CHAPTER II

REVIEW OF RELATED LITERATURE

2.1 Gamification

Gamification was a learning method based on game or video game applications, this method was useful for increasing student attraction to learning so that students could be motivated. Gamification was a teaching method that leveraged elements of video games or games themselves to inspire students and boost their enjoyment and involvement in the process (Llorens-Largo et al., 2016). Gamification was based on game-based mechanics that contained elements of aesthetics and attract someone's attention to stay focused on learning so that they could solve the problems they provided. By "using game-based mechanics, aesthetics, and game thinking to engage people, motivate action, promote learning, and solve problems," a concept known as gamification was introduced (Kiryakova, Yordanova, & Angelova, 2017). The worldwide Covid-19 pandemic had a profound effect on a number of facets of society, including schooling. (Aristovnik, Keržič, Ravšelj, Tomaževič, & Umek, 2020) During the Covid pandemic for approximately two years, caused learning activities to become online. However, the lack of educational methods intended for online learning activities caused students and teachers to have difficulty teaching and learning. Because this makes the teacher look for new ways to convey the material given so that an idea can be an idea using gamification methods. Gamification is very important because it helps students to represent their study contents and enrich their experiences of higher education when learning in person is unavailable during the Covid-19 period. Given the circumstances surrounding the

implementation of online learning, learning can be made more meaningful through the use of interactive techniques like gamification (Yurissa, Kamadi, & Haeruddin, 2022).

Using gamification methods must be supported by appropriate materials, media, and tools so that teaching activities run according to the provisions. When learning is accompanied with strategies, relevant resources, media, and technologies that foster active learning, it will proceed as best it can (van Hout-Wolters, Simons, & Volet, 2000).

2.2 Quizizz as gamification

Quizizz is a learning application that is used to make it easier for teachers to provide materials or tasks. Quizizz has long been used in teaching activities, especially during a pandemic like this where teaching activities are required online learning, so teachers began to use Quizizz a lot because Quizizz included the concept of gamification. An educational app called Quizizz uses the gamification principle (Mac Namara & Murphy, 2017)

There were many uses of Quizizz, among others, it can be used to organize class activities and collect test results that have been given. Quizizz can be used to plan lessons and get ready for exams (Mac Namara & Murphy, 2017). In addition to being able to observe how engaged students are with the assignments that professors assign. With the questions given to students, students can understand productive or non-productive questions. Use educational applications such as Quizizz to help students different between questions that yield results and those that don't (Yan Ju & Yan Mei, 2018).

2.3 Benefits student's perception in using Quizizz

There were several previous studied that had been researched on the benefits and use of the Quizizz application in the process of teaching and learning activities. The research explained, that students feel happy if the Quizizz is used during classroom learning regularly, not only during online learning but students also hope to be done during offline learning.

Applying the Quizizz made learning activities more engaging and enjoyable since it made classes livelier. (Zuhriyah & Pratolo, 2020). Increase the mathematical knowledge and performance of high school students (Setiawan, Wigati, & Sulistyaningsih, 2019), and enhance proficiency with grammar (Rahayu & Purnawarman, 2019)

According to Ni Wayan, (2021), generally speaking, using the Quizizz helped with the English learning process. English courses that were initially scary for students because there were many difficult words that they did not understand and a lot of grammar (grammar) that was difficult to understand become fun with the Quizizz.

According to Ni Wayan, (2021), students with the Quizizz become more active because they tried to get the highest rankings and scores when quizizz in their class. Students were also more active in studying the material before taking the quiz. Thus, student learning motivation also increased. Based on student perception, the Quizizz was a learning application that is fun, effective, not boring, varied, Challenging, simple, and could be used anywhere.

The Quizizz had long been used in game-based learning, with increasing technological developments making learning methods more diverse, one of which was by using the Quizziz. According to Ni Wayan, (2021) Quizizz had several advantages aspects, which it could be highlighted:

1) **Fun learning**

Utilizing the Quizizz app made learning activities more engaging and enjoyable since it makes classes livelier. (Zuhriyah & Pratolo, 2020). The Quizizz app was a multiplayer game-based learning tool that enhances the fun and interaction of learning. (purba, 2019) Also, They thought that taking an online English quiz on Quizizz was enjoyable and not tedious, and they had favorable opinions about the platform (Jannah, Wulandari, & Budi, 2020).

2) **Effective**

Collaborative learning had proven that students become more active, motivated, enjoyment by making groups of students able to exchange ideas with friends. Quizizz was here to help students find it easier to discuss many features in Quizziz that made students feel less bored and fun in group learning. Quizizz was an example of a game-based learning assessment tool. Using this kind of platform had many benefits. Game-based learning through digital tools combined game dynamics with the potential of monitoring student learning (Correia & Santos, 2017).

3) Not Boring

Quizizz was seen as an engaging learning tool because of its many features that boost student motivation and create a novel environment that facilitated understanding of the subject matter. (Mulyati & Evendi, 2020) Using Quizizz in the classroom supported learning and increased student engagement, enjoyment, concentration, and motivation (Chaiyo & Nokham, 2017). Additionally, Quizizz gave students the chance to compete with one another, which boosted their study drive. (Basuki & Hidayati, 2019).

4) Varied

With no teacher or student training needed, Quizizz could be utilized to help high school students with their metacognitive support, engagement, and vitality. Additionally, the majority of research revealed that students had good attitudes and impressions of game-based learning platforms like Quizizz and Kahoot. (Bicen & Kocakoyun, 2018). Platforms for game-based learning like Kahoot and Quizizz can boost student interest and enhance the educational process. (Licorish et al., 2018).

5) Challenging

Students become more motivated by using Quizizz because in the application there was a ranking system, students were indirectly encouraged to compete with each other and provide motivation. After completing the questions, students could see the ranking results and conduct

evaluations together with their friends, thus creating a healthy learning environment. Quizizz allowed students to compete against each other and motivated them to learn so that learning outcomes could improve. In class, students took quizzes concurrently, and the leaderboard displayed their current position (lamsari purba, 2019).

6) Simple

The system on Quizizz would analyze and give immediate feedback on students' answers in detail including the points they got, the incorrect number students had, and the time taken to answer the question. Quizizz helped students learn from their mistakes and work on moving past them. (Elmahdi, Al-Hattami, & Fawzi, 2018). Quizizz was a competitive game and the students gave answers to the questions prepared by the teachers. Because they could take the online tests again and over, students could monitor their development (Rahayu & Purnawarman, 2019).

7) Can be Used Anywhere

The field of education was impacted by the advancement of information and communication technology, particularly in the area of learning (I. G. N. Santika, 2020). The utilization of technology and information in the classroom would also benefit pupils directly in a number of ways. (T. Santika et al., 2017). Using online application-based learning media was one approach that can be used. (Ratnasari, Hikmawati, & Ghifari, 2019)

Teachers utilized a variety of applications, including Google Classroom, email, YouTube, Zoom, Jitsi, Google Meet, Quizizz, Schoology, Kahoot, and more, to facilitate learning. Students could have a new learning experience when they used these games as part of their learning approach. (Bicen & Kocakoyun, 2018)