

# Using Quizziz Application as an Evaluation Media for Online Learning in Citizenship Education Courses

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## ABSTRACT

This study aims to describe the use of the Quizziz Application as an evaluation medium for online learning in Citizenship Education courses. This study uses qualitative research with descriptive analysis methods, and data collection techniques used include interviews, observations, and surveys. The subjects of this research are class A and class B students of the law faculty class of 2021. To collect data, researchers used questionnaires and observation sheets, to analyze it, they use descriptive analysis. The results of the study show that the use of the Quizziz application as an evaluation medium is effectively used for online learning in citizenship education courses, this can be seen from the assessments carried out through live quizzes. And also evaluation of learning using Quizziz is considered to be able to facilitate educators in conducting detailed and objective assessments so that it is more practical and fast.

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## 1. INTRODUCTION

Indonesia was among the nearly evenly distributed countries afflicted by the coronavirus pandemic outbreaks (Syafrida, 2020). Many people's behaviours and routines have changed in areas such as health, safety, the economy, society, and education as a result of the coronavirus pandemic (Sudrajat et al., 2020). Priorities in education during the COVID-19 pandemic will centre on ensuring the health and safety of all community members, including students, faculty, and family (Prawiyogi et al., 2020). In response, virtually every country's educational system has instituted mandatory online courses (Latip, 2020). Online learning replaced the previously used face-to-face (offline) method of instruction during the COVID-19 epidemic. Both elementary and secondary schools, as well as universities, use this kind of online instruction.

During the Covid-19 pandemic, Indonesian universities implemented online learning following Circular Number 4, Year 2020 from the Ministry of Education and Culture. This approach, as outlined in the circular, involves students engaging in distance learning from home, providing them with a valuable educational experience (Rosali & Satiyasih, 2020). Online learning adheres to government guidelines that

impose distance constraints and require physical and social distancing. Teachers, lecturers, and students must adjust to online learning during the current epidemic era. Online distant learning necessitates effort and flexibility for successful implementation (Argaheni, 2020). When introducing online learning, teachers need to create learning resources, materials, and assessments to ensure a seamless and convenient experience for students. Teachers must adjust by creating engaging learning materials and content, incorporating technology and communicating effectively, including online learning videos and utilising online applications (Rumaksari, 2021).

Various media platforms such as Zoom, WhatsApp, Google Meet, and Quizizz can be utilised for online learning. Evaluating learning is a crucial aspect of the learning process. The instructor can assess the effectiveness of the material distribution during the learning process by evaluating learning (Rahman et al., 2020). Quizizz allows the teacher to assess the students level of mastery of the content. Research by Nurhayati (2020) indicates that Quizizz can enhance student engagement in online learning. Evaluation is the process of finding, clarifying, and applying criteria to assess the value of an object in relation to those criteria. Assessment in Citizenship Education is crucial and should be conducted systematically to gauge the attainment of goals and progress in the educational or learning process.

Citizenship education courses are considered to have a lot of material that contains concepts that are sometimes quite difficult for students to understand, therefore evaluation-based learning media needs to be used to measure student understanding while getting the material being taught. Evaluation of learning can also be done through quizzes or games with the theme of the subject matter that has been delivered. When online learning takes place students quickly get bored because learning takes place only through Zoom and e-learning only, therefore the researcher finally chooses to do an evaluation with a game-based live quiz in order to attract students' interest and arouse learning motivation, therefore the researcher chooses Quizizz for use in learning evaluation.

Quizizz is a user-friendly application that is ideal for serving as an educational assessment tool that aligns with the 4.0 learning paradigm due to its simplicity and quick evaluation process (Agustina & Rusmana, 2019). Educational game-based quizizz is effective for evaluation purposes (Citra & Rosy, 2020). Quizizz facilitates teachers in conducting cognitive tests on students, as stated by Setiawan et al. (2019). The Quizizz application is a learning tool that combines learning with gaming and has been shown to improve student outcomes in examinations (Yana et al, 2020; Zhao, 2019). Quizizz is an educational game application that is both narrative and customisable. It can be used to provide material and also serves as an engaging and enjoyable tool for learning assessment (Salsabila, 2020). Regrettably, Quizizz has not been effectively utilised as an educational assessment tool due to the misconception that it is merely a game or gaming platform. Quizizz is a practical tool for evaluating students, particularly in online learning, as it can be accessed on various devices such as cellphones, computers, tablets, and laptops. It is considered effective for conducting cognitive assessments in tertiary institutions (Wibawa, 2019).

A study on the effectiveness of Quizizz in assessing learning was conducted by Sri Mulyati and Haniv Evendi in 2020 titled "Mathematics Learning Through Quizizz Game Media to Improve Mathematics Learning Outcomes at SMP 2 Bojonegara." This research involves classroom action research utilising test and observation data gathering methods. The research findings indicated a 63% improvement in student learning outcomes in cycle 1 and a 78% improvement in cycle 2. Research conducted by Sugian Noor in 2020 focused on using Quizizz for learning assessment in Biology to enhance the academic performance of Class X.6 students at SMA 7 Banjarmasin. This study involves qualitative field research. The results indicated a 20% improvement in learning outcomes. Quizizz's engaging and enjoyable evaluations inspired pupils to achieve, leading to this increase. This demonstrates that Quizizz is efficiently utilised as an assessment tool for online education.

Based on the problems previously described, it can be concluded that the purpose of this study is to explain that the Quizizz application can be a media for evaluating online learning, especially in the Citizenship Education course.

## 2. METHODS

This research is descriptive and employs a qualitative technique. The study's objective is to provide a detailed account of things, circumstances, and occurrences in their natural state (Sugiyono 2013). Researchers go into the field based on the nature of their research. Descriptive study seeks to accurately and correctly characterise and explain the features of a certain population. This study will focus on examining the utilisation of the Quizizz application for teaching Pancasila and Citizenship Education amidst the Covid-19 pandemic. This research focused on students from the law faculty, specifically class of 2021, class A, and class B at Sriwijaya University. Acquiring data through interviews, observations, and surveys during the learning process. Researchers utilised questionnaires and observation sheets to gather data. They employ descriptive analysis to examine it.

## 3. FINDINGS AND DISCUSSION

During the Covid-19 pandemic, education shifted to online platforms. Technology plays a crucial role in maintaining the learning process during the pandemic. Teachers and lecturers are required to deliver digital-based instruction effectively and engagingly. The researcher did a study on using the Quizizz Application as an evaluation tool for online learning in Citizenship Education courses.

Interviews were conducted with lecturers who support the Citizenship Education course in the law study programme at class A and class B of the law faculty. Online learning is conducted through Zoom and e-learning platforms, with WhatsApp serving as a communication channel between lecturers and students. Lecturers distribute materials, modules, photos, video links, attendance connections, and assignments via e-learning.

In meetings at Civics lectures, lecturers deliver material via Zoom using the PowerPoint (PPT) display in stages according to existing sub-chapters, assignments for each meeting are carried out via e-learning, then students collect their assignments by uploading assignments in the room provided by the lecturer in e-learning, after which the new lecturer conducts a manual assessment of the assignments that have been submitted by students. Assignments are sometimes photos, videos, and document files. Furthermore, the researchers conducted interviews with the heads of classes A and B at the Faculty of Law. The head of classes A and B said that the online learning carried out was quite good. The lecturer provided complete material in e-learning in the form of modules, pictures, PowerPoint presentations, and links. Communication is usually carried out through WhatsApp groups and Zoom meetings, but assessments are carried out in the form of assignments through e-learning. In response to this, to facilitate and assist lecturers in evaluating online learning at this time, researchers use evaluations in the form of live quizzes by utilizing the Quizizz application, whose assessment results can be seen directly by lecturers and students so that they are expected to be more practical and effective to use.

The use of direct quizzes on the Quizizz application are used on the material on citizens, constitution, democracy, rule of law, and state resilience. Before the live quiz is carried out, the researcher first prepares and creates questions that will be included and tested during the quiz implementation. Apart from that, there are several features that can be added, such as adding pictures to the questions, and determining the background and background music when a live quiz is held. The quizizz application can be used and accessed via mobile phones, laptops, computers, and tablets so it is considered more practical because it can be used anytime and anywhere.

After using the Quizizz application as an online learning evaluation media, the researchers conducted interviews and surveys with students. Interviews were conducted with heads of classes A and B, and they said that the Quizizz application was more interesting and easier to use, in general, they said this made them more enthusiastic because the assessment on the Quizizz application was not monotonous, and there were many features that can be used, the questions presented are not only in the form of text but can be in the form of images. Besides that, through the Quizizz application,

especially the live quiz, they can directly find out the value they get. To support the results of the interviews that were conducted, the researchers also conducted a survey of class A and B students, and the results obtained are included.

### 3.1. Quizizz application can make it easier to see the level of students' understanding of the material being taught

The Quizizz application can make it easier to see the level of students' understanding of the material being taught directly because, in this application, the results or grades during the quiz will be displayed directly (live) the ranking order/rank of students when answering the given quiz. This is in line with what was stated by Wulandari (2020), that the Quizizz Application is a digital application that is used to determine grades and assess students' abilities to understand material. As shown in Figure 1 below.



Figure 1. Display of student rankings during a live quiz using Quizizz

### 3.2. The Quizizz app can make cognitive assessment easier.

Quizizz is an online quiz game that serves as a formative evaluation tool in education (Basuki & Hidayati, 2019; Chaiyo & Nokham, 2017). Therefore, the *Quizizz application* is easier to use and faster when recording students' answers automatically, and is immediately available in the form of a *Microsoft Excel file*. As shown in Figure 2 below.

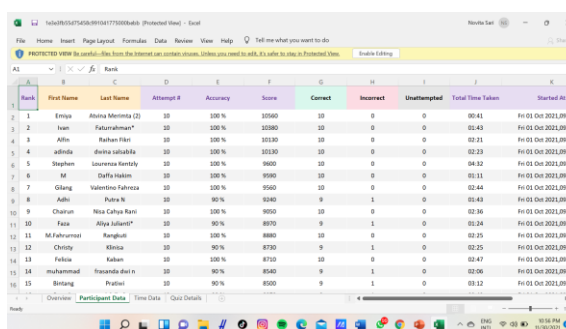
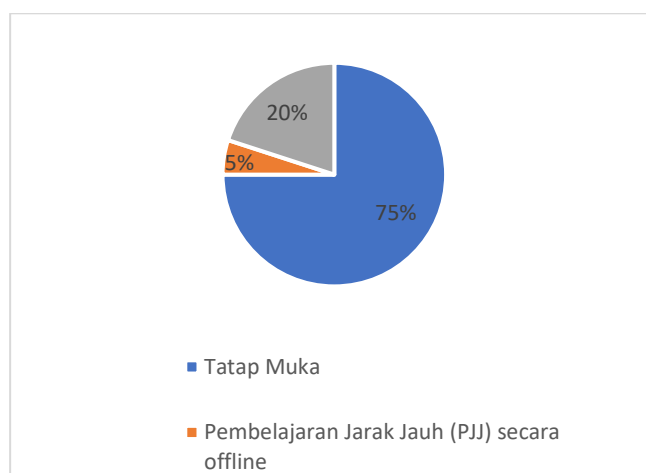


Figure 2. The results of the assessment are recorded directly in the form of a Microsoft Excel file

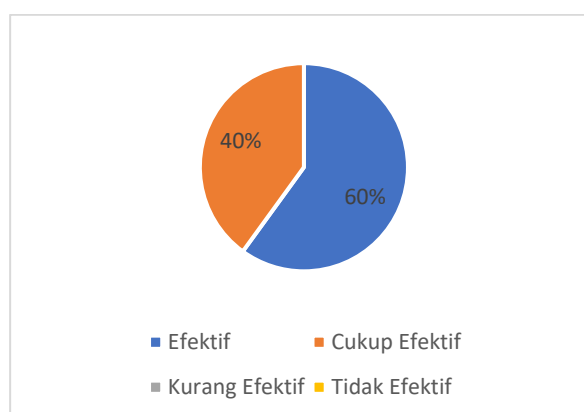
### 3.3. The Quizizz application is considered more practical to use as a learning evaluation application because it can be accessed via mobile phones, laptops, computers, or tablets

Furthermore, to support the observation and interview data that the researcher presented previously, the researcher conducted a survey through questionnaires to students using the *Google form* and obtained data as shown in the following circle chart:



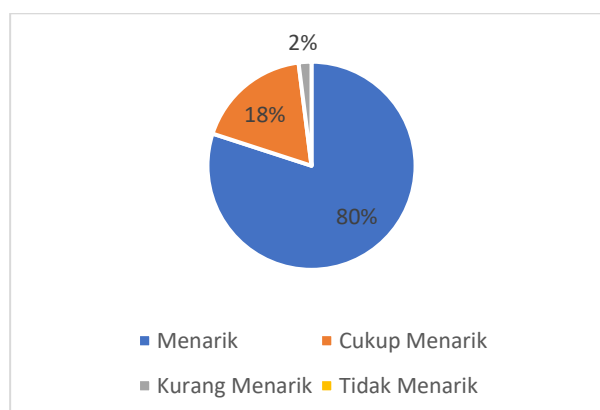
**Figure 3.** Graph of Student Opinions Regarding the Most Preferred Learning Method

From Figure 3 above, it can be seen that 75% of students, both male and female, like face-to-face learning methods, 20% of male and female students choose online (online) distance learning methods, and 5% of students both men and women choose offline (offline) distance learning methods, so it can be concluded that law faculty students prefer in-person (face-to-face) learning.



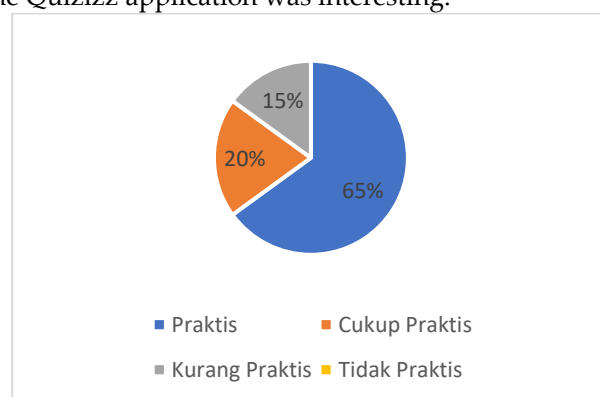
**Figure 4.** Graph of Student Opinions Regarding the Level of Effectiveness of Using the Quizizz Application

From Figure 4 above, it can be concluded that of the four categories namely ineffective, less effective, moderately effective, and effective, as many as 60% of students, both male and female, think that the use of the Quizizz application for online learning is effective, and as much as 40% of the four categories namely ineffective, ineffective, moderately effective and effective, as many as 60% of students both male and female thought that the use of the Quizizz application for online learning was quite effective, so from the data previously presented it can be concluded that the Quizizz application is considered effective as an evaluation medium online learning.



**Figure 5.** Graph of Student Opinions Regarding the Level of Interest in Displaying Live Quiz with the Quizizz Application

From figure 5 above, it can be concluded that as many as 75% of students, both male, and female, thought that the live quiz display with the Quizizz application was interesting, then 18% of students, both male, and female, thought that the live Quiz display with the Quizizz application was quite interesting, and 2% of students, both male and female, thought that the display of live quizzes with the Quizizz application was less attractive, so from the previous data it can be concluded that the display of live quizzes in the Quizizz application was interesting.



**Figure 6.** Graph of Student Opinions Regarding the Level of Practicality of Using the Quizizz Application

From figure 6 above, it can be concluded that as many as 65% of students, both male and female, think that using the Quizizz application is considered practical, then 20% of students, both male, and female, think that using the Quizizz application is considered quite practical, and 15% of students are good. both men and women think that the use of the Quizizz application is considered impractical, so it can be concluded based on the data previously presented that the use of the Quizizz application is considered practical in use.

Based on survey data through questionnaires to students using the *Google form*, it can be concluded that both male and female students prefer face-to-face learning compared to distance (online) learning, then students think that the use of the Quizizz application as an evaluation medium for online learning is considered attractive, effective and practical because it can be used anywhere and anytime making it easier for users/students to access it. This is in accordance with Junior's research (2020), which states that Quizizz is an easy-to-use tool because it offers various features to facilitate and manage the creation of questions in an educational context. In addition, the Quizizz application has features that can generally facilitate teachers and students in the learning process (Irwansyah & Izzati, 2021). Thus, this shows that the Quizizz application can be used for innovation in assessment (evaluation). The Quizizz application is very suitable for use in the online learning process, this is because online learning process, students are required to carry out the learning process with the help

of digital media such as the Quizizz application (Noor, 2020; Supriadi et al., 2021). Subsequent research reveals that the use of the Quizizz application can significantly increase student motivation and learning outcomes (Pusparani, 2020). So, based on the results of research analysis supported by the results of previous research, it can be seen that the quiz application is very suitable for use in the learning process, especially online learning during a pandemic.

#### 4. CONCLUSION

Educators find Quizizz useful for online learning evaluation during the COVID-19 pandemic due to its alignment with current learning concepts and practicality. Utilised online, Quizizz can serve as an effective tool for assessing learning due to its practicality. This quiz programme simplifies the assessment process for educators by automatically recording students' quiz scores in Microsoft Excel. The Quizizz application is engaging and user-friendly, sparking student enthusiasm through its varied features and non-monotonous assessment methods, including image-based questions. Additionally, using the Quizizz app, particularly during live quizzes, students can promptly view their grades. Additional research is required to explore the integration of live quizzes for students in higher education settings to ensure thorough and efficient assessments.

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