

STUDENTS' PERCEPTION OF USING QUIZIZZ IN LEARNING GRAMMAR AT THE 3rd GRADE STUDENTS OF SMP N 5 REMBANG

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ABSTRACT

This research was aimed to find out students' perception on the use of Quizizz as a media in learning grammar at the 3rd grade students of SMP N 5 Rembang in academic year 2022/2023. The problem of this research was the teacher has applied Quizizz in learning grammar, but some students still get score below the Minimum Criteria of Mastery Learning (KKM) especially in solving grammar exercises. The researcher used descriptive quantitative research to describe the phenomenon of students' perceptions of using Quizizz in learning grammar. The population of this research was all of the students at the 3rd grade students of SMP N 5 Rembang. The sample of this research was 62 of the 3rd grade students who were selected using purposive sampling. This research used closed-questionnaire as the instrument in which respondent has to choose one of several answers presented. To analyses the data, researcher used Likert scale. Based on the results of the study, students' perceptions of using of Quizizz as learning media in grammar can be categorized as good perception with percentage 88,90%.

Keywords: *Students' Perception, Quizizz, Learning Grammar*

INTRODUCTION

Learning English is crucial for people to become more effective communicators. Due to the fact that it allows for cross-national communication and the acquisition of new knowledge about the entire world. From elementary schools up to universities in Indonesia, English is formally taught as a foreign language. According to the Minister of Education and Culture's Regulation No. 68 of 2013 governing the fundamental format

and structure of junior secondary school curriculum stated that English is one of subject that students are required to master (Septiani, 2018). It means that High school students are required to learn English as a subject in order to be able in communication with people from different country.

Learning grammar in English is considered as a part that has a high level of

difficulty. According to (Rodney & Geoffrey, 2005) explained that the pattern or structure of grammar is used to construct a good sentence with a subject, verb, and object. Grammar is necessary to create a good sentence since it makes it simple to understand what the sentence means. Therefore, as a facilitator, the teacher must offer engaging teaching media to build students' interest in participating in English-learning activities. Using a learning application is one of the educational media that can be utilized to motivate students to become more active and to develop their language abilities. Quizizz is one of the media chosen to be used in grammar learning.

In order to encourage an interactive learning experience, Quizizz is one of the e-learning-based learning media that is frequently used. This an educational software that introduces collaborative learning opportunities and improves student engagement in order to make learning atmosphere more fun and interesting in the classroom. To help students improve their language skills, educators can easily incorporate the use of this media into the classroom. There have been several studies done on the utilization of Quizizz in learning process.

Using mobile devices in the classroom allows students to engage in interactive learning, which improves their learning experience. It shows that learning does not always rely solely on books and paper as a source of information. Additionally, Quizizz encourages students to learn by allowing them to compete with one another. In line with (Dhamanyati, 2021), the quiz is administered to the class at the same time, and each student's score is automatically shown on the leader board. After the quiz is over, the teacher can receive reports or rating scores to assess student performance. According to (Rahmawati, 2021) stated that by using Quizizz, teachers can increase students' concentration and interest.

Quizizz has a number of benefits, including the ability to process learning outcomes quickly and without the need for paper, the ability to be used anywhere and at any time, and the ability to provide data and statistics on student performance. According to (Tarmini et al., 2020) defined Quizizz as the best e-learning-based assessment tools used to review rapidly and directly offer result to the teachers. Teachers can assign homework to students and make grammar learning more enjoyable by using Quizizz. Students can

view their scores and rankings while playing games, which helps them concentrate on the questions and their answers.

In this research, researcher was interested to find out how students felt about using the Quizizz application. According to (Cahyono, 2017) explained that student's perception is how they feel about a particular issue. The student experience in learning how to utilize Quizizz is one example of how feeling and perception are connected to learning experiences in this study's environment. It means that when students perceive learning activities positively, it will affect their attitudes and behaviours, which will increase their enthusiasm for learning activities. The effectiveness of using this application media to help students with their grammar can also be determined by the perceptions of the students.

Based on preliminary research by making observations at SMP N 5 Rembang on October 2, 2022, the teacher has

METHODS

In this research, researcher used descriptive quantitative research to achieve the purpose of the research. Quantitative

implemented the use of Quizizz in grammar learning, especially in doing quizzes. Before the quiz starts, the teacher first explains grammar material in chapter VI about Past Continuous, Present Continuous, and Future Continuous. The teacher explains each tenses along with examples of their use in everyday life. Then, students are given the opportunity to ask questions about the material presented by the teacher before the quiz starts. From the observations, the researcher found that some students were happy and enthusiastic about learning grammar by using Quizizz. However, there are still some students who are less enthusiastic about taking quizzes with this game-based Quizizz. Even though several previous studies have shown that Quizizz is a fun platform for learning. Thus, this encourages researchers to find out how students perceive the use of Quizizz in the grammar learning process with the research title "Students' Perception of Using Quizizz In Learning Grammar At The 3rd Grade Students of SMP N 5 Rembang"

research is a kind of research that the gathering of data, its interpretation, and the presentation of the results are all based on

numbers. Population of this research was all of the 3rd grade students of SMP N 5 Rembang in the academic years 2022/2023 which consists of 9 classes (IX-A – IX-I). The sample for this research was determined by using purposive sampling. The researcher chose two classes (IX-F&IX-G) at SMP N 5 Rembang which consists of 62 students as the sample in this research because the use of Quizizz has been applied by the researcher in teaching grammar.

To collect the data, researcher used closed-questionnaire as the instrument. The researcher distributed the questionnaire to the students. In the questionnaire, students were expected to provide a checklist (✓) of their choice to each question. The questionnaire consists of 12 questions, which were divided into three indicators designed by (Zhao, 2019). The indicator was described in the following table:

Table 1. Indicator of the Research

Question	Indicators
1-2	Convenience Applying to the use of Quizizz
3-7	Excitement to the use of Quizizz
8-12	Practicality to the use of Quizizz

Table 2. Data Interpretation

Interpretation	Score range of category
Good	76%-100%
Enough	56%-75%
Less	40%-55%

Poor	<40%
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Source: Arikunto, 1998

Then, data analysis was performed using a Likert scale. The Likert scale

consists of four statements, namely Strongly Agree (SA), Agree (A), Disagree (D) and Strongly Disagree (SD). Each statement has a different weight.

Table 3. Scoring for Students' Perception

Statement	Score
Strongly Agree	4
Agree	3
Disagree	2
Strongly Disagree	1

First, researcher classified the data according to the students' responses to the research questions. Second, researcher identifying the data, this research used formula $P = F/N \times 100\%$ to find out percentage result of each item of questionnaire. Then, researcher organizing

the data from the questionnaires by categorizing the responses according to the research questions. Last, themes found in the data were reported by the researcher, and after that, a summary of the research's findings was provided.

RESULTS AND DISCUSSION

The researcher discovered a number of findings that were relevant to the research while conducting this topic under the title "Students' Perception of Using

Quizizz in Learning Grammar at the Third Students of SMP N 5 Rembang". The researcher will detail it as follows:

Table 4. The Result of Students' Perception of Convenience Applying on Using Quizizz

No	Statement	SD	D	A	SA	Statement Percentage
1	Quizizz application can be used easily.	-	-	17 (27,4 %)	45 (72, 6%)	93,2%
2	Doing quiz through Quizizz application is simpler and easier than taking quiz on paper.	-	5 (8,1 %)	34 (54,8 %)	23 (37, 1%)	82,3%

Based on the result in table 3, it shows that the students have a positive perception of the use of Quizizz application. The first category provides 2 statements about students' perception of convenience applying on using Quizizz. Statement number 1, "*Quizizz application can be used easily*" shows 72,5% respondents chose category strongly agree,

27,4% chose category agree, and no response for category disagree and strongly disagree. In number 2, "*Doing quizzes through Quizizz application is simpler and easier than taking quizzes on paper*" shows 37,1% respondents chose category strongly agree, 54,8% chose category agree, 8,1% chose category disagree.

Table 5. The Result of Students' Perception of Excitement on Using Quizizz

No	Statement	SD	D	A	SA	Statement Percentage
1	My classroom engagement has been improved by using Quizizz.	-	-	31 (50%)	31 (50%)	87,5%
2	I'm motivated to learn grammar by using Quizizz.	-	-	8 (12,9%)	54 (87,1%)	96,8%
3	It's enjoyable to use Quizizz.	-	-	-	62 (100%)	100%
4	Quizizz's ranking feature (Leader board) encourages me to study.	-	-	11 (17,7%)	51 (82,3%)	95,6%

5	I'm motivated to get rankings and highest scores when using Quizizz.	-	-	5 (8,1%)	57 (91,9%)	98%
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Based on the result in table 4, it can be seen that the students felt enjoy when they used Quizizz. It was indicated 100% respondent chose category strongly agree in statement number 3. Almost all students chose strongly agree and agree in this category. The second category provides 5 statements related to students' perception of excitement on using Quizizz. In number 1, "Students' classroom engagement has been improved by using Quizizz" shows 50% respondents chose category strongly agree and agree. Number 2, "Students feel

motivated to learn grammar by using Quizizz" shows 87,1% respondents chose category strongly agree and 12,9% chose category agree. Then number 4, "Quizizz's ranking feature (Leader board) encourages students to study" shows 82,3% respondents chose category strongly agree and 17,7% chose category agree. Lastly, "Students motivated to get rankings and highest scores when using Quizizz" shows 91,9% respondents chose category strongly agree and 8,1% chose category agree.

Table 6. The Result of Students' Perception of Practicality on Using Quizizz

No	Statement	SD	D	A	SA	Statement Percentage
1	I can focus better using Quizizz.	-	-	55 (88,7%)	7 (11,3%)	77,8%
2	Quizizz is able to increase understanding of learning material.	-	-	49 (79%)	13 (21%)	80,2%
3	Quizizz helps me to feel less anxious when I'm doing grammar exercises.	-	-	41 (66,1%)	21 (33,9%)	83,5%
4	Quizizz is a better learning media for me than doing exercises on paper.	-	-	3 (4,8%)	59 (95,2%)	98,8%
5	In the future, I want to utilize Quizizz more frequently.	-	-	58 (93,5%)	4 (6,5%)	76,6%

From the result in table 6, it can be seen that the students have a positive

perception of practicality on using Quizizz because it is one of better learning media

than doing grammar exercise on paper. It was indicated 95,2% respondent chose category strongly agree in statement number 4. The third category provides 5 statements related to students' perception of practicality on using Quizizz. In number 1, "Students can focus better using Quizizz" shows 11,3% respondents chose category strongly agree and 88,7% agree. Number 2, "Quizizz is able to increase understanding of learning material" shows 21%

respondents chose category strongly agree and 79% chose category agree. Then number 3, "Quizizz helps students to feel less anxious when they doing grammar exercises" shows 33,9% respondents chose category strongly agree and 66,1% chose category agree. Lastly, "Students want to utilize Quizizz more frequently" shows 6,5% respondents chose category strongly agree and 93,5% chose category agree.

Table 7. Percentage of Indicator Research

Indicators	Percentage
Convenience Applying to the use of Quizizz	87,75%
Excitement to the use of Quizizz	95,58%
Practicality to the use of Quizizz	83,38%
Average:	88,90% (Good)

From the result in table 6, it shows the average percentage for each indicator. The highest percentage was indicated on the excitement of using Quizizz with the percentage 95,58%. The second percentage was indicated on convenience applying of using Quizizz with the percentage 87,75%. Last, it was indicated on practicality of using Quizizz with the percentage 83,38%.

Discussion

Based on the findings of the research, it shows that the average percentage about students' perception of using Quizizz was 88,90%. It could be interpreted on a good level (76%-100%). The highest percentage was 95,58% indicated in the second indicator about students' perception of excitement of using Quizizz. As believed by Ebadi (2021), a state of mind or emotion known as

excitement is characterized by adequate to intense pleasure, love, satisfaction, enjoyment, or a sensation of pleasure when utilizing an application. Most of the students give response strongly agree that Quizizz was enjoyable application to use especially in learning grammar. Quizizz is a fun media application that can increase excitement while students are learning English. It enhances their attention.

In line with Pitoyo, M. D., Sumardi, S., & Asib, A. (2019) in Zuhriyah and Pratolo (2020), the leader board function is one of Quizizz's unique features. Quizizz's leader board ranking feature might encourage students' motivation to study harder and they tried to achieve the top rank. At the same moment that each student completes the test, their live score is shown

CONCLUSIONS

From the findings and discussion on the data above, it can be concluded that students' perception of using Quizizz in learning grammar have positive response/good perception. The average percentage of students' perceptions of using Quizizz in learning grammar was 88,90% which indicated in score range of 76%-100% (good perception). Quizizz is a user-friendly

on the leader board. It can increase student motivation for learning, and it also demonstrates how happy and enthusiastic they are to use the application to learn English.

The usage of Quizizz in learning grammar is evidently accepted by students. The students' nervousness can be reduced by using Quizizz as well. It is simple to use and simple to persuade students to utilize it instead of traditional worksheets. The findings indicated that students were more engaging and enthusiastic about using Quizizz in their educational process. Based on students' perception, using Quizizz was engaging and had an impact on their motivation to complete the quiz on their learning process. When Quizizz was used in the classroom, they found it enjoyable.

application that students like. Students also show higher interest and feel that Quizizz makes learning grammar, which is typically monotonous to be more enjoyable. Students' comprehension of the content being studied in class and on Quizizz can also be improved through its use during the learning process. Students are motivated to achieve the best score and rank among other quiz takers when

using Quizizz, which has been shown to enhance learning motivation. Additionally, assigning Quizizz tests before lessons boosts students' interest in the content that will be covered in class. Practicality, Quizizz is also

a platform that may be utilized to administer tests rather than paper. These findings support the idea that utilizing Quizizz while learning grammar is beneficial for students.

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