

BENEFITS AND BARRIERS ON QUIZIZZ APPLICATION AS FORMATIVE ASSESSMENT TOOL IN VOCABULARY TEACHING: STUDENTS SIDE

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ABSTRACT

As technology becomes more advanced, education is getting more sophisticated. The purpose of this study is to find out the benefits and barriers related on Quizizz Application as formative assessment tool in vocabulary teaching for students. This study is classified as qualitative research, the sample of this research is 10 students of SMA N 4 Yogyakarta. Data were collected through observation, interviews and documentation. The study revealed two main aspects, the benefits and the barriers. Analysis of research data is descriptive. The results of the study showed students' perspectives on the use of Quizizz. In conclusion, students' opinions on the usage of Quizizz as formative assessment tool in learning vocabulary are positive, the platform is extremely entertaining to use in the classroom and helps students focus more on the material that they have learned.

Keywords: *Assessment Tool, Quizizz Application, Vocabulary*

INTRODUCTION

The improvement of technology is currently on the rise. Many technological advances in education have been launched and developed; some have been distributed nationally. Educational technology is a discipline concerned with solving learning difficulties utilizing a variety of methodologies and ideas (Awaluddin et al., 2021). Technology-enhanced language learning provides several advantages and opportunities for students as well as teachers. It gives users access to a variety of interactive exercises, multimedia tools, and genuine language materials, all of which can speed up language learning and increase learners' motivation. The freedom of anytime, anywhere learning provided by technology also enables students to interact with language learning

resources at their own speed and leisure. In order to influence instructional practices and advance successful pedagogical strategies, it is critical to assess how technology use in educational contexts affects language learning results. According to Rusmiyanto et al. (2023), technology like AI (Artificial Intelligence) has the potential to significantly increase the communication skills of those learning the English language by offering personalized and interesting learning experiences.

The English language has a significant impact on how individuals from different countries interact. Students capacity to communicate effectively depends on their vocabulary. Without vocabulary, nothing can be said, according to Thornbury (2002), who claimed that without grammar, very little can be spoken. Vocabulary is an essential component of language, and as such, it may be found in all four language skills - listening, speaking, reading, and writing. Vocabulary is crucial for students learning English as a second language. It is an essential component of language teaching, as vocabulary is the basis for communication and comprehension. Vocabulary teaching involves selecting, presenting, and practicing words that are relevant and useful for students' needs and interests. Vocabulary teaching can be enhanced by using various methods and techniques, such as explicit instruction, implicit learning, contextualized learning, word games, and digital tools (Nation, 2013).

Formative assessment is a process of gathering and interpreting evidence of students' learning during instruction, and providing feedback and support to enhance their learning and achievement (Black & Wiliam, 2009). Assessment activities are a major component of the teaching process and a crucial way to determine how well students are catching the material that the instructor has supplied for them (Irwansyah et al., 2021). A student's level of comprehension or grasp of the learning content is assessed by the instructor or examiner using the information they gathered during the assessment process to provide a final score. One of the technical breakthroughs in the realm of education occurs when teachers conduct learning evaluations or assessments. According to Erwin, referenced in Swan (2018), assessment is the methodical process of finding, choosing, planning, obtaining, evaluating, and applying data to reach conclusions about students' learning growth. Instead of only asking students to reconstruct information and use conventional problem-solving techniques, assessments place students in real-world scenarios and demand the application of pertinent skills and knowledge (Devedzic et al., 2019).

Technology tools namely Quizizz emerged as a popular formative assessment tool in vocabulary teaching. Quizizz is a website that teachers can use to conduct formative assessment by providing quizzes for students of all ages (Pitoyo, Sumardi, & Asib, 2019). Quizizz is a game-based educational application, which brings multiplayer activities in the classroom and makes classroom exercises interactive and fun (Zhao, 2019). Quizizz is a response system-based game that is played in class in real time, in Quizizz the order of questions can be randomized for each student, with Quizizz can also provide homework to provide practice to students (Bury, 2017).

This web-based platform allows students to assess their own progress and understanding, providing them with immediate feedback on their knowledge and skills (Nhu & Tin, 2019). The use of Quizizz in vocabulary teaching has greatly benefited students in various ways. Firstly, Quizizz is an interactive tool that engages students in the learning process (Yana et al., 2022). It presents vocabulary exercises in a fun and gamified way, making learning more enjoyable and motivating for students. This is supported by the research conducted by Amalia, where students expressed positive attitudes towards using Quizizz as an online evaluation method for English teaching and learning, particularly in formative assessment (Pusparani, 2021). In addition, Quizizz can be access on smartphones, laptops, and other devices that are readily available to most students. Furthermore, students may learn at their own pace using Quizizz. They can review and repeat the quizzes multiple times, reinforcing their vocabulary knowledge and addressing any areas of weakness. Moreover, Quizizz provides immediate feedback to students, allowing them to identify their mistakes and learn from them. To complete supporting this study, the research question that arises is *What are the benefits and barriers of using Quizizz as a formative assessment tool in vocabulary teaching for students?*

RESEARCH METHODS

This study is classified as qualitative research, with a case study done in a limited or small-scale study case. The research looked into students' perspectives and reasons for using Quizizz in the classroom to acquire vocabulary. Participants in this study are in the eleven grades at SMA N 4 Yogyakarta. To address the research topic posed above, facts and information are required. The study data was derived from the replies or utterances of the students during the interview session. The data for this

research was gathered through observation and semi-structured interviews. The teacher requires students to play Quizizz as part of the study design. Second, the teacher instructs students to log in to the Quizizz using the join code. Finally, the teacher encourages learners to react to the Quizizz platform questions. When students finish the quizzes, the results will be revealed. For example, after studying each chapter, the teacher asks students to participate in a Quizizz quiz game. Semi-structured interviews are used to get more detailed information regarding students' opinion and motivations for using Quizizz in the classroom. To get data from the interviews, the researcher transcribed the students' utterances as verbal data from the interviews into a written document.

RESULTS AND DISCUSSION

Benefits

Quizizz is a popular online learning platform that is utilized in many schools and colleges throughout the world. One of Quizizz's key advantages is its capacity to greatly boost students' learning motivation. Most of students' opinions on the usage of Quizizz as formative assessment tool in learning vocabulary are positive, showing that the platform is extremely entertaining to use in the classroom and helps students focus more on the material that they have learned, the responses are shown below:

“easier to understand.”

“the feature is more attractive.”

“can improve concentration.” (Respondent 1)

“Students can understand the questions independently.”

“Students are active in asking questions about material that they do not understand.”

“Make students active and concentrate on the material.”

“Students' focus when using cell phones during the learning process.” (Respondent 2)

“encourage learners to be active and focused on their learning.”

“makes it easier to understand the material.”

“Very helpful in the learning process to avoid boredom.” (Respondent 3)

“it is easier for us to learn.”

“We also don't get bored easily because the application is fascinating.”

“can be reopened to repeat the material.” (Respondent 4)

The answers of 4 respondents above stated that using Quizizz as an assessment tool in learning allows them to be active in class and make them more concentrate on the material they are learning especially in vocabulary. The students' responses on applying Quizizz as a media for learning vocabulary are nearly identical. After that, the Quizizz software also provides unique elements that keep students active in utilizing it as an educational tool, and it doesn't bore students because its features are in the form of games. This application is also very effective in the world of education because it can help or increase student motivation in learning. Furthermore, this application can provide results or assessments of student answers, making it very easy for teachers to assess student learning abilities.

In the other hand, Wen & Aziz's (2022) research study indicates that Quizizz offers interesting and efficient features to promote student motivation, the quality of the learning process, the development of English language learning abilities, and the effectiveness of teachers. A related study by Kerrigen (2018), showing that students felt less pressure to learn after using the Quizizz application, and that learning was more flexible and pleasurable. This is probably due to the fact that not all children have a strong desire to learn, but many do so as a result of persistence, happiness, attentiveness, and additional efforts made by teachers, study partners, and encouragement from others. The other researcher Noviasmy et al (2023). This study used an applied research methodology based on information technology. The study concludes that Quizizz is an online assessment tool that highly positive and beneficial evaluation tool in its use; in terms of lecturers, Quizizz is extremely effective and aids the assessment process in the classroom teaching and learning process. These good reviews are due to numerous intriguing elements, which make it easy for students to answer the questions and feel like they are playing a game. This is consistent with the present situation of students' attachment to cellphones and game-related activities. As a consequence, they will consult their device to learn something. Students' enthusiasm for utilizing Quizizz to

deliver assessments is contagious. They are enthusiastic about answering quiz questions and highly interested in using Quizizz to answer questions.

Zuhriyah (2020) found that the use of Quizizz as an assessment tool was interesting, the students felt interested due to many features provided in Quizizz, it can be designed in various formats, such as multiple-choice, fill in the blank, open-ended, and true or false that can help students answer the question. This finding is consistent with earlier research on the subject. The Quizizz game components can help learners not get bored and tired during the test. Quizizz provides an opportunity for students to go back over their completed questions and assess their abilities and weaknesses related to the specific topic. As proof, Pitoyo et al. (2020) investigated the wash-back impact of Quizizz among students and found that the platform's engaging features such as the meme, test report, and leaderboard and made it their first choice for an assessment tool.

Students can take quizzes on their own as well as with classmates. This encourages student engagement in learning and allows them to study in a more active environment. Today era, technological developments allow humanity to live very comfortably within civilization. Technology has made students more creative and imaginative, as well as productive. Learners also improve in technology learning because they use smartphone, laptop, or tablet and internet connection to be able to use the Quizizz application. It could be seen in students' utterances below:

“Quizizz is effective and plays an important role in learning English vocabulary.”

“Quizizz has a positive impact in building students' learning independence.”
(Respondent 5)

“save paper.”

“learn technology.” (Respondent 6)

“very helpful.”

“facilitate the assessment and learning of vocabulary.” (Respondent 7)

“students can practice questions via cellphone.”

“Students do not need to write or record questions.” (Respondent 8)

“It is easy to remember the correct answer when you get it wrong.”

“Different answer colors make it easier to remember the vocab of each choice and can be translated after finishing because the word is still remembered.”

“Grades and rankings are displayed to make students want to get high grades and work hard.” (Respondent 9)

“Increased excitement because it sounds like a game.”

“learning becomes not monotonous.” (Respondent 10)

This statements to give more explanation from the answer above, when they do the quiz, researchers can see how students are motivated to learn when using Quizizz as a learning media. From the source data it can be seen that students' opinion of Quizizz as a learning media provide a significant response, they become more excited to play the quiz game and they also utter that Quizizz could save paper in school as quotes saying *“Saving Paper Is Saving the Forests”*. Quizizz has been chosen as a vocabulary study media since it offers various options and features relating to the content to be taught. Not only in English subject, but also science, Mathematics, Indonesia language, and other subjects. Teachers choose Quizizz as an intermediary medium in learning because of its innovative user-friendly features. In addition, it does exceptionally at reporting in as well as being entertaining. As students, we may view our incorrect questions as well as our overall percentage. This informs us of what we still need to review and practice in order to be prepared for future tests. Quizizz also displays us how we performed throughout the game, such as streaks and average time per question. These statistics assist us understand our performance and improve our understanding of the subject.

Ratri's (2022), "EFL Students' Perceptions Toward Quizizz as an Assessment Tool During Online Learning," this study explores how EFL students view Quizizz as a tool for online evaluation during their studies. The study discovered benefits in increasing students' academic achievement, competition, and motivation for learning. One from the student presume that *“facilitate the assessment and learning of vocabulary”*, which they experience Quizizz in the classroom. Brahmana (2022) published a study titled "The Implementation Of Quizizz In Vocabulary Learning Activities: EFL Students' Perception And Motivation". This study found to explain students' perceptions and motivations regarding the use of Quizizz in the classroom. The study discovered that studying vocabulary with Quizizz successfully drew students' attention and kept them engaged in the class. Students responded well to the utilization

of Quizizz as a learning resource in the classroom. When students are interested in the lesson, they become more motivated and find it simpler to comprehend the information.

According to Degirmenci (2021), Quizizz is an online quiz platform where students compete with one another to acquire the most points. Some of the respondent answer that using the application allow them want to get higher score after knowing their mistake. It is an online evaluation tool that helps students track their progress in learning English in addition to evaluating their knowledge and skills (Rahayu, 2018). In the line from Rahayu (2018), teachers can use the apps to deliver homework or assignments to students so they can practice. This means that teachers are not limited to administering assessments.

Barriers

There some barriers from students on the use of Quizizz as an assessment tool in learning that they have found. Which most of it was the internet connection that stated below:

“no barriers.” (Respondent 1)

“if the quiz is logged out due to network, we usually have to start again from the beginning.”

: *“Provide features draft answer.”* (Respondent 2)

“no obstacles.” (Respondent 3)

“The obstacle is that when students want to log in, it is sometimes difficult to enter the Quizizz, because of the inadequate signal/Wifi at school.”

“The obstacle is that many adults do not understand how to use the Quizizz application, so it can slow down their work.” (Respondent 4)

“If there is no internet, you can't do it.”

: *“use school Wifi.”* (Respondent 5)

“No obstacles.” (Respondent 6)

“Time is too fast to do the work.” (Respondent 7)

“no barriers.” (Respondent 8)

“if the quiz is logged out due to network, we usually have to start again from the beginning.” (Respondent 9)

“no barriers” (Respondent 10)

The obstacle of using Quizizz as an assessment in the class was the internet connection. This means that if the internet connection is interrupted or lost while completing a Quizizz quiz, the quiz will be logged out and the progress will be lost. This might be frustrating and inconvenient for students who must restart the quiz from the beginning. However, if this problem occurs, the researcher or teacher can overcome it by verifying and inquiring to the students' internet connection before beginning the quiz, and ensuring that it is steady and dependable. In today's world, every school has a Wi-Fi provider for teachers and students to access and it will be easier for everyone both learners and teachers to use this Quizizz application.

According to Syafriafdi (2023), the Quizizz application is one of the most pertinent and appropriate apps used in learning, especially for evaluation. The study paper, "The Role of Quizizz Application in Learning: A Literature Review," made this claim. Syafriafdi (2023), also noted that while several studies have caught on some disadvantages, such as the risks of cheating or needed for reliable access to the internet, future research may be able to offer a deeper analysis of these problems. To create techniques to get over these drawbacks and make sure Quizizz can be utilized responsibly and efficiently to get the best learning quality and outcome, it is vital to fully grasp these obstacles.

Internet access has greatly increased over the past few decades and is now available everywhere, including in homes, offices, cars, and educational institutions (Ellore, 2014). Empirical research indicates that students' academic performance can be impacted by their access to information (Akende, 2015). The majority of students

have used their cellphones to access the internet (Ellore, 2014). By gaining access to material globally, this facilitates simple connection among the academic community and helps students increase their academic knowledge, research, and assignments (Siraj, 2015).

CONCLUSION

Quizizz enabled students to learn the subject given by the teacher before the time, encouraged them to compete with colleagues, and offered a sense of accomplishment for attaining high marks. It was perceived as simple and straightforward to use by students in general. However, they did suffer difficulties due to signal issues, an unreliable internet connection, and a restricted data distribution, which might interfere with their usage experience and active involvement in assessments. Teachers can also help students stay engaged by emphasizing the value of the Quizizz app in the testing and evaluation of learning results. The application tool should be popular in a school by English teachers since it increases students' willingness to study English, and it is also entertaining because it uses game-based learning aspects. The application also offers many advantages, such as increasing student interest in learning English since the elements contained in the Quizizz application are highly fascinating, students can see the score from the quiz results performed, and they can also check the ranks. However, there are other elements that students dislike, that is how questions cannot be redone if there is a signal disruption. To maximize the usage of Quizizz and improve the learning experience, instructors should give clear instructions and detailed advice. This involves providing students with appropriate solutions for overcoming time limits and mitigating negative consequences related with the rating function.

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