sheets of paper with QR Codes on them. In this mode, students can answer questions that the teacher has given by lifting the paper that has been distributed, and the teacher will scan the students' answers using the Quizizz application on their smartphones. The use of this application certainly involves other tools such as laptops, LCD screens, and cellphones for teachers. The stages carried out by teachers in implementing Quizizz paper mode in learning evaluations include: 1) creating a Quizizz account, 2) creating quizzes and using them.

Teachers must first register on the Quizizz website to create an account and use Quizizz as an assessment tool. Teachers will have options on the website, including using an email address, telephone number, or Google account. If they have successfully logged in to the Quizizz page, the teacher chooses to use the account at school and as a teacher. The second step in creating a quiz and its use is to click the "Create New Quiz" button to create a new quiz, then add the quiz name and select the topic or subject to be used and select the multiples choice quiz type. If the teacher has finished creating the question then click "Play", on the game mode selection page select "paper mode". After selecting "Paper mode" the teacher can download a PDF file containing a barcode to be shared with students as a medium for answering questions.

The use of this media begins with the teacher distributing barcode paper that has been downloaded from Quizizz then displaying the evaluation questions on the LCD screen. The teacher logs in on the cellphone to scan the barcode held by the student. The teacher can scan the barcode if the student is ready to answer the evaluation questions correctly, quickly, and actively. In the application of this media, it can be seen that students are very active in starting to learn to think quickly and train their concentration to answer correctly.

Based on interviews with teachers regarding the application of Quizizz paper mode, it explains that the application of Quizizz paper mode can increase teacher sensitivity in learning to review material and can increase student enthusiasm during learning evaluations. The thing that teachers feel when implementing Quizizz paper mode is extraordinary because they see students who feel challenged by the application of barcodes used in learning evaluations. Seeing students who are active and enthusiastic during the evaluation provides a very significant difference with the evaluation before using the Quizizz media. The application of this media is quite enjoyable for some teachers who have used this media. The influence felt by teachers and students is clearly visible because with this media students become more serious when working on questions, they feel like they are competing with their friends.

Based on interviews with students, it was explained that when using this media, they felt it was fun, exciting, and challenging because students could see directly whether their answers were right or wrong. Students said that when answering a wrong question, the teacher immediately re-explained the material in the question. The use of this media is very easy because students only need paper containing a barcode that will be scanned by the teacher if they want to answer the question. According to students, this media is more practical, previously students were only given questions through LKS books or writing independently, but with this media, students do not need to bother taking out their writing tools.

The results of interviews with teachers and students and opinions from researchers according to events in the field can be concluded that the implementation of Quizizz paper mode in learning evaluation has a good impact on students. The most visible good impact is that students feel happy to play an active role in learning evaluation. Students' joy in learning evaluation can be increased and a pleasant learning environment can be created by incorporating media into the learning process. Quizizz paper mode provides many benefits in ongoing learning. The benefits obtained are that students are more active, have a quick response, improve their learning outcomes, are motivated and increase their enthusiasm. These benefits are also felt by teachers, such as ease in evaluating student learning outcomes systematically, efficiency in the use of technology or learning methods, and more effective time management. This allows teachers to focus more on student interaction and guidance, thereby improving the quality of learning.

Obstacles faced by teachers and students in implementing Quizizz paper mode in learning evaluation

The implementation of Quizizz certainly has obstacles that may occur during its application. The obstacle in implementing Quizizz paper mode during learning evaluation is the obstacle experienced by students when the teacher scans the barcode owned by the student. The obstacle here is caused by the scanning system which is so fast that when the student has not prepared the answer, the scanner will automatically scan the barcode owned by the student if the barcode is captured by the scanner camera. However, students do not need to worry about this obstacle because even though the initial answer has been scanned, it can still be re-scanned so that the answer can be replaced.

Figure 1 <Student Barcode Paper Scanning>

The results of interviews with several students said that when students had not really prepared their answers, the scanner quickly scanned the barcode held by the students. From this, it was concluded that scanning on this application has a very fast response so that this is a concern for teachers before students give the right answer. Teachers can ask their students before scanning is carried out so that students prepare the right answer.

The next obstacle is the network constraint on the implementation of Quizizz paper mode. The teacher said that sometimes the internet network used is not so smooth to log in to the Quizizz account, but obstacles like this can still be overcome by connecting the internet network from the teacher's cellphone to the teacher's laptop. Based on the results of the interview, it can be concluded that the implementation of Quizizz paper mode during learning evaluation activities provides many benefits felt by students, especially increasing student enthusiasm when taking part in learning evaluations. This media turns out to not only increase students' enthusiasm for learning, but also has other positive impacts such as trained student focus, students play a more active role, helping students to think quickly, and improving their learning outcomes.

Research conducted on 5th grade students of SD N Turunan Andong found that the application of Quizizz can have a positive impact on students. A game-based educational application called Quizizz makes learning interesting and fun by offering multiplayer games (Mulyati & Evendi, 2020). Quizizz has a paper mode or barcode feature that is used without electronic media for students. This paper mode feature is a new alternative because students do not need a cellphone to take the quiz but use barcoded printed paper provided by Quizizz. This barcoded paper can be used repeatedly even though the questions given are different, this can minimize expenses for both teachers and students. The application of this media is very helpful for students who have low critical thinking, low enthusiasm for learning, and weak concentration.

This study states that there is an effect of the application of Quizizz paper mode in learning evaluation to increase student enthusiasm at SD Negeri Turunan Andong. When viewed from the responses that have been shown by respondents through interview data, the application of Quizizz based on paper mode has met the criteria related to the achievement of the objectives of this study. By using this Quizizz, it can provide benefits for both teachers and students.

The benefits that researchers found through field observations are that Quizizz paper mode provides benefits for students during learning, especially during learning evaluations, namely it can increase students' enthusiasm for learning, student concentration, improve student learning outcomes, students become more motivated, and improve their critical thinking skills. This is in accordance with research by Arif et al. (2021) The Use of Quizizz Media as a Way to Help Students Develop Critical Thinking Skills shows that the use of Quizizz media and online crosswords can help students develop their critical thinking skills when answering quiz questions.

The benefits of implementing Quizizz paper mode felt by teachers are the ease of using it on students so that teachers find it easier to control students. Another benefit felt is that teachers do not need to do manual corrections because this media is able to provide results from student work automatically, this can save time. Various benefits are also felt by students because with this media students do not need to use stationery to work, but only use a piece of barcoded paper. In addition, the application of Quizizz paper mode creates a fun, active learning atmosphere, more efficient learning, and is not limited by space and time.

The opinion of relevant researchers Nurhusni et al. (2024) found that the use of Quizizz paper mode as a substitute for traditional methods to assess students' understanding of the content of the Quran and Hadith successfully increased their understanding and motivation to learn. This encourages a competitive spirit and requires students to answer questions correctly and quickly. However, among the positive aspects of this media, there are also disadvantages when using this application, namely, students easily cheat and the class becomes noisy.

Based on the relevant research results at SD Negeri Turunan Andong, there was also an increase in students' understanding of learning evaluations and an increase in students' enthusiasm for learning which made the class more effective, active, and motivated. If in the previous study the researcher found that there was a commotion at SD N Turunan Andong, it was found that this media had a positive impact on students, namely minimizing the commotion that occurred in the classroom during learning and during learning evaluations.

Research that has been carried out at SD Negeri Turunan Andong found that the trigger for student enthusiasm was caused by the Quizizz media which contains interesting and challenging quiz games so that students are enthusiastic to try it. The use of Quizizz in Islamic Religious Education (PAI) is very effective, according to research by Kamajaya et al. (2022), this is because students are more enthusiastic about using game-based learning materials or quizzes, which are very important to help the learning process.

The statement above is in line with the research of Rahmawati et al. (2022) in his research on the use of the Quizizz application to make social studies learning fun in junior high schools. Research findings show that Quizizz can provide engaging, inventive and unique learning materials, making it an essential tool for education. Using Quizizz as a learning tool has benefits that can be experienced by both teachers and students, according to Rahmawati's research findings

Conclusions

Based on the research results, it can be concluded that implementing Quizizz paper mode in learning evaluation can increase students' learning enthusiasm.The application of this media also turns out to be able to motivate students, help them think more critically, and improve their learning outcomes.Quizizz in paper mode will become a favored learning evaluation medium for educators because of its ease of use, allowing students not to bring their phones to school and only requiring a sheet of paper containing a barcode that can be reused even if the questions and learning materials differ.This media can be implemented by teachers during learning activities so that students become more proactive and the teaching and learning process is not monotonous, which can cause boredom and loss of enthusiasm among students during lessons, thereby improving students' learning outcomes.Quizizz paper mode is very suitable for use by educators in areas with technological limitations, as it can introduce something new that helps students become more enthusiastic and motivated to learn well, thereby impacting their learning outcomes.The challenges experienced by teachers and students during the implementation of Quizizz paper mode in learning evaluation can serve as evaluation material for the school and teachers to further improve facilities and teachers' abilities in using educational technology.

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