

## CHAPTER II

### REVIEW OF RELATED LITERATURE

This chapter provides some basic studies of this study, which are: definition of *Quizizz*, *Quizizz* for learning, *Quizizz* as a learning medium, and *Quizizz's* importance between Kahoot application and teachers' perspectives.

#### 2.1 Definition of *Quizizz*

*Quizizz* is a game-based educational application that can be entertaining. Deepak Joy Cheenath and Ankit Gupta developed this software in 2015 to help students become more engaged and satisfied with their education. *Quizizz* has more than 20 million users globally and has become a widely used educational tool since then (Non, 2023). The *Quizizz* application itself can be accessed via a smartphone, laptop, computer, and other electronic devices and is also connected to the internet. For students, learning exercises in class can be boring (Faiza et al, 2023). Using the *Quizizz* application, learning in class will feel more fun, and students can understand questions from their teacher easily.

Teachers can help by using the *Quizizz* application. When applying the *Quizizz* application in class to students. Students will compete with each other on the online *Quizizz* platform to get the expected score (Rukiye, 2021). With competition between students. Students will become more enthusiastic about studying the teacher's materials as a result of this. According to Rukiye (2021), teachers can create their own quiz or choose one from the library, including the available quiz created by other teachers. *Quizizz*, created by teachers, can be used as learning material to see students' ability in comprehending the material that the teacher has presented. Teachers frequently use this application to track students' grades. The *Quizizz* application's grade recap feature will make it easier for teachers to record grades.

### 2.1.1 *Quizizz* For Learning English

According to Firly (2020), using *Quizizz* to teach and study English has several benefits. In addition, *Quizizz* also has several things that make reading interesting and more fun through the features of a leaderboard.

Benefits of *Quizizz* in Reading: The *Quizizz* application has benefits for students in terms of reading. Students respond to questions that are based on the previously given material by the teacher; they receive these advantages. As they learn, they will discover new vocabulary that they are not familiar with. They do them indirectly; they will read carefully and find the meaning of the question.

Features: There are several free features that teachers can use to create questions, such as multiple-choice, comprehension, fill-in-the-blank, draw, poll, open-ended, and word cloud. Most teachers will often use multiple-choice questions to create a quiz, which follows the material provided by the teacher. Using this feature, students will get new vocabulary in their questions.

Leaderboard system: In the leaderboard system, students will be able to see the results of their work when they have completed their assignments or quiz. Additionally, only students who have completed the quiz can access the scoreboard via their cell phones. However, the leaderboard can also be viewed from the teacher's monitor when it displays the leaderboard without showing how many answers are wrong. This makes students compete and feel challenged with other students. That way, students will be careful when reading and answering questions in order to get a satisfactory grade.



Effectiveness: *Quizizz* has an effectiveness in learning. In learning that uses *Quizizz*, or arguably gamification, is a term for the use of technology in education, especially as a medium in the teaching and learning process, which is usually used to increase the effectiveness of student involvement in classroom activities (Nainggolan and Dewi, 2022). *Quizizz* can help make the atmosphere in the classroom more fun and prevent it from getting boring quickly by providing an evaluation method using the application. The student will likely have a positive opinion about using *Quizizz* in the classroom for learning purposes because of its predicted effectiveness as a medium (Nainggolan and Dewi, 2022).

## 2.2 *Quizizz* as a Learning Medium

Learning media have a significant role in learning. In the past, teachers only used media such as books and blackboards. Nowadays, technology has advanced to the point where teachers must continually develop and improve their teaching skills by utilizing learning media that are currently being developed. Many learning platforms are widely used, including Edmodo, *Quizizz*, Zoom, Google Meet, Google Classroom, and other learning media that can be used (Pramerta et al, 2022).

When teachers want to teach students, they can use the above platforms. By using the right learning media, teachers can improve learning activities and increase students' interest in the subject matter. Learning media is related to the use of technology in the Information and

Communication Technology (ICT) era (Ika, 2021). With the development of these media, it will have a significant developmental influence in the world of education, starting from the way of teaching, the use of features in the application, etc.

Thus, the use of technology in education has a significant impact on the process of teaching and learning. It is impossible to separate technology from learning media in the process of teaching and learning; in fact, using technology as a learning medium offers a useful way for students to get materials and messages from their teachers. In addition, technology can help teachers become more creative in using ICT, which will help students more easily understand the material delivered by the teacher (Ika, 2021). With the help of media, the classroom atmosphere will become more interactive, and students will be interested in the learning being taught.

### **2.3 *Quizizz's* importance between the Kahoot application**

*Quizizz* is an application that is often used by teachers for learning. However, besides the *Quizizz* application, there is another application that has the same purpose as the *Quizizz* application, namely the Kahoot application. Before being introduced to the world, Kahoot became the first project in Lecture Quiz research, which began in 2006 at the Norwegian University of Science and Technology (NTNU). Kahoot was a game-based student response system (Yanawut & Nokham, 2017). In addition, Kahoot is a platform that allows users to play games, take quizzes, discuss, and complete surveys (Wahyu 2019). Kahoot can help students in learning. The use of Kahoot in the classroom makes learning fun, interesting, and beneficial for all students (Agus, 2020).

Kahoot has several features that can help students in learning. Reviewing, revising, and reinforcing knowledge; recapitulating learning; pre-assessment and practice before exams; re-energizing the room and rewarding good behaviour; gaining insight from the class; gathering opinions, inspiring teamwork, confronting previous results, participating in global classes,

introducing new topics, creating presentations, sharing content libraries, remotely monitoring computers, presenting new material, and reporting progress (Wahyu 2019). In the features mentioned above, Kahoot and *Quizizz* have several differences, as follows:

**Table 1 *Quizizz's* importance between Kahoot application**

| <i>Quizizz</i>  | Kahoot   |
|---|--|
| <i>Quizizz</i> can be used directly or as an assignment that they can work on at home.  | Kahoot can only be used directly or simultaneously at the same time.   |
| The questions contained in <i>Quizizz</i> can be seen directly on their screen or electronic device.  | Questions on Kahoot can be seen through the help of a projector displayed by the teacher or host who created the quiz.   |
| <i>Quizizz</i> gives a score to students based on speed and accuracy in answering the questions given. In addition, <i>Quizizz</i> provides a detailed report on student performance on formative assessments.  | Kahoot only gives scores based on speed and accuracy in answering questions, and does not provide detailed feedback to students.   |
| <i>Quizizz</i> provides an overall leaderboard ranging from students with the highest score to the lowest. This rating board only lists thousands of scores, but on the cellphone, each student can see their overall score and correctly or wrong on the questions they answered. This will help students not to be jealous of other students. | Kahoot only gives students a leaderboard that can be seen on the teacher's screen, only the top three ranks, and students who do not get these ranks cannot see their rankings even on their cellphones. |
| At the end of the quiz, <i>Quizizz</i> provides feedback by providing corrections on each question they have answered in detail.  | At the end of the quiz, Kahoot does not provide a feedback question on the screen of each student or the screen of the host or teacher displayed on the front screen.                                    |
| The <i>Quizizz</i> application can use a variety of features that have been provided for free, such as multiple choice, Comprehension, fill-in-the-blank, Draw, Poll, open-ended, and Word Cloud.   | Whereas in Kahoot, you cannot access all the features that are available for free, and the only features that can be accessed are multiple choice and true or false.                                     |
| <i>Quizizz</i> can accommodate as many as 100 participants who can join.  | Meanwhile, Kahoot can only accommodate 50 participants who can join.   |
| <i>Quizizz</i> can change questions automatically according to the time given. This can make students have a spirit of competition in themselves.   | Kahoot cannot switch questions automatically. This cannot make students have a spirit of competition within themselves.  |

With the differences mentioned above, most teachers tend to use *Quizizz* to facilitate learning with a variety of features that are obtained for free. In addition, students will easily understand the questions and improve their reading skills in English. From the teacher's perspective, with the help of this *Quizizz* application, students feel helped in understanding the questions given by seeing the score obtained by each student, adding vocabulary in English, providing feedback at the end of the question that students can study to strengthen their understanding of the material given by the teacher.

#### **2.4 Teachers' Perspectives**

The term perception in English comes from the Latin *percipere*, which means to take or receive, according to its etymology (MD, 2023). Perception, in a broader sense, refers to an individual's viewpoint or comprehension, particularly their interpretation or view of something (MD, 2023). Perception can be defined as a person's vision or their way of observing things (MD, 2023). Perspective can significantly influence how we perceive events and interpret information. In education, perspective plays an important role in shaping teaching methodologies, curriculum design, and overall educational outcomes.

Teachers play an important role in school education as key facilitators of student learning and development. Teachers' responsibilities go beyond delivering subject matter; they also create and manage the learning environment, assess student progress, and provide support and encouragement. Teachers must have a deep understanding of the subjects they teach and use a variety of structured strategies to meet the diverse needs of their students. They must be adaptable, able to tailor their teaching methods to each student's learning style and abilities. In addition, teachers will also be role models, influencing students' attitudes toward learning, fostering critical thinking, and encouraging positive behavior.

A teacher's perspective is the point of view or way in which a teacher understands and applies various aspects of education and teaching. "Teacher perception" refers to the process by which a teacher chooses, arranges, and interprets inputs to provide a pertinent overall image (MD, 2023). Teachers' perspectives are influenced by a variety of factors, including their educational background and experiences, and are widely considered when creating and implementing policies and regulations that address necessary changes and implement English in classroom teaching and learning activities. (NP and Sondari, 2020).

In addition, teachers' perspectives are critical in shaping educational outcomes and equity. Culturally responsive teachers will recognize and appreciate their students' diverse backgrounds, and students will feel seen and respected. This approach can help close achievement gaps and provide a more inclusive school environment. Therefore, understanding and thinking about their perspectives can make it easier for teachers to make more informed and equitable decisions in practice, ultimately contributing to a more equitable and effective education system. This leads to various benefits that can be obtained, as follows:

#### **2.4.1 Student Distraction**

Student engagement refers to the level of interest, motivation, and active participation that students show in their learning process. Historically, the main goals of student engagement have been to keep kids in school by boosting their achievement, encouraging behaviors, and sense of belonging (Taylor and Parsons, 2011). Student involvement techniques were refined and expanded upon over time as a means of controlling conduct in the classroom (Taylor and Parsons, 2011). This engagement can be through various instructional strategies that make learning more relevant, interactive, and fun. In addition, Technology plays an important role in enhancing student engagement by providing interactive and personalized learning experiences through digital tools and resources.

Moreover, student engagement is not only about academic engagement but also includes emotional and cognitive engagement. Emotionally engaged students are those who feel comfortable with their school environment and believe that their teachers care about their success. Cognitive engagement involves students' willingness to invest effort in learning, process complex ideas, and seek deeper understanding.

#### **2.4.2 Interactive Learning**

Interactive learning is an educational approach that involves participation and allows students to assimilate knowledge through intensive, real-world learning rather than boring memorization of "dead" information. Instead, it is a hyperactive social process in which students create "living" information while being guided by the teacher toward the best outcomes (Bakytgul et al, 2016). This method emphasizes collaboration, discussion, problem-solving, and hands-on activities, making learning more dynamic and engaging. Steps such as creating group projects, peer teaching, simulations, and the use of technology, such as interactive whiteboards and electronic devices, are common in interactive learning environments. These strategies encourage students to apply their knowledge, think critically, and develop important skills such as communication and teamwork. By actively engaging students in their learning, interactive learning helps deepen understanding and retention of material.

In addition, interactive learning can cater to different learning styles and needs, thus making education more inclusive and effective. Interactive learning also fosters a sense of community and collaboration among students, as they work together to solve problems and complete tasks. This collaborative atmosphere not only supports academic achievement but also helps build social and emotional skills. Research has shown that interactive learning can

increase student motivation and improve academic achievement and a greater sense of ownership of their learning process.

From the perspective of the teacher, using the *Quizizz* application will make it simple for them to create questions that the students will answer in accordance with the information they have learned. In addition, the teacher will get a recap of student scores when they have completed the question. By looking at the results of these scores, the teacher knows the ability of each student when they work on these questions. With this, the teacher can feel happy with the help of the features in this application, and this can help students with several aspects.

Some aspects of the *Quizizz* application can help students understand the questions in the application. When they have answered the teacher's questions, English reading comprehension will be obvious. In addition, they will gain new vocabulary in English and increase their knowledge of the subject. Students will also not feel inferior to the grades they get after they finish the quiz, because only the students themselves can access the grades through their smartphones. That way, they will be enthusiastic to answer questions and also understand the material delivered by their teacher.