THE IMPLEMENTATION OF QUIZIZZ MEDIA IN LEARNING BASIC ENGLISH VOCABULARY

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Abstract: The purpose of the research is to describe the process of implementation of *Quizizz* in learning English basic vocabulary. This research was qualitative research, consisting of data reduction, data presentation, and drawing and verifying conclusions (Miles & Huberman, 1992). The population of this study was students of SD Inpres 4/82 Pandu and samples were taken from one class of five classes consisting of around 20 students. Data was collected starting from observations, instructions for using Quizizz media as well as exercises, interviews, and documentation. The result explained that Media Quizizz as a tool for students to learn basic English vocabulary has a positive impact, namely it can help students use computers, acquire and recognize new English vocabulary. In accordance with the research objective of explaining the implementation of Quizizz media in learning basic English vocabulary, students are able to use Quizizz media well, remember the correct answers, and gain knowledge in increasing fifth grade students' basic English vocabulary.

INTRODUCTION

Language is a tool that everyone uses in their daily lives to communicate information and arguments to other. Liando et al., (2023); Liando et al., (2022); Liando et al., (2023); Liando & Tatipang, (2022) stated that Learning language is very important nowadays. Given that English is an international language and therefore very important in the current era of globalization, anyone who wants to have an advantage in this era must learn the language and English allows everybody in the world to communicate with someone who speaks a different language.

The key to learning English is growing your English vocabulary. According to

Lynn & Holderness (2013), an important part of student education is recognized the vocabulary. The most important aspect of learning English is vocabulary (Liando et al., 2022). To be able to speak fluently, someone learning a new language must have a strong vocabulary. If vocabulary is used as often as possible and can be started from the basic vocabulary that is around us, it is not difficult to learn it.

Teachers need to use learning media that are creative, effective, and efficient as a tool for conveying subject matter. To achieve their educational goals, teachers can use the Quizizz media to create evaluation materials. Quizizz is a narrative educational game app and one of the well-known digital game-based media. Besides being able to be used as an information delivery tool, Quizizz can also be used as an interesting and fun learning evaluation tool. Technology-based learning such as quizizz can create an enjoyable learning condition by helping the students to activate their background knowledge before learning vocabulary and evaluating their knowledge after learning vocabulary.

The problem in this school for now is the absence of English subjects due to the curriculum and lack of educators in schools. So, Quizizz media can help them to learn about English. The lack of basic vocabulary mastery is a problem for students in learning English. For a few students, memorizing new words and their meanings can be very difficult and boring.

The reason why the researcher chooses the topic is because to show students how to use Quizizz and this media can make students learn quickly about basic English vocabulary with an attractive application appearance and immediately know which answers are wrong or correct so that students can memorize the correct answers to the questions given.

RESEARCH METHODOLOGY

Research Design

This study was using in a descriptive qualitative design, primarily using case study research, where researchers conduct research based on phenomena, particularly Quizizz as a learning platform used by English teachers to assist students in learning

basic English vocabulary quickly and engagingly in elementary schools. The qualitative descriptive research method, according to Mukhtar (2013: 10), is a technique used by researchers to discover knowledge or the theory of research at a specific period.

Population and Sample

The population of this research is the students of SD Inpres 4/82 Pandu and the sample taken from one class in five grades consists around 20 students.

Data Collection

Data collected starting from observations, instructions for using Quizizz media as well as exercises, interview, and documentation.

Data Analysis

This study was using descriptive qualitative data, consisting of data reduction, data presentation, and drawing and verifying conclusions (Miles & Huberman, 1992). This study was using descriptive qualitative data, consisting of: **Data reduction**: *the process of summarizing, selecting the key elements, and concentrating on what is crucial to ensure that no information is not relevant. Data Display: used to confirm the accuracy of the data and to respond to each categorization that is made. It also serves as a reference for taking action based on comprehension of the case. Drawing and verifying conclusions: used to consider what the data being analyzed means and to double check or verify these emerging conclusions (Miles & Huberman, 1992).*

FINDINGS AND DISCUSSION

The Implementation of Quizizz media in Learning Basic English Vocabulary

In this research, to implement Quizzizz in English learning, students must know how to use Quizizz as a medium. The following are two steps for students to access Quizzizz media.

1. Students   open the   web   on   their handphones/computers https://quizizz.com/join.

2. Click the join icon, students enter their game code and name.Students who have joined were see on the teacher's laptop screen.

In this study, it is important to clarify to the researcher that there are numerous methods used to get the data for this study, including interviews, observation, and documentation, which were discussed in Chapter III. This is in an effort to obtain the data needed and required in this study. Use the interview method so that this researcher gets original sources or directly from ongoing sources. The informants used in this study were fifth grade students totaling 5 people and 1 fifth grade homeroom teacher. Documentation is used to obtain data that researchers have not yet obtained, such as information about the school, namely the geographical description of the SD Inpres 4/82 Pandu. While researchers employ observation to gather information or a detailed description of the school.

The researcher implemented the Quizizz media as a tool to students of grade 5 who had never studied any basic English vocabulary. This is carried out to aid students in grade 5 in learning more basic English vocabulary. In order to make the reduction results well organized and grouped in a relationship pattern, the researcher was give the data in the form of a narrative. This made it simpler for the reader to grasp the research data.

Researchers are attempting use Quizizz media as a tool for carrying out the learning process; specifically, they are attempting to use Quizizz media to assist students find and recall new vocabulary, especially basic English vocabulary, such as nouns and verbs. Researchers' interviews revealed that students had never utilized this tool for English language practice.

The observations made by the researchers showed that grade 5 of SD Inpres 4/82 had never studied English at school due to a shortage of teaching staff, and also that the 2013 curriculum did not provide English lessons. In this case according to the 5th grade teacher interview, Ma'am Rena:

Questions	Answers
What curriculum does the school use for grade 5? (*Kurikulum apa yang digunakan sekolah untuk kelas 5?*)	The curriculum used in grade 5 is the K13 curriculum where the lessons applied include Indonesian, mathematics, sciences, social, sports, and other. (*Kurikulum yang digunakan di kelas 5 adalahkurikulum K13 dimana pelajaran yang diterapkan meliputi bahasa Indonesia, matematika, IPA, IPS, olahraga, dan lainnya.*)
What do the 5th grade homeroom teachers think about *Quizizz* media and its benefits? (*Bagaimana pendapat wali kelas 5 mengenai media Quizizz dan manfaatnya?*)	In my opinion, this *Quizizz* media is very good for grade 5 and improves the quality of student learning (*Pendapat saya mengenai media Quizizz inisangat bagus untuk kelas 5 dan meningkatkanmutu pembelajaran siswa.*)
Do grade 5 students have English subjects? (*Apakah siswa kelas 5 memiliki mata pelajaranbahasa Inggris?*)	English subject for grade 5 is not used in the K13 curriculum because it is only applied to grades 1 and 4, they already use the Merdeka Belajarcurriculum (*Mata pelajaran Bahasa Inggris untuk kelas 5 tidak digunakan dalam kurikulum K13 karenahanya diterapkan untuk kelas 1 dan 4, merekasudah menggunakan kurikulum Merdeka Belajar*)

At this school, grade 5 who moved up to grade 6 then enter junior high school, where of course they have learned English together with students who have studied English before at their elementary school. Of course, this was make students find it difficult to compete with other students because they have a different basis. Therefore

technology that makes students interested in learning must be put to good use. The rapid development of technology in this day and age makes it very easy for users to help their daily lives. Likewise in education, technology can help the learning process very easily. With this research, the authors help introduce Quizizz media which makes it easier for students to learn basic English vocabulary anywhere, both at school and at home.

"This Quizizz media is excellent for grade 5 students and also enables students to raise the standard of their quizzes or questions."

In the interviews that were conducted by the homeroom teacher of grade 5 who gave the response that *Quizizz* is a very good medium to be applied for grade 5 where this media can help improve students' quality regarding learning English vocabulary in questions or quizzes in this *Quizizz* media. This media is in the form of a quiz game that is interesting for students so that it is called a very good media to be applied in grade 5.

This *Quizizz* can be useful for every student to learn basic English vocabulary. Learning in this way was make it easier for students to find and remember basic English vocabulary quickly because on *Quizizz*, you saw wrong and right answers, student rankings were also immediately appear up or down, so students are motivated to remember the correct vocabulary on the screen for the next question.

Regarding enhancing students' English skills, it goes without saying that all parents was exert every effort for their children to help them learn new things, including computers and English vocabulary. Students were not get tired when learning while having fun, especially if they can expand their vocabulary understanding of common words in the English language. Winarni, Naimah,and Widiyawati (2019) assert that the game technique is anticipated to increase the enjoyment of learning and lessen boredom with the information presented by the teacher.

Based on the results of the researchers' observations, on the results of research conducted by researchers, namely the implementation of Quizizzmedia in learning basic English vocabulary in grade 5 SD Inpres 4/82 Pandu, there are several stages carried out by researchers in implementing Quizizz media as follows:

Planning

The researcher creates a flow for learning, such as creating a lesson plan, which determines what activities carried out and whether they are in line with the learning objectives. The researcher also prepares and communicates plans related to learning to the parties involved, as well as any issues that arise when learning occurs, allowing researchers to identify the source of the issue. How much material provided for learning meetings can be decided. To aid in the learning process, the researcher went right to the class after doing the study. In three meetings, the topic "Let's Get to Know the Basic Vocabulary of Nouns and Verbs in English" was covered.

The researcher now creates a lesson plan that implemented in class, where the researcher was actively engaged in the teaching and learning process or dispensed information to students. Lesson plans are created by researchers to meet the needs of pupils. This lesson plan includes a design exercise that must be completed in order to meet the objective of showing grade 5 students how Quizizzmedia may be used to teach basic English vocabulary.

Design

The researcher gave the material design directly to the students and conducted a pre-test. The researcher compiled the material to be given to students and made post test questions for students to work on as material for implementing Quizizz media in learning basic English vocabulary. After creating the questions, the researcher was enter them into the Quizizz media which students were work on during the 2nd and 3rd meeting. Before entering the questions into Quizizz, the researcher must have an Email that is used to log in to Quizizz. After that, students can open Quizizz on the web https://Quizizz.com, enter the code, type their name, and click start while waiting for their friends to log in, after that the quiz started.

At this stage, the researcher makes questions that worked on by students. The questions were made by the researchers according to English books and lesson plans which were made to be used when learning in grade 5. This design was carried out by the researchers as a guide or benchmark in designing questions and materials. That

way there are several things that need to be considered and must be prepared, so that researchers can ensure that the evaluation process can run effectively and efficiently. According to Zebdrato (2016), lesson planning must be completed prior to beginning instruction in a classroom. The RPP must be followed by the instructor in order for the learning process to be carried out in an orderly manner and to meet the learning objectives.

Application

The researcher implemented Quizizz to students at the second and third meetings where previously the researcher had given material to students. In the results of the observations of researchers that at the first meeting the researcher delivered a learning material which began by giving a pre-test to students to find out students' understanding of the material to be delivered. Furthermore, the researcher asked the students to re-explain the material that had been given.

The researcher then used Quizizz in the computer area to administer quizzes at the second meeting. The researcher gave the students instructions on how to utilize Quizizz on a computer before they started the assignment, logging in, entering the code, providing a name, and then beginning to answer the questions. Students can work on English quiz questions with a focus on their separate laptops after they can access Quizizz media and there are no issues.

In the third meetings, students were resume completing English quizzes in the same manner, but they were do so on smartphones rather than in-class computers. This is done so that students may use their cellphones to study anywhere and check to see whether they are using *Quizizz* effectively by accessing *Quizizz* on their phones.

Evaluation

At this stage, after carrying out tests to determine the results of implementing *Quizizz* in learning basic English vocabulary, it can be seen that students are able to use *Quizizz* media in learning English and also students can increase their basic vocabulary about nouns and verbs in English, students try to remember every correct answer that appears on the screen if they choose the wrong answer.

The researcher showed students how to use *Quizizz* media to help students learn basic English vocabulary. This was very well received by students, because students were able to follow directions and do it independently. According to fifth graders, this media is very fun and practical for learning English. According to the results of an interview with one of the fifth grade students:

Questions	Answers
How do students respond to the use of the application? (*Bagaimana tanggapan siswa mengenai penggunaan aplikasi?*)	Learning English using Quizizz is more fun and exciting. (*Belajar bahasa Inggris pakai Quizizz lebihmenyen angkan dan seru.*) Learning English is more fun using Quizizzbecause it's like playing a game (*Lebih seru belajar bahasa Inggris pakai Quizizzka rena seperti bermain game*) It's the first time using Quizizz and it's not difficult

	to use Quizizz, it's very fun (*Pertama kali pakai Quizizz dan tidak susahpakai Quizizz, sangat menyenangkan*)
	Quizizz media is interesting and easy, then there are pictures (*Quizizz media menarik dan gampang, terus ada gambarnya.*)
Do students prefer learning material only by taking notes or using Quizizz media on the computer (*Apakah siswa lebih senang belajar materi saja dengan mencatat atau menggunakanmedia Quizizz di komputer?*)	It's easier to learn using Quizizz than theory because it's easier to understand, learns faster, and quickly remembers the correct answer when the answer appears on the computer screen (*Lebih senang belajar menggunakan Quizizzdaripada teori karena lebih mudah dimengerti, lebih cepat belajar, dan cepat mengingatjawaban yang benar ketika jawaban muncul di layar komputer*)
Is it possible to learn faster when using Quizizz media? (*Apakah bisa lebih cepat belajar ketika menggunakan Quizizz media?*)	So you quickly learn a lot of new English words, on Quizizz then like nouns and verbs (*Jadi cepat tahu banyak kata baru bahasaInggris, kalau di Quizizz lalu seperti kata bendadan kata kerja*)

In this study, researchers used *Quizizz* media in learning basic English vocabulary, especially nouns and verbs in fifth grade to make students feel happy and excited in learning the material that had been given so that this media is considered quite effective and easy to apply to fifth grade students.

With this *Quizizz* media, it can reduce the level of student boredom. Of course, this media is needed by the teacher to create a more exciting learning atmosphere.

Media *Quizizz* as a tool for students to learn basic English vocabulary has a positive impact, namely it can help students use computers, acquire and recognize new English vocabulary. In accordance with the research objective of explaining the implementation of *Quizizz* media in learning basic English vocabulary, students were able to use Quizizz media well, remember the correct answers, and gain knowledge in increasing the fifth grade students' basic English vocabulary.

The obstacle during this research is Quizizz media depends on the internet network, if the network is not good then Quizizz is not accessible and cannot revise the answer, as well as using electricity, then it is necessary enough power, especially when using a computer. for that, the solution to deal with this situation is to check the network / Wi-Fi in good condition and if the power is not able to use a computer in large quantities, then it can use a mobile phone.

In accordance with the appendix that can be seen at the end of this thesis, Quizizz is able to help students learn English vocabulary, especially for verbs and nouns that are around them or what they can say in everyday life. Quizizz can be done either at school, at home, or wherever they want to study, it's very easy and enjoyable because it's in the form of a game. Some students also said that studying with this media did not make them bored of learning, even if it was learning English which they thought was very difficult to learn in a foreign language or a new language that they had not studied. Although in a short time but because it is repeated, they can know the vocabulary. Students also said that even 50 questions were not felt because this learning game was so fun and exciting. The method is quite easy for students to use, just fill in the game code and write the name, or students can search for the questions they want to play themselves. After the game is over, they can see right and wrong answers right away.

CONCLUSSION

The students in grade 5 at this school were go to grade 6 and eventually enter junior high school, where they were study alongside peers who have already studied English at their elementary school, of course. Of course, since they are competing on

various bases, students were find it difficult to compete with one another. Therefore, it is important to deploy technology that engages students in their studies. Modern technology's quick development makes it relatively simple for users to use it to improve their daily life. Technology may also readily aid the learning process in school. In this study, the authors contribute to the development of Quizizzmedia, which facilitates students' learning of fundamental English vocabulary anywhere—at home or at school. Every learner can benefit from using this Quizizz to learn basic English vocabulary. Because on Quizizz you can see wrong and right answers, student rankings were also immediately appear up or down, so students are motivated to remember the correct vocabulary on the screen for the next question, learning in this way maked it easier for students to find and remember basic English vocabulary quickly.

With this Quizizz media, it can reduce the level of student boredom. Of course, this media is needed by the teacher to create a more exciting learning atmosphere. Media Quizizz as a tool for students to learn basicEnglish vocabulary has a positive impact, namely it can help students use computers, acquire and recognize new English vocabulary. In accordance with the research objective of explaining the implementation of Quizizzmedia in learning basic English vocabulary, students were able to use Quizizz media well, remember the correct answers, and gain knowledge in increasing the fifth grade students' basic English vocabulary

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