

QUIZZ EFFECTIVENESS IN IMPROVING STUDENT'S VOCABULARY MASTERY AT MA ULUL ALBAB MAKASSAR

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Abstract: This study aims to evaluate the effectiveness of using Quizizz in improving students' vocabulary mastery at MA Ulul Albab Makassar, particularly for 10th-grade students in the Science (IPA) and Social Sciences (IPS) classes. The research questions addressed are as follows: (1) Can the use of Quizizz effectively enhance students' vocabulary mastery at MA Ulul Albab? (2) Are students interested in using Quizizz for learning English? A quantitative method with a pretest-posttest single-group design was employed in this study. The research instruments included tests and interviews. The sample consisted of two classes, namely, 10th-grade students in the IPA and IPS streams. Data collection was conducted through tests, classroom interaction observations, and documentation. The results of the study showed that the pretest and posttest scores were 48.7097 and 82.8710, respectively, indicating a significant improvement in students' vocabulary mastery after using Quizizz. Based on the survey results, Quizizz was proven to be effective in enhancing students' understanding of vocabulary at MA Ulul Albab. The interactivity and challenging game elements of this platform made students more interested and actively engaged in the learning process. The statistical analysis using the Paired Samples Test table indicated that the Sig. (2-tailed) value was $0.000 < 0.05$, thus rejecting H_0 and accepting H_a . Therefore, it can be concluded that there is a significant difference in the average scores between the Pre Test and Post Test, indicating that the Quizizz application effectively enriches the English vocabulary of 10th-grade students in the IPA and IPS streams at MA Ulul Albab Makassar.

Keywords: Game-based learning, Quizizz, Vocabulary comprehension

1. INTRODUCTION

The utilization of technology in language education has revolutionized the way we teach and learn. In today's era of Industry 4.0, where digital innovation is at the forefront of educational advancement, integrating technology into language learning has become imperative. English, being a universal language with widespread global importance, has compelled educational institutions to seek innovative approaches for enhancing vocabulary skills, comprehension, and overall language proficiency. This drive for innovation stems from the recognition of certain challenges prevalent in language education, such as students grappling with limited vocabulary, uninspiring learning methods, and a lack of engagement. The significance of vocabulary in language learning cannot be overstated. As stated by experts such as (Pellicer-sánchez & Schmitt, 2010), vocabulary knowledge forms the foundation of language competence, underpinning the abilities of reading, writing, listening, and speaking. In the context of English education, this holds true for Indonesia as well.

While English is not the native language, its widespread adoption in education and professional realms necessitates effective vocabulary acquisition for successful communication within the global community. To address the shortcomings observed in language education, the integration of technology, particularly through language learning applications, offers a promising solution. A noteworthy example is the Quizizz application, which has demonstrated its potential in enhancing language learning. Its accessibility across devices, interactive nature, and capacity for gauging students' grasp of material make it a valuable asset in the educational arsenal. Scholars like (Adinda & Rahayu, 2023) have highlighted Quizizz's ability to bolster vocabulary skills, word comprehension, and memorization abilities. Moreover, it offers a platform for students to practice speaking and grasp word meanings effectively. With the advent of Quizizz, students can experience a dynamic and enjoyable way of learning English anytime and anywhere. The integration of technology, as exemplified by the Quizizz application, resonates with the changing landscape of education.

This digital tool aligns with the contemporary learning preferences of millennial students, as highlighted by (Dewi, 2019), making learning not only effective but also engaging. The transformative impact of technology extends beyond the confines of the classroom, addressing issues such as uninspiring learning methods, inadequate vocabulary, and limited engagement. As English proficiency remains a vital skill for international communication and collaboration, the utilization of innovative technological tools like Quizizz holds immense promise in nurturing well-rounded language learners. In the subsequent sections, this journal delves into a comprehensive exploration of the role played by technology, specifically the Quizizz application, in enhancing vocabulary acquisition, student engagement, and overall language learning outcomes.

2. LITERATURE REVIEW

2.1. The Concept of Quizizz

Hidayati & Diana (2019) introduces two free English learning apps to students and examines how students' English motivation is in learning English, how students use such applications, and what different levels of student motivation influencing the time spent accessing the application. The findings show that the students are significantly active in using each application. A similar study conducted by (Rukiye Degirmenci, 2021) Turkish National Defense University, The Use of Quizizz in Language Learning and Teaching from the Teachers' and Students' Perspectives, he stated In the 21st century, we live in a digital world, then education must follow the development of technology to attract students' attention. Online applications such as Quizizz play an important role in the learning and teaching of English, and therefore they are supposed to be integrated into education. The study is a systematic review focused on specialized research published from 2018 to 2021.

The purpose of this literature review is to investigate what the current literature tells us about the effectiveness and role of Quizizz and to determine the perspectives of teachers and students towards Quizizz. This research shows that (1) Quizizz is effective and plays an important role in the learning and teaching of English, and has a positive effect on learning English language and teaching, and (2) the perspectives of teachers and students towards Quizizz are positive (Bariqlana, 2020). Quizizz is very effective in teaching vocabulary, while the difference between the previous study and this study is research previously wanted to know the effectiveness of the kata game in improving students' vocabulary, while this study in addition to student vocabulary, researchers knew students' interest in improving vocabulary with repeated memorization using the features present in quizizz, so that it can make students comfortable in the teaching and learning process.

2.2. Quizizz application

Quizizz is an Indian educational software company headquartered in Bengaluru, India, that creates and sells a modified student engagement platform. The software is used in classes, group assignments, pre-test reviews, formative assessments and pop quizzes. The founders of Quizizz are Deepak Joy Cheenath, Ankit Gupta. Quizizz is an effective learning medium for learning languages in a relatively fast, relatively simple, and relatively fun way. Of course, all this relativity depends on the user's level of interest and motivation to learn English. In making a quiz we can use these types of questions in the quizizz that we make. For example, we combine multiple-choice questions with fill-in-the-blank questions and others, this will make the vocabulary game that researchers make more interesting for students to inflate vocabulary them

Quizizz is an excellent app for learning English. In it you can create a lot of lessons to improve the student's vocabulary, a whole lexicon of English, and honest games for English. This app may be a great learning resource to use. The "quizizz" app is an appropriate association app for learning English. This application can make the system of memorizing English vocabulary simple and easy to understand. Simple translation in cell, there are also illustrations specially prepared to indicate actions suitable for unknown words. By learning to use quizizz, your English vocabulary will continue to grow.

2.3. The Concept of Vocabulary Mastery

The concept of vocabulary is integral to language acquisition and effective communication. In the realm of language learning, vocabulary refers to a comprehensive collection of words, phrases, and expressions that hold specific meanings. These linguistic building blocks are crucial for comprehending and conveying ideas in various contexts, including speaking, writing, reading, and listening. Vocabulary serves as the cornerstone of language proficiency. (Alqahtani, 2015) emphasizes that a robust vocabulary is paramount for foreign language learners to effectively utilize grammatical structures and functions. Without an ample repertoire of words, learners may struggle to express themselves coherently, hindering their ability to communicate clearly.

The significance of vocabulary becomes evident across the four primary language skills: speaking, writing, reading, and listening. Mastery of vocabulary is essential for expressing emotions, sharing thoughts, comprehending written texts, and understanding spoken language. Wilkins (cited in Zilles, 2015) aptly highlights that, just as grammar is essential for structuring sentences, vocabulary is what populates those sentences with meaning. This illustrates the symbiotic relationship between vocabulary and grammar in effective communication. Vocabulary learning is a critical endeavor, particularly for individuals acquiring English as a foreign or second language. (DOU, 2020) emphasizes, vocabulary proficiency is a pivotal component of language mastery. It lays the foundation for successful language learning, enabling learners to engage with the language community and grasp the nuances of their surroundings.

3. METHODS

This research utilizes a pre-experimental design. Specifically, it employs a one-shot case study or single group pretest-posttest design. In this pre-experimental method, the researcher only measures before and after treatment in one group of subjects without a control group. Campbell and Stanley also acknowledge that pre-experimental methods can be useful in preliminary research and as a tool for generating hypotheses. This method can provide an initial overview of the potential effects of an intervention or variable under investigation, which can serve as a basis for more rigorous testing in the future. This research will evaluate the effectiveness of using the Quizizz application in teaching vocabulary by conducting pre- and post-tests, as well as statistical analysis to compare student learning outcomes before and after using Quizizz. In addition, the researchers will conduct interviews with students to gather data on their experience using Quizizz. The results of statistical analysis and interviews used to draw conclusions about the effectiveness of using Quizizz in teaching vocabulary. This research will focus on the 10th grade students of Ulul Albab Islamic School which consists of two classes, namely the Science Class (IPA) and the Social Sciences Class (IPS). The researcher chooses 10th grade students at Ulul Albab Islamic School. The sample taken in this study is only 37 students from both classes. It is expected that the results of this research will provide a representative overview of 10th grade students at Ulul Albab Islamic School.

4. RESULTS

4.1. Pre-Test and Post-Test Scores

The description of the data analysis results focus on the enrichment of students' vocabulary using Quizizz, where data was collected from 31 students using multiple-choice questions. The tests were administered by the researcher in the form of pre-tests and post-tests.

Table 1 Pre-test and Post-test Scores

Pair1	Mean	N	Std. Deviation	Std. Error Mean
PRETEST	48.7079	31	10.56470	1.89748
POSTTEST	82.8710	31	7.10747	1.27654

Table 2 Tests of Normality

	Kolmogorov-Simon			Shapiro-Wilk		
	Statistic	Df	Sig	Statistic	Df	Sig
PRETEST	.157	31	.049	.938	31	.073
POSTTEST	.203	31	.002	.920	31	.023

From the table above, it can be seen that the significance of the data in the table of Kolmogorov-Smirnov from pre-test was 0.073 and post-test was 0.023. It means that the pre-test data is normally distributed, because the significance score is higher than $\alpha = 0.05$.

Table 3 test of Homogeneity of variances

Levene Statistic	df1	df2	Sig
1.819	6	23	.140

Analysis of data at SPSS using homogeneity calculations, obtained a p-value = 0.140. Conditions that must be met as a condition so that the data comes from a homogeneous population, namely $t\text{-value} > \alpha$, $\alpha = 0.05$. Because the p-value = $0.140 > \alpha = 0.05$, based on the results of these calculations it can be concluded that the population variance comes from the same population (homogeneous).

Table 4 Paired Samples Test

Pair1	Mean	Std Deviation	Std. Error Mean	95%	T	df	Sig. (-2 tailed)
PRETEST POSTTEST	34.16129	9.16914	1.646883	Lower - 37.52456 Upper - 30.79802	-20.744	30	.000

Based on the "Paired Samples Test" output table above, the Sig. (2-tailed) is $0.000 < 0.05$, therefore H_0 is rejected and H_a is accepted. Thus, it can be concluded that there is a significant difference in the average scores between the Pre Test and Post Test, indicating that the "Quizizz" application enriches the English vocabulary of the 10th-grade students in the Science (IPA) and Social Sciences (IPS) streams at MA Ulul Albab Makassar.

Apart from comparing the significance p-value (Sig.) with a probability of 0.05, there are other ways that can be done to test the hypothesis in this paired sample t test. Namely by comparing the value of t count with t table. The basic for making decisions is as follows. If the value of t count > t table, then H₀ is rejected and H_a is accepted. In fact, if the value of t count < t table, then H₀ is accepted and H_a is rejected. Based on the output table "Paired Samples Test" above, it is known that t count is negative, which is -20.744. T count is negative because it is because the mean score of the Pre Test was low than the mean score of the Post Test. In the context of cases like this, the negative t count can be accessed by the positive. So that the value of t count becomes 20.744. Next is the stage of finding the t table value, where the t table is searched based on the df value (degrees of freedom or degrees of freedom) and the significance value (α).

4.2. Result of Students Interest

Qualitative descriptive analysis is used to describe the information obtained from the dialogue transcripts. In conducting thematic analysis using the steps outlined in analyzing interviews, the following is a summary of the findings from interviews with students regarding their experience using Quizizz to enhance their English vocabulary mastery. The main theme of the analysis is the effectiveness of Quizizz as a learning tool in improving English vocabulary mastery. This is supported by several sub-themes expressed by students in the interviews:

- a. **Interactive and Engaging:** Students appreciate the interactive and engaging format offered by Quizizz. They feel more motivated and involved in the learning process. This interactivity can be a factor that influences the effectiveness of Quizizz in reinforcing vocabulary mastery.
- b. **Independent Learning:** The flexibility of Quizizz allows students to learn independently. They can access materials anytime and receive immediate feedback to enhance their understanding. The ability to learn independently can provide additional effectiveness in using Quizizz.
- c. **Healthy Competition:** Students acknowledge that competition with classmates through Quizizz can be an additional motivation to learn. However, they also realize that excessive focus on competition can cause stress and reduce collaboration. This factor needs to be considered to ensure that the use of competition in Quizizz remains healthy and does not hinder the learning process.
- d. **Feedback and Explanations:** The feature of immediate feedback and answer explanations in Quizizz proves to be very helpful for students in understanding their mistakes and improving their understanding of English vocabulary. Direct feedback can be an effective tool for correcting errors and reinforcing student comprehension.

Thus, the interactive and engaging interaction, independent learning, healthy competition, and feedback and explanations provided by Quizizz are interrelated elements that contribute to the effectiveness of this tool in

improving students' mastery of English vocabulary. In conclusion, based on the thematic analysis, it can be concluded that the experience of students from X Science and Social Sciences classes at MA Ulul Albab Makassar in using Quizizz to improve their English vocabulary mastery is generally very positive. They appreciate the interactivity, independent learning, and the benefits of healthy competition in the learning process. The feedback and explanations feature in Quizizz also significantly contribute to enhancing students' understanding. These findings are relevant to the research objective of evaluating the effectiveness of Quizizz as an online learning tool.

5. DISCUSSION

Before using Quizizz, students at MA Ulul Albab Makassar faced challenges in understanding and distinguishing verbs, nouns, and adjectives. They also had limited vocabulary, which made the learning process more difficult. However, with the introduction of Quizizz as an interactive learning platform, students have become more interested and engaged in the learning process. One of the interesting aspects of Quizizz is the inclusion of features like memes, avatars, quiz themes, and background music. These features provide additional motivation for students and make learning more engaging and interactive. Students feel connected to the material they are learning through the use of entertaining avatars and memes. They also enjoy the various attractive quiz themes, which further pique their interest in mastering new vocabulary. The background music creates a pleasant atmosphere and helps enhance student engagement.

Students at MA Ulul Albab Makassar can expand their vocabulary in an interesting and interactive way. They focus on understanding nouns, verbs, and adjectives. Through this platform, students can learn and memorize new vocabulary in a fun manner (Widyahening & Sumardiono, 2021). They can also see their progress directly and quickly address their weaknesses. Students at MA Ulul Albab Makassar become more motivated after realizing the availability of various easy and engaging Quizizz resources for English language learning. They realize that there are a variety of quiz options that can help them gain a better understanding of verbs, nouns, and adjectives. In a pleasant and interactive environment, students not only learn actively but also expand their vocabulary in an interesting and enjoyable way.

Thus, Quizizz has helped students at MA Ulul Albab Makassar overcome challenges in learning and distinguishing verbs, nouns, and adjectives. They can learn interactively, expand their vocabulary, and measure their progress quickly. Quizizz provides a fun and effective learning experience, which positively impacts student motivation and engagement in English language learning. The use of Quizizz has a significant impact on students' proficiency in standard vocabulary. Through interviews, it was found that Quizizz is seen as a challenging game by students, which motivates them to keep trying (Ningrum, 2022). When they make mistakes while playing the game, they feel compelled to try again and learn from their previous mistakes.

The importance of games and challenges in Quizizz indirectly helps students memorize each standard vocabulary word presented in the game. They actively engage with new vocabulary that appears in an interesting and interactive context. This repetitive process helps improve students' understanding of these words, enabling them to naturally remember and master standard vocabulary better (Imran, 2023).. Additionally, the use of Quizizz provides students with the opportunity to learn from their own mistakes. When they make errors in answering questions during the game, they not only receive feedback on the correct answers but also can see where they went wrong and why. This helps them improve their understanding and avoid making the same mistakes in the future.

Through the combination of challenges, games, and feedback provided by Quizizz, students feel more engaged and motivated in the process of learning standard vocabulary. They see Quizizz not just as a learning tool but also as an enjoyable game. This creates a positive environment that inspires students to keep trying and improve their proficiency in mastering standard vocabulary. Overall, the use of Quizizz has a positive influence in enhancing students' proficiency in standard vocabulary. By presenting challenging games and constructive feedback, Quizizz helps students develop a deeper understanding of standard vocabulary in a fun and enjoyable way.

In this situation, the posttest results indicate that the use of Quizizz as a learning strategy has a significant positive influence on improving students' vocabulary understanding. Previous research, as mentioned by (Rahmadi Islam, 2018) in their article "Enhancing Vocabulary Understanding through Quizizz," shows that the effective use of Quizizz enhances students' ability to master vocabulary. Students actively engage in the game and challenges offered by Quizizz, indirectly helping them remember and understand the taught vocabulary.

Furthermore, the research findings by (Poudevigne et al., 2022) titled "The Impact of Quizizz on Student Engagement and Achievement" also demonstrate that the use of Quizizz increases student engagement in learning and positively impacts their learning outcomes. Students feel motivated to keep trying and learn from their mistakes within the Quizizz game. The feedback provided by the platform helps students improve their understanding and avoid the same errors in the future.

Therefore, the use of Quizizz as a learning strategy has been proven effective in enhancing students' vocabulary comprehension. The platform's interactivity and challenging game elements make students more interested and engaged in the learning process. They actively interact with new vocabulary, remember it, and improve their understanding. Additionally, higher levels of engagement also contribute to improved learning outcomes for students.

Overall, the use of Quizizz as a learning strategy plays a significant role in enhancing students' vocabulary understanding. Previous research consistently supports the effectiveness of using this platform in enhancing students'

vocabulary mastery and their engagement in learning. By continuously harnessing the potential of Quizizz as an interactive learning tool, schools can help students expand their vocabulary in an engaging, effective, and enjoyable manner.

6. CONCLUSION

Based on the data and interpretation, it can be concluded that the use of Quizizz in teaching at MA Ulul Albab Makassar has been proven to have a positive effect on improving students' vocabulary mastery. The research findings indicate that the use of Quizizz results in a significant improvement in students' vocabulary mastery compared to before using Quizizz. The attractive features such as meme characteristics, avatars, quiz themes, and accompanying instrumental music in Quizizz provide additional motivation to students, encouraging them to be more active and engaged in the learning process. Thus, Quizizz creates an interactive and enjoyable learning environment. The research results also demonstrate that the use of Quizizz in teaching is effective in expanding students' vocabulary. This can be observed from the increase in average scores in the post-test after using Quizizz as a teaching media. Both the IPA and IPS classes experienced a significant improvement in their understanding and mastery of vocabulary. Therefore, it can be concluded that Quizizz is an effective teaching media in enhancing students' vocabulary mastery at MA Ulul Albab Makassar. The use of Quizizz creates an interactive, engaging, and motivating learning experience for students, helping them expand their vocabulary and improve their understanding of the learning material.

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