

# CHAPTER 1

## INTRODUCTION

### 1.1 Research Background

Education in the current era has developed rapidly from time to time. Today's learners can not only use one way to teach them, as teachers must understand each student's characteristics. Various methods have been created and one of them is gamification. Gamification is made to make it easier for students to learn, therefore gamification should not be made too easy because it will be boring and not too difficult. The gamification should not be very simple, because it becomes boring for students; it also should not prove too difficult (Mueller, 2012).

By using games as a learning medium, students are expected to understand that learning is a fun activity. The game can be adjusted to the lessons to be discussed such as (e.g., objective formative assessment, and other advanced levels more suited to the student's skills). As a result, these sensible degrees of difficulty guarantee that the student is working on tasks that are marginally over their level of expertise but still manageable under supervision. (Vargas-Macías, Rodríguez-Hernández, & Sánchez-Saenz, 2020). There are many kinds of games available and can be used as a learning medium, there is an educational element in the game as well as features that can help students to understand the game. One of them is the Quizizz application which can be used in teaching activities because Quizizz includes an educational gamification application.

Utilizing the Quizizz makes learning activities more engaging and enjoyable since it makes classes livelier. (Zuhriyah & Pratolo, 2020). Stated that the students believe Quizizz is a fun and attractive tool. The reason why this application is used for teaching activities is that by using this application students can learn together and make learning activities more interactive and fun. Quizizz is an educational app that uses game to introduce multiplayer

activities into classrooms and make assignments engaging and enjoyable for students. (Zhao, 2019).

Previous studies have been studied about the benefits and the use of the Quizizz application in the process of teaching and learning activities. The research explained that students prefer if the Quizizz is used during classroom learning periodically. It is possible to improve focus in Physics 1 classes by using the Quizizz. (lamsari purba, 2019), When used occasionally, the Quizizz has a greater effect on classrooms than when it is used just once (Zhao, 2019), Students as users of this application have different opinions regarding this learning application. Opinions expressed by students vary. Students' opinions are needed to know the effectiveness of this application in the learning process.

Teachers use a variety of apps to facilitate learning, including Quizizz, Google Meet, Google Classroom, Email, Youtube, Zoom, Jitsi, Schoology, Kahoot, and more. Students might have a fresh learning experience when this game is used as part of a teaching strategy. (Bicen & Kocakoyun, 2018). Among the advantages of using game-based apps are increased student engagement, a more dynamic learning environment, and more opportunities for learning overall. (Licorish, Owen, Daniel, & George, 2018). It is also supported by the literature on previous research stating, that the use of learning media technology-based is generally considered better than traditional systems (Fies & Marshall, 2006).

During the pandemic, teaching activities became online, therefore the way of teaching was slightly changed by using several learning applications, there are various kinds of learning applications and one of them is the Quizizz. An educational app called Quizizz uses the gamification principle. (Mac Namara & Murphy, 2017). Teachers can administer assessments to their students and conduct out learning activities more efficiently by using the Quizizz

program. Quizizz can be used to plan lessons and get prepared for the exams. (Mac Namara & Murphy, 2017)

Based on initial interview, students as users of Quizizz have different opinions about this learning application. Opinions expressed by students vary. Some students said they had difficulties at the beginning but after learning it made them more concentrated and enthusiastic about doing the assignments given. Student opinions are needed to determine the effectiveness of this application on the learning process.

The main purpose of the present research is to examine the advantages of using Quizizz in learning media. This research investigates the student using the application of Quizizz in senior high school. This research was conducted to find out students' responses to the advantages of using the Quizizz in learning activities during the COVID-19 pandemic. The experience gained by students when using the Quizizz during learning activities in the pandemic era is that students feel helped by using this application because with this application students can understand the material provided, during the pandemic students have difficulty understanding the material because it is not explained directly or face-to-face but with the existence of Quizizz which has a variety of features not only to answer questions but can be made to deliver material

## **1.2 Research Problem**

Based on the background of the study, the one research question is as below:

1. What are the advantages of using the Quizizz application in learning media?

## **1.3 Research Objective**

This research is to find out student's perception on the use of the Quizizz application in learning activities

#### 1.4 Scope and Limitation

The scope of this research will use gamification for studies learned in senior high school Muhammadiyah 1 Malang. The study's limitation is a third-grade student at Muhammadiyah 1 Malang.

#### 1.5 Research Significance

The results of this study are intended to find out how profitable it is to use the Quizziz application in online learning activities according to student perceptions.

#### 1.6 Definition of Key Terms

To give both a clear explanation and limitation, the key terms in this study are defined below:

##### **Gamification**

Gamification is an instructional approach that leverages elements of video games or games themselves to inspire students and boost their enjoyment and involvement in the process (Gallego-Durán et al., 2016).

##### **Quizziz**

An educational app called Quizziz uses the gamification principle (Mac Namara & Murphy, 2017).