

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter presents a review of connected literature. There are two main parts in this chapter. The first part explains about EFL instructional media, the second part explains about Quizizz as social media in the EFL classroom.

2.1 EFL Instructional Media

Learning media is a tool for teaching and learning activities in the classroom. The usage of appropriate media can help to improve the quality of learning and teaching English. Instructional media has become one of the aspects that influence teachers' ability to convey material and help students master the material presented. Instructional media is defined as a method used in educational settings to explain material or information in order to improve the teaching and learning process. Appropriate instructional material is extremely beneficial for learning activities in the classroom, particularly when teaching English (Muvango et.al., 2019).

2.1.2 Kinds of Instructional Media

Teaching is the activity of transferring the teacher's knowledge and skills to students so that the learning process can take place. The delivery of the teacher's knowledge and skills necessitates the use of instructional media to ensure that students understand them. Onasanya (2004) divides learning media into several categories, which are as follows:

1. Print media is used to convey verbal information in print. Examples include textbooks, journals, encyclopedias, newspapers, magazines, file records, and minutes.
2. Non-Printed Media: Chalk and chalkboard.
3. Graphic Material: They may include both symbolic visual and verbal information.

4. Graphic media include drawings, charts, graphs, and posters.
5. Realia: Some examples include coins, tools, artifacts, plants, and animals.
6. Visual materials include pictures, models, and mock-ups, as well as a multimedia presentation and a video player.
7. Audio media can be used for spoken instruction as well as to guide the development of intellectual and physical skills.

In this digital age, instructional media is expanding rapidly. Teachers must already be using technology-based learning media to enhance the learning process. Additionally, technology-based instructional media can be divided into three categories: audio, visual, and audio-visual. Quizizz is one of the most popular online learning tools. It is appropriate for kindergarten through college students at the beginning level. Students can use their mobile devices to participate in interactive classroom activities with this program, enhancing their learning experience. Quizizz offers multiplayer games that make classroom sessions more involved and enjoyable, such as answering questions. According to Zhao, (2019), Quizizz is a game-like educational application. It differs from other instructional software in that it includes memes, themes, avatars, and amusing music. Quizizz is a pleasant game for conducting rapid assessments in the classroom. In summary, Quizizz is a web platform for creating interactive quiz games that are used as an assessment tool in the classroom (Basuki & Hidayati, 2019). The use of various learning media is expected to boost student motivation in meaningful teaching and learning. Learning that is engaging will result in better learning results. Various online learning media use diverse internet network platforms, interactivity, and amenities to provide student learning services. One method for ensuring that students understand lecture material is to employ online media or e-learning-based media. The learning process through e-learning promotes learning efficiency in order to receive complete teaching even when they are not face to face. Furthermore, e-learning can be accessed anywhere, at

any time, in accordance with a specified task and time constraint (Safarati & Rahma, 2020).

2.1.2 The Strengths of Instructional Media in EFL Classroom

Each person has unique strengths. Strengths are qualities and attributes that lead to favorable outcomes. Furthermore, identifying strengths in this context gives positive information or benefits from the use of instructional media in the EFL learning process. These abilities can help teachers select and deploy instructional media that is appropriate for the student learning environment. In recent years, instructional media has grown in popularity. The advancement of science and technology has an impact on the quality of education in Indonesia, since instructional media demands technology in the learning process indirectly. PowerPoint, one of the instructional media, helps teachers catch students' attention and compile educational materials (Dewi & Kareviati, 2021). Other advantages of using instructional video in EFL classes include interactive and collaborative learning, increased student involvement and motivation, and improved student understanding and comprehension. It is critical for EFL teachers to create an effective learning environment in the classroom by incorporating appropriate instructional material.

2.1.3 The Weaknesses of Instructional Media in EFL Classroom

Weaknesses are limitations, vulnerabilities, or areas where someone or something lacks strength or skill. It is a common phrase used to describe flaws or disadvantages that can impair performance or efficiency. People's weaknesses can include characteristics or abilities that are not as developed or proficient as others. A person might require assistance with time management, public speaking, or technical skills. Understanding and accepting one's flaws may be necessary for personal development.

Although using educational materials has many benefits, it's important to understand their limitations and drawbacks. According to Aisyah & Haryudin (2020), schools still lack media, such as projectors. To avoid using simple text and

visual media, teachers must experiment with a wide range of technology-based media.

2.2 Quizizz as a social media in EFL Classroom

Quizizz as a game-based learning platform in EFL provides a variety of tools that make the classroom more enjoyable, dynamic, and engaging. Quizizz can be used for self-assessment by students or to measure topic understanding for student advancement. According to Zhao (2019), Quizizz is an educational game-based software that incorporates interactive activities into the classroom to give students an entertaining learning experience. Furthermore, teachers can develop a course, administer a formative assessment, assign homework, and engage students in engaging activities. Quizizz can be used as an online media to enhance the learning process when acquiring vocabulary. Quizizz is an interactive vocabulary review tool for pupils. It has the capacity to capture students' attention and boost their involvement in the teaching and learning process.

2.2.1 The Strengths of Quizizz in Learning Vocabulary

Several studies have proved the benefits of utilizing the Quizizz app. This example shows how Quizizz can be used to improve students' knowledge and abilities. Quizizz is an e-learning tool for English classrooms. Quizizz is an effective e-learning tool for English e-classrooms, increasing motivation among EFL students. Student engagement and performance in the classroom have been found to improve with Quizizz games. Students can use the Quizizz app to build and deploy learning designs that include high quality visuals and audio. The Quizizz app has benefits that make it useful not only as a learning tool, but also as an assessment tool; for example, it can be used to collect data and perform calculations on student' performance; the results of these calculations can then be used to get a sense of how well students understand the material, which can then be used as part of their overall grade (Hasan Parinduri, 2023).

The Quizizz app can also be used to study and prepare for the English as a Foreign Language Test. Despite the length of the normal method, students will be

more interested and able to properly absorb the subject. The Quizizz app was useful in determining how well pupils were evaluated. The framework of the Quizizz application can generate its own questions, which are then assigned to understudies and assigned handling times. With this coach, it will be simpler to quantify the abilities of understudies. This illustrates that students considerably benefit from utilizing the Quizizz app to better understand the information given in the classroom. Students are more engaged and have an easier time understanding the taught jargon when they have access to it, such as in a game or a simple presentation, and the efficiency with which the client achieves their goal while using the Quizizz app is inextricably linked to the success of that goal (Parinduri et.al., 2023).

Quizizz is an online learning platform with a variety of features that can be extremely useful while teaching English. Here are some of Quizizz teaching English strengths:

1. Quizizz is a gamified learning experience that makes the process of learning English enjoyable and interesting for students. The website provides interactive quizzes with a competitive element, such as leaderboards and timed questions, which encourages students to participate actively and increases their excitement for studying (Niek & Abdul Aziz, 2022).
2. Quizizz can be customized: Quizizz allows teachers to construct quizzes that are suited to specific English language learning objectives. Teachers might include multiple-choice, true/false, and open-ended questions in order to test various language abilities such as grammar, vocabulary, reading comprehension, and listening comprehension. (Niek & Abdul Aziz, 2022).
3. Immediate Feedback : One of Quizizz's primary assets is the ability to provide students with immediate feedback. Students receive immediate feedback on their responses, including right answers and explanations, after each question. This fast feedback assists students in identifying their errors, reinforcing their understanding, and learning from their blunders (Syafriadi, 2023).

4. Quizizz provides an adjustable learning experience by allowing students to progress at their own pace. Students can work independently on quizzes, and the platform adapts the difficulty level based on their responses. This feature guarantees that students are suitably challenged and that they receive a personalized learning experience tailored to their specific needs (Rahayu & Purnawarman, 2019).

5. Data & Analytics: Quizizz provides teachers with complete data and analytics, allowing them to track individual and class performance. Teachers may simply track student progress, discover areas of strength and weakness, and use data to make data-driven decisions to improve their teaching practices. This information can also be used to provide targeted intervention and support to kids who are struggling (Rahayu & Purnawarman, 2019).

6. Collaboration and Social Learning: Quizizz promotes collaborative learning by allowing students to take quizzes together. Quizizz can be assigned as group exercises by teachers, increasing peer interaction and building a helpful learning environment. This feature enables students to participate in discussions, share knowledge, and learn from one another, which can help them improve their language skills and understanding (Handoko et al., 2021)

7. Quizizz is an online platform that can be accessed from a variety of platforms, including computers, tablets, and smartphones. This accessibility enables students to learn English at any time and from any location, making it suitable for both in-class and remote learning scenarios. Quizizz also has a user-friendly interface that makes it simple for students of all ages to navigate and use efficiently (Handoko et al., 2021).

8. Quizizz application improves students' behavioral engagement and psychomotor outcomes. Quizizz improves students' engagement in class, including on-task attention, lesson involvement, and English language learning (Munawir & Pratiwi, 2021).

9. Students' emotional engagement and affective outcomes after using the Quizizz application. Students found Quizizz to be an enjoyable and engaging learning tool in class. They were engaged and enjoyed the learning experience (Munawir & Pratiwi, 2021).

In summary, Quizizz's strengths in English teaching are its gamified learning experience, customizable quizzes, rapid feedback, adaptive learning, data and analytics, collaboration and social learning capabilities, and accessibility and ease. These assets work together to create an engaging and effective learning environment for English language learners.

2.2.2 The Weaknesses

Quizizz is a popular online educational platform for teaching English as a Foreign Language (EFL). While Quizizz provides many advantages for both teachers and students, it also has significant flaws that may limit its efficacy in EFL education. Quizizz is designed to work on a variety of devices, technical issues such as internet access issues, browser compatibility, or device limits may interfere with its seamless operation. These technical constraints can disrupt the learning process and frustrate both teachers and students. In addition, the existence of obstacles related to poor internet connection can be a trigger for teachers to be more creative in choosing and developing learning media that have low internet consumption and can be input for other related stakeholders, such as parents, supervisors, and government, to pay more attention to the needs of students in current massive technological development era (Ilhami et al., 2022).