



Virtues and Challenges of Integrating Quizziz App for English Learning in Remote Learning Context

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Article History:

Received: Mar 13, 2022
Revised: Apr 07, 2022
Accepted: Apr 21, 2022
Online First: Jun 01, 2022

Keywords:

English online learning,
learning media, pandemic
situation, Quizziz
application

Kata Kunci:

aplikasi Quizziz, media
pembelajaran,
pembelajaran bahasa
Inggris secara daring,
situasi pandemi,

How to cite:

Wulandari, E. (2022). Virtues and Challenges of Integrating Quizziz App for English Learning in Remote Learning Context. *Edunesia: Jurnal Ilmiah Pendidikan*, 3 (2): 149-156.

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Abstract: The pandemic situation for the last two years has brought an abrupt change in our education system. Face-to-face learning at schools must be changed into a hybrid learning setting, where it combines direct teaching and learning processes with an online learning system. Teachers and students must adapt to the situation and problems related to this new situation start to occur. Ways to minimize the problems must be considered to be able to get the maximum result from the hybrid learning process. Based on the literature study conducted in this research, it has been proven that the Quizziz app can be one of the best alternatives for English hybrid learning. This application provides attractive, interactive, and fun media for online learning especially the English subject, which makes it suitable to be considered one of the best options in this emergency remote learning situation. Besides, the nature of this application is also suitable for the nature of today's generation. This paper describes in detail why Quizziz is one of the best options to use in English online learning and how to get the most from them as well minimizing their disadvantages.

Abstrak: Situasi pandemi dalam dua tahun terakhir telah membawa perubahan yang tiba-tiba dalam sistem pendidikan kita. Pembelajaran tatap muka harus diubah menjadi model pembelajaran *hybrid learning*, yang menggabungkan antara pembelajaran tatap muka dan pembelajaran secara daring. Siswa dan guru harus beradaptasi pada kondisi ini dan masalah-masalah yang berkaitan dengan hal ini mulai muncul ke permukaan. Beragam cara harus dipertimbangkan agar model pembelajaran *hybrid learning* yang diterapkan tetap dapat memberikan hasil yang maksimal sesuai dengan target hasil belajar. Berdasarkan banyak hasil penelitian, aplikasi Quizziz telah terbukti dapat menjadi satu alternatif untuk diterapkan pada pembelajaran bahasa Inggris secara daring. Aplikasi ini menawarkan suatu media pembelajaran yang menarik, bersifat interaktif, dan menyenangkan, yang membuatnya sesuai untuk menjadi satu pilihan terbaik untuk diterapkan saat ini. Selain itu, aplikasi Quizziz juga sangat sesuai dengan karakter generasi millennial yang sangat dekat dengan teknologi dalam kesehariannya. Artikel ini membahas secara detail mengapa Quizziz patut menjadi salah satu pilihan terbaik yang dapat dimanfaatkan untuk pembelajaran bahasa Inggris secara daring dan bagaimana cara meminimalisasi permasalahan yang mungkin timbul pada saat pemanfaatan aplikasi ini.

A. Introduction

Learning media is an important part of the teaching-learning process. The use of appropriate learning media can improve learning activities and increase students' eagerness to receive learning material. Learning media has the potential to improve students' comprehension of the material provided by the teacher. Referring to that, attractive and interactive learning media are needed by teachers to support the teaching and learning process to achieve the learning outcomes. This is the condition that must be able to be realized by teachers to have a meaningful learning process.

To date, learning media is mostly associated with the use of Information and Communication Technology. It refers to the transformation of ways of life through the use of an intelligent network of machines and processes technology of information and communication. It has a significant impact on both life and education. As a result, the use of technology in education gives a massive influence on the teaching-learning process.

ICT as one of the education properties that should be aligned on day to day basis in the teaching and learning process has a very significant role in the result. To ensure that it truly supports and can contribute to the process, some considerations must be put in mind. These elements should be an integral part of the ICT application in the education process to enhance the learning outcomes as projected. Saxena, et al (2020) proposed some of the aspects that need to be considered and prepared beforehand. At first, the learning model should be arranged in such a way to accommodate any kind of learning model. Various digital material collections must be available and accessible for the remote learning process. Not only that, the digital materials provided should follow the curriculum which is used by the institution and be in line with the learning outcomes targeted.

Some problems may occur during the implementation of remote learning. To provide help for the students and also the teachers when there are some queries or problems with the use of the ICT during its implementation, a virtual helpdesk can be provided to help students and also the teachers. Printed study materials can still be used, such as from social media or newspaper articles, should there be any need for additional materials. Meanwhile, in areas with a bad internet connection or even no internet connection, radio and television broadcasts can be utilized for interacting with the students. This is quite effective for some remote places, especially in poor community areas. To improve this condition, the government must take action to improve the quality of online learning in remote areas by improving the digital infrastructure and bandwidth, and also assigning friendly policies to support this program.

In terms of digital contents delivery, make sure that all the students can easily access the digital content, the materials should be available on various platforms to avoid loss of the data when a certain platform has network problems or is inaccessible. Not only storing the content in various platforms, but it should also be available on some possible devices like mobile phones, laptops, tablets, and even TV. This is to ensure that the contents are always available to be accessed. In dealing with low bandwidth areas, some learning tools as alternatives must be optimized to avoid problems as well as possible. The materials should be short and clear. Concise lectures are better than long lectures, to keep the students' engagement and concentration on the materials. Finally, when providing digital materials to the students, a manual should be attached to provide a clear explanation and information on how to access and use the contents

The effectiveness of ICT-based learning media is supported by the argument from Afrizah (2018), who stated that ICT-based learning provides good opportunities for

teachers and students to use modern learning media in addition to traditional media in the teaching-learning process. Muhammad (2020) also argues that many learning technologies are available today to aid in the teaching and learning processes, including the provision and use of online learning media to assist teachers in improving learning both inside and outside of the classroom or via distance learning. Technology incorporation in learning also creates a more efficient and beneficial classroom (Keengwe, J., and Georgina (2012).

This condition quite relates to the nature of our millennial generation students or the Gen Z generation because they are now very attached to technology. Due to this situation, teachers must be able to adapt their learning media to cater to the needs of Gen Z for high-quality education. They will be more engaged in the learning process if it is equipped with suitable technology.

ICT-based learning supports the teaching and learning process of certain subjects, such as English. The use of technology in the classroom to teach English will have numerous advantages in terms of increasing student participation and motivation. Online learning media provided by the advancement of technology allows teachers and students to interact more freely and makes it easier for students to access what they need. Many studies had proven that e-media motivates students to learn the language and significantly improves their language skills by utilizing students' devices independently and as a substitute for traditional learning (Muhammad, 2020).

Concerning the fact, Quizziz as one of the technologies and online-based learning media can be taken into account as it offers some good opportunities for teachers to create fun and engaging learning of English as a foreign language in an online classroom. Zhao (2019) confirms that Quizziz is a game-based online educational tool, an interactive multiplayer online game-based platform, an easy-to-use platform for students, and an effective platform for shortening learning times. These qualities may add to the effectiveness of Quizziz to be employed in the classroom especially when it deals with online learning.

Based on the description above, this paper will further discuss the benefits and challenges of utilizing Quizziz in the English teaching and learning process, how to implement the media, and the ways to minimize the drawbacks while employing Quizziz in an online learning setting.

B. Method

This article used a literature study design whose main purpose is to gather research results, information, and data, and manage them into a meaningful and conclusive written product (Zed, 2014). Some researches from the year 2012-to 2021 were chosen as the main sources of information. They were selected based on the suitability of the topic being discussed. These steps are important to be conducted to get valid information to support the ideas presented. Some research and literature about the employment of web-based applications and Quizziz application were used to support the findings here. All studies discussed mainly the advantages and disadvantages of Quizziz for online learning.

C. Result and Discussion

Why Quizziz?

The advancement of technology brings about new alternatives for delivering lessons for any subject. Some educational apps such as Quizziz, Socrative, Kahoot, Duolingo, etc

are created for supporting students' learning process. One of the widely used apps for education is Quizziz. It is an educational app that applies the concept of gamification (MacNamara & Murphy, 2017). This app is completed with a colorful interface, avatars, and music to give students a quiz game experience. Another attractive feature is by adding some memes in the application that will tell whether the answer is right or wrong (Miller, 2017). This game is also able to bring multiplayer activities to classrooms and makes class exercises interactive and fun. With this feature, this game allows students to compete with each other and motivates them to study.

Some research had proven that Quizziz can be taken into account as one of the learning media that is suitable to be implemented in the English teaching and learning process, especially in the online setting. It can be fun and challenging so that students are highly motivated along the learning process. A study conducted by Zuriyah and Pratolo (2020); showed the result that students had more self-confidence after using Quizziz, they were also more motivated to learn English. Other studies also concluded that Quizziz received good perception from the students (Fakhrudin & Nurhidayat (2020); Amalia (2020); Chaiyo & Nokham (2017)). Quizziz is not only enhancing students' motivation, as the result of Lestari's research (2019), but they can also help to improve students' reading comprehension skills in English (Ratnasari et al., 2019).

When employing Quizziz for studying English, other studies also concluded that Quizziz can motivate the students more to learn English, make them more focused, and lengthen their attention span when they must do online learning at home (Dewi&Astuti, 2021; Dhamayanti, 2021; Irwansyah&Izzati, 2021; Risan, 2021). Learners also thought that online assessment using Quizziz is more intriguing and engaging compared to the paper-and-pencil quiz format (Nugraha et al 2021). Besides, Quizziz is considered to be interesting and fun and since students cannot cheat during the quiz then it creates a competitive atmosphere in the online lesson which becomes more challenging for the students (Amalia, 2020).

In conclusion, it can be stated that Quizziz will have a meaningful contribution to the teaching and learning process, especially in the remote learning setting. Teachers can view this app as one of the alternatives to be applied in the lesson to promote a more engaging learning process.

The Advantages and Disadvantages of Quizziz

Quizziz as one of the alternative learning media to be applied in remote learning possess some qualities that make them suitable to be employed for English remote learning. Those are:

1. Quizziz can assist students in the learning process. This is because Quizziz is perceived to be able to help improve accuracy, reduce boredom due to online learning at home, and also improve their vocabulary.
2. Quizziz app can be modified as needed by the teachers. Teachers can monitor the process, download the progress, customize it in different ways, and it can also be made for homework so that the students can work on the homework on their gadgets.
3. Quizziz increasing students' learning comfort. The attractive, colorful, and easy-to-use design of the application makes it comfortable for the students to operate. The

application which can also be accessed through their smartphones makes it more convenient for the students to learn using the app.

4. Quizziz is proven to be able to increase students' motivation during the learning since it has a competitive nature which makes it more challenging for the students to learn through it.
5. Real-timeline design Quizziz with a time limit for each problem or question helps teachers to monitor the process because students do not have time for cheating, mocking, and discussing with their friends during an assessment.
6. Quizziz helps to increase students' engagement in English remote learning. The combination design of game playing and studying of the app can attract students to learn and study English online.

Aside from the advantages described above, we can find some problems encountered by both teachers and students while employing Quizziz in remote learning settings. One of the problems is due to the internet connection, some students cannot actively participate in the process and sometimes it takes time to wait for other students to join the Quizziz game because they have a bad internet connection (Swarniti, 2021). Another problem that may take place is related to the real-time design of Quizziz which brings an opportunity for a real sportive lesson, where students cannot cheat during the assessment process, but on the other hand, it causes anxiety and confinement for some students when they have to race against the time. The disadvantages mentioned should be acknowledged by the teachers and some strategies can be applied to minimize them.

How to Incorporate Quizziz into Remote Learning Context

1. Create a certain way to communicate with the students and stay organized. To ensure the smooth flow of communication between teachers and students, some strategies must be implemented. Make sure that every student knows where to look for assignments, updates, and suggested resources. Utilizing LMS, Google Classroom, email, etc will bring a great benefit to the process. No matter what kind of tools are being used by the class, Quizziz can always be linked to them
2. Make self-paced assignments for the students By assigning self-paced assignments, students will have the freedom to finish their work on their own time and make the more comfortable in doing the tasks. Teachers can set up as many assignments as needed too and differentiate them based on the ability of the students. This will make students able to advance at their own pace.
3. Host live games with Quizziz during the lesson. Live games with Quizziz will bring some added challenges to the students. They will be more motivated to join the class because they feel that they can compete with their friends through the game. Students will be more engaged and involved in the teaching and learning process even though the class is conducted remotely. Teachers can also ask students to create their Quizziz to be played with their peers. This will give more sense of involvement to the students.
4. Collaborate with other teachers by using Quizziz. To get more enrichment in the materials, teachers can invite other teachers to create shared Quizziz and assignments.

- The more resources that the students get, hopefully, will have the better results achievement in learning
5. Use Quizziz for getting students' feedback on the learning process Quizziz can also be used for creating polls to collect feedback from the students. This will involve students in decision making related to the problems they face during online learning
 6. Introduce new materials in a different way Quizziz also has features to be used to introduce new topics in attractive, fun, and engaging ways. Besides, it can also be used to give writing and discussion prompts in more interactive ways.
 7. Create various and interactive types of assignments for the students. As using Quizziz in an online class learning means giving opportunities to students to be more creative, then teachers can assign various assignments using this app. For example, teachers can ask the students to answer the assigned Quizziz in the digital format as the students like it or they can also use the "Draw" option to sketch out visual illustrations of their answers. Other possible creative methods can be explored by the teachers to improve students' engagement during the remote learning process.

D. Conclusion

The online learning system that has been applied during this difficult time has revolutionary changed the way teachers and students interact on daily basis. Hybrid and blended learning becoming a new regular setting for education. Teachers and students must struggle very hard to adjust to this condition to make sure that the learning objectives can be achieved as expected. These new learning systems offer challenges for language learning, especially English, as it is a foreign language in our country. Various learning media should be applied to make sure that the learning process will still be able to reach the targeted results.

As has been discussed previously in this article, Quizziz is one of the applications that can be considered to be incorporated into English teaching and learning to support the online learning process. Some evidence already shows that Quizziz can be used as an effective tool for learning media to enhance the class environment in an English e-learning situation. It has some features that can be utilized at the max by teachers to design fun, interactive, and meaningful lessons. Although it also has some weak points due to the internet connection quality and quick phase of games applied by the application but teachers can adjust the arrangement to minimize the problems. In summary, it can be concluded that Quizziz can be employed as one of the alternatives to support English learning in this emergency to aid all parties involved to obtain the learning outcomes as expected.

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