



STUDENTS' PERCEPTION ON THE USE OF QUIZIZZ AS ONLINE LEARNING

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ABSTRACT

The objectives of this research is to describe the students' perceptions, and to find out the obstacles that students face in using Quizizz as online learning during the COVID-19 Pandemic. This study was designed a descriptive qualitative. The participants of this research are 25 students at the eight grade of SMPN 1 JASINGA. The participants of this research were selected using purposive sampling technique. The data were obtained through distributing questionnaires to the participants. The results of this study had shown the students' perception on the use of Quizizz as online learning during the Covid-19 at SMPN 1 JASINGA had a positive perception based on the variables such as; attractiveness, efficiency, perspicuity, dependability, stimulation, and novelty.

Keywords: Online Learning, Quizizz, Students' perception, Covid-19



Introduction

In the 20th century, digital transformation has spread rapidly in any aspect of human life, including education. Schools and teachers are trying to incorporate with digital learning media to create a more creative, applicative, and entertain. Therefore, online learning media are able to create a community space between students who not only educate but also entertain.

Online learning is also known as electronic learning, e-learning, online learning, internet-enabled learning, virtual learning, or web-based learning. Learning activities in the classroom not only play a role in increasing the students' knowledge but also involves certain things such as curriculum can contain learning tools, materials, and resources.

Due to the corona virus outbreak, formal education which is usually carried out face-to-face has become constrained. To overcome thus obstacles, face-to-face learning is replaced by online learning. However, an online learning is expected to help overcome this situation in education by using online platforms learning or teaching. According to Zuhriyah and Pratolo, the development of this online platform could be seen through many educational online platforms that have been used extensively for the tool as a learning medium, such as Kahoot, Socrative, Edmodo, and Quizizz.

Online learning applications are growing rapidly and can be accessed for free, one of which is Quizizz. Zhao stated that Quizizz is one of the game-based online educational tools, an interactive multiplayer online game-based platform, an easy to access platform for students, and an effective platform to save learning times. Zhao also mention Quizizz is one of the online platforms used in the learning process. Quizizz application itself is described as a web tool that can be accessed through www.Quizizz.com that has superior characteristics over the other online learning media. Quizizz is an online media of games interactive which helps students check their knowledge and progress in their learning.

The feeling and perception are associated with the experience of learning, whether its' help students in learning experinces, students engagement, students knowledge actuality. And also, it is very important to know the perceptions of students in using Quizizz, and whether students really enjoy the learning process using Quizizz or either.

Based on study case above, the writer is interested in finding the students' perception on using Quizizz as online learning, especially students at state Junior High Schools Jasinga Bogor West Java. In order to limmite the scope the writer take the title "Students' Perception on The Use of Quizizz as Online Learning during The Covid-19 Pandemic."

Literature review

An online learning

Online learning is the use of the internet for distance learning and delivered online in a synchronous and asynchronous environment. According to Stoetzel & Shedrow online learning could be distance learning by utilizing the web as it does not require traditional ways of learning (face to-face). Thus, online learning is use for the distance learning that can be use the web as the media during online learning process and also learners can apply it anywhere since online learning is not done face to-face.

Online learning will enhance the critical function of interaction in education, in multiple formats and styles, among all the participants. Therefore, this means that students will get more interaction in terms of education, because online learning is always related to the learning process in the classroom, therefore they will get it in various styles according to their teacher.

Online learning media can be interpreted as using internet-based educational aids to facilitate the teaching and learning process to achieve the learning goals. Therefore, there are various applications or web to support the online learning, it will help the teachers and also the students in the online learning process. Some of these various applications can be seen through the many online educational platforms that have been widely used for learning media, such as Quizziz, Kahoot, Socrative, and Edmodo.

An online Learning during Covid 19 Pandemic

Online learning is a distance learning system which takes advantage of technologies such as the World Wide Web, email, chat, new text, and group chat. The use of online learning has been implemented since the corona virus attack the world. It is not only in Indonesia, but also in the education around the world. Moreover, the condition during the pandemic is required online learning, and there were still many extraordinary obstacles faced by students during this outbreak.

According to Owusu-Fordjour, Koomson, and Hanson, online learning also has many obstacles such as poor internet connection, lack of teacher mastery of the use of instructional media, so that it causes an impact from the constraints using online learning. However, online learning also has disadvantages such as internet connection problems and the absence of direct communication between teacher-students. This implies that, while online learning has its advantages, it also has disadvantages that students may face during this Pandemic. The use of some applications or platforms makes online learning more effective because it was convenient to use, besides it was easy to get through the App Store.

In addition, veronica et all, on their research found that there was a positive impact during the pandemic especially in the field of education in all countries in Asia. As in the Philippines, online learning activities have opened up opportunities to improve educational methods and shift to emerging technologies. Likewise in Saudi Arabia, the implementation of online learning is planned to be carried out in

the long term. In line with that, all countries have made innovations in the world of education, such as Indonesia, China and Malaysia. It is also showed that online learning activities in various countries in Asia received positive responses.

The students' Perceptions

The definition of students' perception can be understood that what is meant by perception is where something is seen from a certain point of view to know or know something to observe. According Eggen and Kauchak gave a cognitive dimension of perception; they see perception as the process by which people attach meaning to experiences. Ika Dhamayanti also mentions perception is a process that precedes the sensing process, which is the system that receives a stimulus from human beings across sensory devices or also considered a perceptual process, but so does the process stop, the stimulus continues. The following procedure is the phase of interpretation.

On the other hand, Angell stated perception is consciousness and related to the fact that humans think about things around them or their environment. It should be noted that the formation of perceptions starts from the eye, then the eye captures the stimuli, and from these stimuli, there are physiologically processes to generate perception. According to Haryanto perception is the process of how someone gives information based on their experiences and what they have already seen through sensory receptors or from their stimuli.

Based on the explanation of the theories above, it can be concluded that perception is related to the learning process in which students obtain information through experience and become part of one's store of facts. It is also a way of looking at a certain point of view used in viewing a phenomenon.

In other words, students can have a perception of something if they have experienced the process. Related to this research, the writer will know the students' perception and the obstacles that students face on using Quizizz as their English online learning through their phenomenon or the experience related.

User Experiences

User experience is defined as a person's perceptions and responses that result from the use of a product, system, or service. It means that user experience can be defined as a person's perception on using website, application, and the other. On the other hand, the user experience questionnaire is a part of user experience.

Therefore, Paredes and Hernandez on their research explained the aspects of User Experience Questionnaire that can be used to measure someone's perception on using application. Hence, to investigate the students' perception and to find out the obstacles that students face on using Quizizz, the writer will adapting the six aspects from User Experience (UX) that were supported by User Experience Questionnaire (UEQ) in Paredes and Hernandez there are six aspects, such as;

1. Attractiveness

Attractiveness is the opinion expressed by users in web services, giving an idea of whether users like the web that is used or not. It means that students will give their opinion or ideas on using Quizizz.

2. Efficiency

Efficiency is a measuring tool to find out how effective a website is in terms of efficiency and speed. Students think about the effectiveness of Quizizz.

3. Perspicuity

Perspicuity is a scale to determine the ease of understanding and operating a website. It is about the ease of understanding and operating of Quizizz.

4. Dependability

Dependability is a scale to measure the predictability and security aspects of a website. It is how the students' believe on the predictability and security aspects of the Quizizz.

5. Stimulation

Stimulation is a measure of the user's interest and excitement. This can reflect whether the user feels motivated, or inspired to use the website. It is about how the students' feel excited, interested and motivated on using Quizizz.

6. Novelty

Novelty is something new that is owned by the website so that users feel that this website is innovative and creative. It is about how the students' think of the innovative and creative of Quizizz during the Covid-19 pandemic.

Research method

This research used qualitative descriptive method, and for obtaining the data the researcher employed the questionnaire as the instrument which was used to measure the students' perception using quizizz in online learning. There were 25 students engaged as the participants from A-E class in eighth level, and only 5 students were chosen whom had experiences in using Quizizz in every class as the purposive sampling.

Result/Findings

1. Students' Perception on Attractiveness aspect

Table 1 Students' Perception on Attractiveness Aspect

No	Statement	SA	A	D	SD
1.	I feel positive when playing Quizizz.	68%	32%	0	0
2.	I look forward to playing Quizizz.	20%	72%	8%	0
3.	Quizizz has some special challenging features.	48%	48%	4%	0
4.	Quizizz has an attractive display.	84%	16%	0	0

Table 1 shown in students' perception on attractiveness aspect using Quizizz in online learning which was contained four items. The result revealed that SA has the high score from 20% up to 84% in answers as the items above. The next A answer has in the second position from 16% up to 72%. And the last was D has in lower position. It can be implied that students had positive perspective on attractiveness aspect in using Quizizz in online learning.

2. Students' Perception on Efficiency aspect

Table 2 Students' Perception on Efficiency Aspect

No	Statement	SA	A	D	SD
5.	I like the collaboration and competitiveness in Quizizz sessions.	44%	48%	8%	0
6.	Quizizz is effective in enhancing my engagement in learning English during the Covid-19.	40%	56%	4%	0

As in table 2, for students' perception through efficiency aspect in Quizizz, that, A as the major percentages in their responses, SA has the second position, and DA as the lowest one. Meanwhile, in averages SA and A the score has lower than 50% if it's compared to D and SD SA and A still was ahead.

3. Students' Perception on Perspicuity Aspect

Table 3 Students' Perception on Perspicuity Aspect

No	Statement	SA	A	D	SD
7.	I find Quizizz is easy to use.	48%	48%	4%	0
8.	I like how Quizizz help me in learning English during the Covid-19.	65%	48%	0	0
9.	Using quizizz is more helpful in learning English than doing exercise on paper.	48%	44%	8%	0
10.	Doing exercise on Quizizz is improved my learning in English.	44%	56%	0	0

In table 3 shown us that, SA has in the first position which was reached 65% for the highest score, and then, lead to the second one has A which was reached 56% for the highest score, and D has the last in position which was reached 8% for the highest score.

4. Students' Perception on Dependability Aspect

Table 4 Students' Perception on Dependability Aspect

No	Statement	SA	A	D	SD
11.	Quizizz doesn't give any chance to cheat.	40%	56%	4%	0
12.	I feel comfortable when using Quizizz.	40%	56%	4%	0
13.	I answer every question in the Quizizz session.	32%	60%	8%	0

Table 4 shown, that, A has the highest possision, followed by SA in second possision, and D in the last possision. In averages A has 58%, and SA has 37% in everages, and D has 6% in everages.

5. Students' Perception on *Stimulation* Aspect

Table 5 Students' Perception on Stimulation Aspect

No	Statement	SA	A	D	SD
14.	I find Quizizz exciting, interesting, motivating, and fun.	68%	32%	0	0
15.	Using Quizizz helps me to concentrate in learning English.	52%	44%	4%	0
16.	Using Quizizz is stimulates my interest in learning English.	36%	60%	4%	0
17.	The ranking function (leader board) in Quizizz motivates me to learning in English.	56%	36%	8%	0

Such in table 5 in students' perception on stimulation aspect that the majority of students tend to choose SA in overall 53% the rest of students choose A and D, and for the averages of A about 43% it's lower 10% than SA, for D it's shown that the score was not significant it only 6% in averages.

6. Students' Perception on Novelty Aspect

Table 6 Students' Perception on Novelty Aspect

No	Statement	SA	A	D	SD
18.	Quizizz is better than any online learning media in doing exercise	24	64	12	0

19.	Quizizz creates a creative and innovative in learning English.	52	44	4	0
20.	I would like to use Quizizz more in the future.	24	64	12	0

Based on table 6 on students' perception about novelty aspect, that, A as the most major students' responses and SA become the second, and D was the lowest then other.

Discussion

The result finding about show us that students' perception for the attractiveness in using Quizizz revealed that most student strongly agreed. Next on, for the students' perceptions on efficiency in using Quizizz is contrary with the attractiveness which Agreed was in high responses. Later on, for students' perception on perspicuity majority of students tend to respons strongly agreed, meanwhile, students' perception on dependability contrasted with the perspicuity which the agreed was the most significant responses. Then, strongly agreed the most significant responses in students' perception on stimulation, instead of students' perception in novelty the agreed was the most majority. However, the result of the research inline with the previous research conduted by Kadek, Suarnajaya, and Astiti tested the positive perception on the use of Quizizz as online learning using the six aspects by Paredes and Hernandez.

Conclusion

Based on the result finding, it can be concluded that the students' perception on the use of Quizizz as online learning during the Covid-19 at SMPN 1 JASINGA had a positive perception. Thus all refers to the responses questionnaire was given which was divided into six aspects such as; *attractiveness, efficiency, perspicuity, dependability, stimulation, and novelty*. Regadling to resposes of student measurment using that variable, the result revealed, that, students had a very positive perception in using Quizizz on online learning. It means students agreed that Quizizz is beneficial to enhance online learning activities during the Covid-19 pandemic. Therefore, the online media are using in online learning should give student beneficial otherwise no to burdened student, because positif perception in learning experiences able to extand teaching and learning achievement. In addition, recently, there are many online media application or platform can be used in learning and teaching provided. It should to be wise for the teacher to choose an online learning and teaching platform which is appropriate with students' competency, needs and the circumtance such in covid 19 pandemic.

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