Utilization of Quizizz Application as a Civics Learning Evaluation Media

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Abstract

This article aims to analyze the use of the quizizz application as a learning evaluation medium, especially in Civics subjects. The research method uses qualitative research methods with interviews and literature studies. The results showed that the use of the quizizz application made it easier for teachers at the learning evaluation stage and as a fun learning solution for students. Based on the results of this study, the use of the Quizizz application as a learning evaluation medium to measure the level of understanding of students is fun and the use of the Quizizz application is easily accessible and the process of the assessment results is faster than the use of the platform for sending text messages via WhatsApp.

Keywords: Utilization; Quizizz; Evaluation Media.

Introduction

In the era of very rapid technological progress and the increasingly complex nature of a tool for the survival of human life, one of which has an impact on the field of education, namely in the use of sophistication of electronic tools that support learning such as mobile phones, laptops, tablets, computers, and so on (Diva et al. al., 2021). One of the important things to develop is innovative and creative learning media used during the learning process.

Understanding media according to Ahmad Rohani (1997) is everything that can be visualized with the senses that are used as a communication process in the teaching and learning process in the form of devices or tools used in teaching and learning activities (Karo-Karo & Rohani, 2018). Learning media is an important component of supporting the teaching and learning process.

According to Ralph Tyler in Arikunto (2010), stating that learning evaluation is a process to find out whether the educational goals have been realized (Ali & Sukardi, 2021). The Quizizz application is one of the learning evaluation media that can be used by teachers in giving quizzes to students. Quizizz itself is a game-based educational application *that* is narrative and flexible and is used as an interesting and fun learning evaluation medium for students (Salsabila et al., 2020). Based on the results of the study, it was concluded that (1) the Quizizz online learning application is a technology-based learning

evaluation application that can be accessed online by teachers and students, which is applied during a pandemic in the education sector in order to be able to balance and harmonize learning in schools so that it is always relevant and fun, especially on Physics Learning; (2) the Quizizz application provides an alternative to online learning that is carried out without having to meet face-to-face between teachers and students and can be accessed outside and inside the classroom; (3) Quizizz provides benefits to online learning by utilizing learning changes that prioritize learning in the era of the industrial revolution 4.0 using information technology in its delivery, it will be more fun, motivating, and attracting students' attention. The use of Quizizz can make the implementation of online learning no longer a problem for students and is flexible according to the students' abilities (Putri, 2021).

The reality is that the use of learning media, especially the Quiziz application, has not been widely used in schools. In fact, the quizizz application is a fun quiz game application for students. In giving assignments and evaluations during learning that function to measure the level of understanding of students, teachers still use traditional media, namely in the form of texts and questions available in textbooks and

Student Worksheets (LKS) so that the evaluation after learning conducted by the teacher is not fun and students are less enthusiastic so that the evaluation of learning feels boring.

Based on the preliminary study that the researcher conducted with the Civics subject teacher at SMA Negeri 1 Belitang II on March 27, 2018, it was found that every student learning activity was still often bored, the class was not conducive because during the teaching and learning process many students were noisy and pay less attention when the teacher explains the material. Especially on political culture material that is not of interest to students. This can happen because the media presented is less attractive, only limited to package books, power points and occasionally using mobile phones to browse for additional Civics material on the internet. Existing facilities in schools have not been optimized in their utilization. The problem is that teachers still have difficulty in making interesting and flexible media, namely media that students can use anywhere and anytime. In addition, during the learning process the methods used were lectures and occasional discussions (Sinta et al., 2019).

Thus, this study aims to provide insight and paradigms to readers regarding the use of the Quizizz application as a medium for evaluating Pancasila and Citizenship Education (PPKn) learning.

Literature Review

Media Evaluation Learning

Media as all forms and channels used by people to channel messages/information (AECT) (Falahudin, 2014). Media are various types of components in the student environment that can be stimulated him to learn (Gagne). The benefits of learning media in the learning process are as tools used in the process of delivering messages/knowledge, helping students interact directly with real experiences (Aryadillah & Fitriansyah, 2017). The term learning itself is used to indicate an educational effort that is carried out intentionally, with predetermined goals before the process is carried out and whose implementation is controlled. Thus, learning media are everything that is used to channel messages and can stimulate thoughts, feelings, attention and willingness, the learner so that it can encourage a deliberate, purposeful and controlled learning process (Miarso, 2008: 457) (Ramli, 2012) .

Learning evaluation media is the media used in the closing stage of the learning process as a post test at the end of learning to measure the level of understanding of students (Sasongko & Suswanto, 2017). The development of ICTbased learning evaluation media is through online practice questions using *an Android smartphone*. One application that can be used in evaluating learning is the Quizizz application.

Quizizz Aplikasi App

According to Tedjasaputra (in Wijayanto, 2017) educational games are games created specifically in the realm of education. Educational games consist of several components such as sounds, graphics, video, and animation (Citra & Rosy, 2020). Quizizz is an application to create interactive quiz games that can be used in classroom learning (Asrifan et al., 2020). Games Quizizz as a game-based learning application, presents multi-game activities in the classroom and makes the classroom a fun interactive exercise, enabling students to compete among other students so as to motivate students in learning, in order to improve learning outcomes. This helps students to improve quiz appreciation, learning efforts, learning motivation, activity involvement and academic achievement so that students can experience their cognitive development well according to the research conducted (Basuki & Hidayati, 2019; Salsabila et al., 2020; Wibawa et al. , 2019) (Hidayati, 2021).

PPKn

The implementation of Pancasila and Citizenship Education (PKn) learning is very important in increasing student citizenship awareness, because if it is based on its objectives, Civics or in other terms better known as *civic education* has the function and role of citizenship education. Winataputra & Budimansyah (2012; Kariadi, 2017: 31), "Citizenship Education (Civic Education) is a learning subject that carries a mission to shape the nation's personality, namely as a conscious effort in "nation and character building" (Nurmalisa & Mentari, 2020).

Method (for original research)

The research that the researcher did was qualitative research. According to Sarwono (2006) there are two data, namely primary and secondary data. Primary data in the form of interviews. The data collected is data derived from interview scripts, field notes, personal documentation, notes or memos of researchers and other supporting official documents (Kusumastuti, 2019). In addition to interviews, researchers used the literature study method, namely the data search method by collecting reference sources through books, journals, reports, and various other literatures. In a literature study the stages carried out are collecting data, reading, taking notes and managing library materials (Trisiana, 2020). The literature study method in this study was carried out by looking for reference sources, then studying various references from journals and scientific articles related to learning evaluation media.

The object of research in this research is the teachers of Civics subject and students of SMA Negeri 1 Kartasura in which the sampling uses purposive sampling. In the data collection procedure in this study used various techniques, namely interviews and literature study. Both techniques are used to obtain data and information that support each other and complement the required data.

Result and Discussion

The use of the Quizizz application in Civics learning is seen from the Symbol Systems theory that the Quizizz application is a fun learning solution during a pandemic. According to Kemp and Dayton in Junaidi, the role of learning media is, (1) the delivery of learning messages can better fulfill the surroundings; (2) learning can be more interesting; (3) learning becomes more interactive by applying learning theory; (4) the quality of learning can be improved; (5) the use of learning time can be shortened; (6) the learning process can take place whenever and wherever needed (Junaidi, 2019).

Learning media is one of the efforts to create classroom conditions that are able to develop the domains of attitudes, knowledge and skills of students (Suhaemi et al., 2020). Such as the use of learning media in the learning process can generate new desires and interests, generate motivation and enthusiasm for learning, and even provide psychological effects on students. The use of learning media at the learning orientation stage will greatly help the effectiveness of the learning process and delivery of messages and material content (Aryadillah & Fitriansyah, 2017). Based on research conducted by Cakra (2020) it can be concluded that using learning media such as the *Quizizz* can increase student activity and student participation in taking the *post test* (Aminuddin, 2020).

Based on research conducted by Putri (2021) that the Quiziz application has benefits for online learning, such as: (1) the Quizizz online learning application is a technology-based learning evaluation application that can be accessed online by teachers and students, which is applied during a pandemic in the sector. education to be able to balance and harmonize learning in schools to be relevant and fun (2) the Quizizz application provides an alternative to online learning that is carried out without having to meet face-to-face between teachers and students and can be accessed outside and inside the classroom; (3) Quizizz provides benefits to online learning by utilizing learning changes that prioritize learning in the era of the industrial revolution 4.0 using information technology in its delivery, it will be more fun, motivating, and attracting students' attention.

The use of Quizizz can make the implementation of online learning no longer a problem for students and is flexible according to the students' abilities (Putri, 2021).

The implications of this research in addition to making the learning atmosphere fun and active, teachers are facilitated in evaluating students' understanding of the material provided. Students can also train themselves by answering various quizzes that are already available in the application. In addition, the Quizizz application can be used as a question bank by teachers in training students' intellectual abilities so as to support cognitive development (Prabowo & Widodo, 2018).

Based on the results of interviews with teachers of Pancasila and Citizenship Education (PPKn) subjects at SMA Negeri 1 Kartasura, it was found that the use of the

Quizizz application was not optimally used, in fact it was only used by some teachers because they did not receive briefing on innovative learning by utilizing technological advances, especially in using and making learning media as well as in the assessment.

The results of interviews with several students at SMA Negeri 1 Kartasura found that the use of the quizizz application was more exciting and fun because the application was based on games so that the evaluation of learning was not boring. In this application, in working on the questions there is a time limit and there is also music. Related to obstacles in using the quizizz application, namely if there are signal constraints.

Conclusion

Evaluation of learning activities is used to measure the level of understanding of students after the teacher explains the material. The use of the quizizz application as a learning evaluation medium, especially in Civics subjects, is very effectively used in current conditions by utilizing technological advances. The quizizz application is a fun learning application solution for students. In addition, the quizizz application makes it easier for teachers to assess the results of student learning evaluations. Teachers can monitor student learning outcomes during online learning or online related to the extent of student knowledge in learning. In addition, the use of the Quizizz application is easily accessible and the process of the assessment results is faster than the use of the platform for sending text messages via WhatsApp. This proves that, the first result of implementing online learning is using the Quizizz application as a technology-based learning evaluation application that can be accessed online.

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