UTILIZATION OF QUIZIZZ LEARNING MEDIA FOR BASIC EDUCATION LEVEL LEARNING IN HAPPY CITY

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ABSTRACT

In essence, education is a basic right for every Indonesian citizen to be able to enjoy it. Education is a conscious effort made by humans in order to develop their potential through the learning process. The existence of this very important education has been recognized and at the same time has very strong legality as stated in the 1945 Constitution article 31 (1) which states that every citizen has the right to education. This research was conducted in class VI of Ujong Gunong Public Elementary School, Kota Happy District. The research was conducted for two weeks. The subjects of this study were 5 students in class VI at Ujong Gunong Public Elementary School, Kota Happy District. The first indicator that researchers use is compatibility with the goals to be achieved. The teacher's perception of the media based on these indicators, the teacher feels that the use of Quizizz as a learning medium is in accordance with the learning objectives to be achieved. This is due to the use of Quizizz which can be set based on the learning objectives to be achieved. For schools, especially teachers, it is necessary to carry out learning innovations according to needs and continuously to improve the learning process as well as fostering the teaching profession, so that learning problems can be resolved. The application of Quizizz educational game-based learning media is only one alternative solution in improving student learning outcomes, especially elementary school students.

Keywords: Quizizz, learning media, basic education

INTRODUCTION

In essence, education is a basic right for every Indonesian citizen to be able to enjoy it. Education is a conscious effort made by humans in order to develop their potential through the learning process (Ichsan & Hadiyanto, 2021). The existence of this very important education has been recognized and at the same time has a very strong legality as stated in article 31 (1) of the 1945 Constitution which states that every citizen has the right to get education. The right to education is clarified by article 31 (2) Every citizen is obliged to attend basic education and the government is obliged to finance it, while paragraph (3) The government seeks and organizes a national education system that increases faith and piety and noble morals in order to educate the life of the nation which is regulated by law. Based on this, education is the right of all citizens and the government has obligations in terms of financing.

Learning for today's millennial generation, starting from elementary school age to advanced school can be said to be very closely related to technological advances, this is related to the use of information and communication technology-based learning applications commonly abbreviated as ICT. Learning is required to be integrated with an innovative, creative, and fun learning base integrated in the characteristics of 21st century learning, for generation z and alpha in the industrial era. In addition to achieving 4C competencies (critical, collaboration, communication, and creative) or critical thinking, collaborating, communication skills, and creative learning skills are sought to be achieved in order to keep up with the times.

But unfortunately the technology that exists today is still not much mastered by educators so that in learning there are still many unused.Learning still looks like the majority occurs generally still conventionally characterized by the characteristic of the teacher being the only source of learning and learning media not yet ICT-based because that is what is needed There are many changes in learning with one of them being the use of effective and efficient learning technology to achieve learning objectives. Teachers are required to play a role more than just teachers but as facilitators to make learning carried out well in the classroom. Learning means that there are changes in terms of affective, cognitive, and behavioral.

The world of education cannot be separated from learning and teaching activities. According to (Fakhrurrazi, 2018) teaching is the process of guiding

learning activities, that teaching activities are only meaningful if student learning activities occur. Therefore, it is very important for every teacher to understand as well as possible about the learning process of students, so that he can provide guidance and provide the right and harmonious learning environment for students. Educators or teachers are people who are responsible for implementation of education. Teachers in education function as those who plan, organize, lead and supervise.

The teacher as an intermediary in conveying information to students must be able to convey all information clearly so that students are able to easily understand information in the form of subject matter delivered by the teacher in the learning process (Filina et al., 2022). The learning process is essentially a communication process, namely the process of delivering messages from the message source to the recipient of the message through certain channels or media.

Based on the Government Regulation of the Republic of Indonesia Number 19 of 2005 concerning National Education Standards in Chapter IV concerning Process Standards Article 19 paragraph 1 states that: The learning process in the educational unit is held interactively, inspirationally, fun, challenging, motivates students to participate actively, and provides sufficient space for practice, creativity, and independence in accordance with students' talents, interests, and physical and psychological development.

This requires educators to provide interesting, fun and more challenging learning so that it will increase learning activity and ultimately student learning outcomes will increase as well. Educators must always provide innovation in learning so that learning is not monotonous and boring for students. The role of educators is as a planner (as a determinant of the type of tasks students must do), as a facilitator, and as an evaluator (feedback giver and strengthening).

Many technological advances have been proven to affect learning media that can be applied in schools (Sari et al., 2019). The positive impact of technology with various media developed can help increase students' understanding and skills in achieving the learning competencies to be achieved. Innovative, creative, and fun learning principles can be accommodated with audio, visual, and kinesthetic facilitated learning styles. The development of technology that continues to be utilized continues to produce effective and efficient ICT-based learning media. One of them can be developed a learning media by utilizing an online application, namely Quizizz.

This application is not widely known by educators in Bakongan for its use as a learning medium based on the author's questions to 11 educators in the happy city. This quizizz contains learning materials that are packaged in interactive questions on various themes at various levels, subjects, and more with a selection of material content made by educators themselves who act as admins or by designers stored in the quiz library on the home page.

METHODS

This research is a case study research (Case Study). Case Study is a process to understand, examine, explain, and test comprehensively, intensively and in detail / detail about a scientific setting according to its context (natural setting context), one subject (one singlesubject), a document storage (depository of document) or a certain event (oneparticular event) and so on. A case study is a series of scientific activities carried out intensively, in detail and in depth about a program, event, and activity, either at the level of an individual, group of people, institution, or organization to obtain in-depth knowledge about the event. Usually, the chosen event hereinafter referred to as the case is an actual thing (real-life events), which is taking place, not something that has passed. This research was carried out in grade VI elementary school Ujong gunong sub-district, happy city. The study was carried out for two weeks. The subjects of this study were grade VI students of SD Negeri ujong gunong sub-district of Kota Bahagia which amounted to 5 students. Planning: At this stage researchers prepare syllabi, lesson implementation plans, teaching materials, student response questionnaires and observation sheets. The implementation of actions in the first cycle is carried out in two meetings. The action stage is carried out by the teacher using learning media based on the educational game Quizizz.

RESULTS AND DISCUSSION

A. Quizizz as a Learning Media

Learning media is one of the important things in learning. One of the success factors in learning is the role of learning media as a forum for delivering learning messages from learning sources or information sources to the recipients. This is inseparable from the role of educators. The competence of educators in learning students is one of the conditions demanded therefore it is considered to continue to be developed in the future with effective and efficient models and media. The competence of educators in terms of mastery of ICT to produce learning media that is felt to be still lacking, always needs to be improved in order to make this competence important in growing competencies for their students with one of them accommodated by The addition of insight

and skills produces learning media that suits the needs of students, which can be supported by the implementation of the tasks and functions of the Learning Technology Developer (PTP) functional personnel in facilitating the improvement of PTK competence in implementing ICT-based learning.

The development of Quizizz learning media needs to be done considering that the content needs to be enriched by educators so that later it can be used in learning. In the following discussion, we will describe what Quizizz is, how its role as a learning medium is to improve the competence of students facing the industrial revolution era.

Let's get to know Quizizz for more. What is Quizizz? Quizizz is described as a web tool to create interactive quiz games for use in your classroom learning for example for formative assessments (Agustina, 2019). This application is online meaning it can be used if there is adequate internet support. Quizizz is easy to create and play as a learning medium.

Quizizz educational game is a game-based educational application, which brings multi-game activities and makes interactive exercises fun (Purba & Demou, 2019). The application of quizizz educational games can be done by students at home using electronic devices such as smartphones and laptops.Unlike other educational apps, quizizz educational games have character themes, memes, avatars and music that can entertain students during the learning process, practice or do quizzes independently. Quizizz educational games also allow students to compete with each other so as to encourage students to be more active in the learning process and motivated to do exercises and quizzes in the hope of being able to get high quiz results and Impact on improving student learning outcomes. According to (Salsabila et al., 2020) that game-based learning has good potential to be used as an effective learning medium because it can stimulate visual and verbal components.

Learning media that can be created and utilized from the Quizizz application is in the form of interactive multimedia. Quizizz has advantages that can be used as learning evaluation material, for example, there are data and statistics on student performance where the results can be material for learning follow-up evaluation. Other features in the form of this media are used as Learning media at home, namely homework (homework) which can provide opportunities for students to learn outside the classroom, namely in the virtual classroom is also a place to learn while playing with this media. Creative, innovative, challenging, and fun games will foster positive motivation for students' desire to learn.

Prepared learning content by designers that we can easily find educators in Quizizz, it's just that for educators in Bengkulu with questions in English because most of them are made by people outside Indonesia, making this existing media need to be enriched again with Indonesian-language ones. This is the need for them to know how to make Quizizz media so that they can use it for learning for their students.

In addition to the quizzes available, it is better if the content that is quizzed we create ourselves by making our own quiz materials by choosing to make my quiz or create my quiz. We first prepare a set of questions for our quiz content. Then we open the application and input the questions that we have prepared. After completion, please publish our work to be used not only by us but by others as well. Thus the variety of media resulting from can be wider in distribution with the use of Information and Communication Technology (ICT) in learning.

B. Teachers' perceptions of using the Quizizz web application as a learning medium

Perception is a direct response to an absorption or the process of a person knowing some senses. The results of research interviews conducted by researchers on three teacher informants showed a positive response with the use of Quizizz as a learning medium. In the interview researcher Using six indicators that need to be considered when using media as a learning medium. Interviews were conducted separately in each class. The study was conducted on March 23, 2023. The first indicator that researchers use is conformity with the goals to be achieved. Teachers' perception of media based on these indicators, teachers feel that the use of Quizizz as a learning medium is in accordance with the objectives learning to be achieved. That's because the use of Quizizz can be set based on the learning objectives to be achieved. Learning media in the form of Quizizz can be used by educators as an alternative learning media to be utilized as much as possible to achieve learning objectives. The use of this type of learning media can overcome the shortcomings of using similar learning media to support the achievement of learning objectives.

The second indicator that researchers use is accuracy to support the content of lessons that are facts, concepts, principles, or generalizations. The use of media must be adjusted to the learning content to be delivered. The use of media should not make learning content not conveyed to students. The teacher's perception of this is that the use of Quizizz as a learning medium is appropriate to support lesson content that is facts, concepts, principles, or generalizations. Teachers argue that the variety of content in Quizizz can contain learning content in the form of images, charts, or text. Video and sound

can also be used, but must use a paid account. The ease with which teachers design customized learning also makes teachers free to design the learning to be taught. In order to help the learning process effectively, the media must be aligned and in accordance with the needs of the learning task and the mental abilities of students.

The third indicator is practicality, flexibility and durability in use. This criterion leads teachers to choose existing media, easy to obtain, or easy to make by teachers themselves. The teacher's perception of these indicators is that the teacher thinks that the use of Quizizz is very practical and flexible because it can be used for all learning content and material to be delivered. Another practicality of using Quizizz as a learning medium is that in the quiz and learning features that have quizzes, teachers can conduct assessments directly by the system, making it easier for teachers to conduct assessments. To enter the application is also very easy, teachers only need to prepare a Gmail account while students only use the number code given by the teacher to enter the application / class from the teacher. Teacher skills in using became the fourth indicator. Teachers must be able to use it in the learning process.

Teacher skills are one of the main criteria. In the teaching and learning process a teacher should be skilled in selecting, using and adjusting the media used. Use of learning media such as transparency projectors (OHP), Slide projectors and films, computers, other sophisticated equipment will have no meaning if teachers have not been able to use them in the learning process as an effort to improve the quality and learning outcomes. The teacher's perception of this is that all teachers, both young and elderly, can use the application, because its use is practical and easy to learn. Using the Quizizz application is easy to learn as long as there is the will and tools to learn. The features in Quizizz that are very lightweight make it easier for teachers to learn it.

Effective media for large groups may not be equally effective for small groups or individuals (Sodiq et al., 2021). There are appropriate mediums for large group types, medium groups, small groups and individuals. Quizizz is a fun, interactive learning medium. Teachers' perceptions of using Quizizz as a learning medium based on target grouping are different. Opinions that assume that it can be used for all groups, some argue that it is more suitable for small groups. The application of Quizizz in small groups can be made like a quiz group, so for example 3 vs 3. Take turns answering in that group, and jockeying for value with other groups.

Visual development of both images and photographers must meet certain technical requirements. The attractive display of learning media makes students more interested in learning. The teacher's perception in terms of

technical quality suggests that the appearance of Quizizz attracts the attention of students, because they learn but like playing so that students are more focused on learning (Eka Ratnasarianti, 2021). Media contains and carries messages or information to recipients, namely learners. Messages and information carried by the media can be simple messages and can also be very complex messages. Media is prepared to meet the learning needs and abilities of students, and students can actively participate in the teaching and learning process.

C. Educators' Understanding of Quizizz Learning Media as a Learning Media for Basic Education Level

For educators who teach various maples and levels of Quizizz, there are still many who do not understand both their creation and use. This existing condition should change with the increase in understanding and skills of educators to create and use this Quizizz as a learning medium so that educators can increase their insight, knowledge, and skills in working to create Quizizz-based media as learning media in this digital era. Educators are expected to be more creative in their work and also select existing learning media and follow up with the use of media to the learning level in their classrooms.

CONCLUSION

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Conclusion From the above description it follows that:
1. The use of Quizizz as a medium for learning languages of various levels and maple is still not widely known by educators in happy cities, so efforts are needed for its introduction to English language educators and students as users.
2. The use of Quizizz learning media that accommodates learning needs aims to achieve learning objectives by increasing students' understanding and skills.
3. Improving educators' ability to utilize this media is very necessary because there is still a lack of educators' knowledge and skills on Quizizz to create and utilize learning media.

The process of utilizing this Quizizz Slide learning media is:
a. Educators access the Quizizz app to either a pc or laptop.
b. Educators display Quizizz that has been created or chosen to students as a learning medium that has been designed.
c. Students follow the game in Quizizz.

d. Educators can strengthen the understanding and skills of Education participants.

SUGGESTION

Learning media in the form of Quizizz can be used by educators as an alternative ICT-based learning media to be utilized as much as possible to achieve learning objectives. The use of this type of learning media can overcome the shortcomings of the use of similar learning media to support the achievement of learning objectives. The use of this learning media can overcome various problems faced in the learning process and follow-up is needed with the design of its development for the next learning process because it is recommended so that educators can get to know more about this Quizizz and use it in daily learning for their students as learning evaluation material.

For schools, especially teachers, it is necessary to carry out learning innovations in accordance with the needs and continuously to improve the learning process as well as the development of the teacher profession, so that learning problems will be resolved. The application of Quizizz educational game-based learning media is only one alternative solution in improving student learning outcomes, especially elementary school students.

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