The Use of Quizizz in Improving Students' Reading Skill

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ABSTRACT

Using various learning media in teaching reading are need to avoid the monotonous learning activities which make students easily bored. With increasingly sophisticated technological developments, teachers can apply the *Quizizz* application as learning media to improve students' reading skill. *Quizizz* allow students to read a lot and to understand the meaning of the text during answering the questions in *Quizizz*. This study aimed at analysing the use of *Quizizz* application in improving students reading skill. This literature study reviews some papers in studying the implications of *Quizizz* and its advantages. The findings of this study revealed that *Quizizz* can be used as one of an effective learning media in teaching reading. *Quizizz* provided the students a meaningful and fun activities which can improve students' reading skill. The findings of this study are expected to give insights to the teachers about the use *Quizizz* as an alternative learning media which beneficial for both teacher and students in supporting teaching and learning process in reading.

Keywords: *Learning media; Quizizz; Reading Skill.*

INTRODUCTION

Reading skill is one of the skills that should be the priority because from reading students can gain more information for themselves in learning (Widowati & Kurniasih, 2018). Reading is the most efficient way to gain new information about many aspects of ideas. As it is stated by Ismail et al., (2017), reading is one of the receptive skills which essential to be mastered by the students because it can improve students' general language skills in English and also it can improve students' English vocabulary. Thus, reading is a good way to get new ideas, information, and experiences to help the students enrich their insight in English language. However, reading can be a challenge for the students because it is an active process which requires a great deal of practice and skill (Mareilon, 2007). Furthermore, reading is a complex activity because it depends on the student's level of reasoning and language skills which makes reading is one of the skills that are placed in the highest order to be trained in Indonesian language learning.

Besides, the complexity of reading can be a problem and challenge for the students and it is also a problem for teacher. Teacher is often confuse to choose the suitable teaching methods or media to overcome the students' problems in reading. It makes teacher should have clear understanding of how to apply appropriate techniques, methods or learning media so that the students will not easily bored in reading. Learning media is defined as a tool of hardware or software which used to support learning process so that the goals of learning can be achieved (Puspitarini & Hanif, 2019). It is important for teacher to use learning media in learning process because it can make students engage in learning process because it stimulates students' motivation, students can easily understand the material because learning media is able to clarify learning materials and the use of learning media in the learning process can avoid students' boredom. This is because learning media has so many features which can make students engage in the learning process. Therefore, teacher should be creative and innovative in teaching reading. The use of appropriate learning media for teaching reading is one of the solutions to develop students writing skill and to overcome students' problem in reading. In today's era, teachers can develop learning media with existing technology. Raja and Nagasubramani (2018) state that technology causes good impacts in education like active learning in the class room, allow learners work collaboratively, creative learning, and evaluative learning. This is also supported by the growth of Information and Communication Technology (ICT) which offers many benefits for students to develop their language skills particularly in reading. Using ICT tools also become students' interest in learning reading because students more prefer to use those tools due to the many benefits that ICT tools offer to students (Sandolo, 2010).

One of ICT tools as learning media to improve students' reading skill is *Quizizz*. According to Basuki and Hidayat, (2019), *Quizizz Application* is one of the many awesome learning media for class quiz game which allows the teacher see students' development in reading skill. Fadhilawati (2021) mention that *Quizizz* is a game-based educational application, which brings multiplayer activities to the classroom and makes classroom practice interactive and fun. *Quizizz* encourages students to learn so that they can improve students' responsibility for what they learning. The learning process using this application can invite students to discuss, ask questions, give directions, express opinions, and convey information. Thus, students will be more open and confident, especially before understanding the learning material; students must read and understand what is meant by the reading. The learning process using this application can invite students to discuss, ask questions, give directions, express opinions, and convey information. This is emphasized by Rahayu and Purnawarman (2019) who explain that *Quizizz* is a learning tool that can help students check their knowledge and progress in learning. The learning process using the *Quizizz* leads to being student centred, so that students are more involved and active in learning in class.

According to Ratnasari et al., (2019), several studies have found that about this *Quizizz* as learning media, students are not monotonous because they have to learn using books only, but student learning becomes innovative and creative. The main features of *Quizizz* which play a big role in this study are timely feedback, review sections, repeat tests and follow new quizzes. Reading can be

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done from anywhere and practicing reading skills can also be from anywhere. In addition, in this paper, *Quizziz is* categorized into one of the ICT tools which used as learning media in teaching reading to improve students' reading skill. The purpose of this paper is to share the use of *Quizziz* in teaching reading and several advantages of using *Quizziz* to improve students' reading skill.

METHOD

Literature study was used as the method of this study in collecting the data. The purpose of literature study is to provide a description of the relevant of certain topic or field by summarizing and synthesizing the arguments and ideas of others study (Ramdhani et al., 2014). There were several steps conducted by the researchers. The first step was collecting the data which were collected from the primary and secondary resources. In primary resources, the researcher collected data from studying the research papers relating the use of *Quizizz* in language teaching and learning reading. Meanwhile, in the secondary resources, the data were collected from articles and books which were used to support this study. Classifying the data was the second step in which the research classified the data which related with the use of *Quizizz* in teaching and learning reading particularly focusing on its implementation. The next step was analyzing the data. After analyzing the data, the researcher sconducted the last step such as drawing the conclusion which based on the data analysis.

FINDINGS & DISCUSSIONS

The use of *Quizizz* as learning media in school successfully helped the teachers to improve students' motivation in reading and also improve learning outcomes. According to Priyanti et al., (2019), *Quizizz* affected students' reading comprehension because through this application, there are many learning creations that unwittingly make students learn more.

There were some implementation found of the use *Quizizz* as learning media to teach reading whih based on Pahamzah, Syafrizal, and Juniardi (2020). Firstly, teacher can conduct reading activities by holding the classroom activities around 15-20 minutes to play one quiz. Secondly, teacher asks students to enter the join code as the access to join the *Quizizz*. Thirdly, teacher asks students to answer the questions contain in the *Quizizz* application. Lastly, the results will soon appear and be recorded as the effectiveness of the *Quizizz* as learning media in improving students' reading skill.

Additionally, there was another example found of the implication of the Quizizz to improve students' reading skill (Khairunnisa, 2019). The first one, Quizizz is a tool which allows teacher to easily turn introductory and review some activities into fun multiplayer for the students. The *Quizizz* works on any device which allows the teacher to create own activities or the teacher also can use the quiz which already made by the other educators. The second one, students can simply go the *Quizizz* by clicking option 'play' and entering the game by using the code given by teacher. The third one, after answering the questions in the *Quizizz,* the teacher are provided a detailed result of students' responses that can be saved

and downloaded. The forth one, *Quizizz* has some features like free gasification tools. For instance, the *Quizizz* is designed to be students-centered. Then, the *Quizizz* provides the real-time updates of students' progress which allows the teacher to customize every learning activity. The last one, the teacher can combine the types of questions order. It can be used to decide to use timers and also the leaderboards or even provide a list of correct questions and answers at the end of the quiz. At the end of quiz, the *Quizizz* provides the teacher an excellent feedback of how their students are doing during the quiz.

Moreover, there are several advantages of the implications of using *Quizizz* as learning media in teaching reading as stated by Kapp (2012), quizizz is one of the game applications that can be used by the students to improve their motivation, critical thinking, and problem solving in learning. Moreover, Quizizz give the advantages both to the teachers and the students. Through Quizizz, the teachers are able to monitor the students' learning quality by downloading their statistics and analyzing the students' answer (Mei, Yan Ju, & Adam, 2018). In the other hand, Chaiyo and Nokham (2017) mention that Quizizz can develop students' independence in learning because it provides random questions which make the students cannot cheat from their friends in answering the questions. In the *Quizizz*, students can change the way they read it with themes and avatars in this *Quizizz.* Besides being interesting, students will also easily understand the existing reading, so that students often read to practice their reading skills. Quizizz is effectively improving students' reading skill due to the skimming method and reading comprehension are train during the students' answer the questions (Zuhriyah & Pratolo, 2020). Another advantages also found by Priyanti et al., (2019), that Quizizz motivates students in learning a Narrative text, as well as in improving their reading ability in learning a language. There are two others advantages of online quiz by using Quizizz in teaching and learning reading (Puspitayani, Putra, & Santosa, 2020) namely (1) Quizizz decreases students' stress during the learning. It is because Quizizz application provides the students with music while they are reading and answering the questions. The music is able to be turn on and turn off by the students. For the students who are used music to improve their focus in learning, they can turn on the music. Meanwhile the student who cannot be disturbed by music can turn it off; (2) Quizizz motivates students in improving their reading ability. It is because Quizizz allows students to see their rank after completing the quiz. Thus, students in the first rank will be happy and motivate them to keep in their position. Meanwhile, the students in the lower rank will be motivated to improve their reading skill in order to be able to move into the higher rank.

Those advantages were supported with several previous study conducted by the researchers. The first previous study was proposed by Wibawa et al., (2019) which aimed at analysing the effectiveness of *Quizizz* as smartphone based application in learning activities. The findings showed that Quzizz is the best option of learning media which can be used by the students at PGRI Madiun University. It was also found that Quizizz increased students' motivation in learning because it replaced the old of form of the quiz which only used papers and pens. The second study which conducted by Ratnasari et al., (2019) aimed at investigating how *Quizizz Application* affects students' reading comprehension especially in teaching narrative text. The result of this study indicated that there

was a significant effect while using *Quizizz* in improving students' reading skill for the first-grade students of Senior High School in Majalengka. From the finding, it can be confirmed that the students who are taught using *Quizizz Application* had better reading comprehension than the students who were taught by using *Quizalize Application*. The next study was conducted by Puspitayani et al., (2020). This study has 2 aims, they are developing online quiz prototype using *Quizizz Application* and examining the quality of the developed online quiz. This study was conducted in Buleleng Regency. The subjects of this study were 10 English Teacher in 4 Senior High School in Buleleng Regency. Meanwhile, the object of this study was the developed online quiz using *Quizizz* as a formative assessment in reading. As the result of this study, it can be seen that developing online formative assessment is needed to be done especially using *Quizizz Application* in order to improve students' reading competency of the Tenth Grade Students in Buleleng Regency. The last previous study was a study which proposed by Zuhriyah and Pratolo (2020). The purpose of this study was to explore the students' perceptions toward the use of *Quizizz* as an assessment tool in an English class. Then, the findings of the study showed that *Quizizz* contributed a positive response to the use as an assessment tool to improve students' reading skill. All students agreed that *Quizizz* was able to enhance and develop their reading skill because during the quiz students were required to read and answer the questions. From those studies, it can be concluded that *Quizizz Application* can help both students and the teacher in teaching and learning reading process because there are many features and characteristics of the *Quizizz Application* that cause students to read more often and if students read often it can practice students' reading skills. It is because in learning by using *Quizizz Application*, the atmosphere will be more fun and interesting. When the students learn in fun way, their comprehension will be easier to get. Moreover, it is suggested that the teacher can use *Quizizz* as one of the learning media options to conduct teaching reading. The creative and joyful learning activities during teaching is need to directly remove students' boredom in learning reading. The teacher also expected to be creative in teaching language skills particularly in reading due to follow the 21st century learning in which digital literacy included as the required skill which should be mastered by teacher as well as students.

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