

AN ANALYSIS ON THE USE OF QUIZIZZ APPLICATION FOR TEACHING VOCABULARY IN STATE ELEMENTARY SCHOOL NGABEYAN 01

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Abstrak

Penelitian ini mengadopsi pendekatan deskriptif kualitatif yang bertujuan untuk menganalisis implementasi, mengetahui kelebihan dan kekurangan, serta prestasi siswa dalam tes keterampilan berbahasa sebelum dan sesudah menggunakan aplikasi Quizizz untuk pengajaran keterampilan berbahasa. Penelitian ini melibatkan siswa kelas V SD Negeri Ngabeyan 01 yang berjumlah 18 siswa, terdiri dari 7 siswa perempuan dan 11 siswa laki-laki. Selain itu, ada satu orang guru perempuan yang mengajar Bahasa Inggris di SD Negeri Ngabeyan 01. Penelitian ini mengumpulkan data dengan menggunakan metode observasi proses belajar mengajar di kelas, wawancara dengan guru dan siswa, dokumen berupa rencana pelaksanaan pembelajaran (RPP), dan tes berupa tes kosakata. Hasil penelitian menunjukkan bahwa (1) guru merancang kegiatan belajar mengajar selama pelaksanaan Quizizz di kelas bahasa Inggris yang meliputi persiapan, pelaksanaan dan evaluasi. (2) terdapat 3 keuntungan utama penggunaan aplikasi kuis untuk mempelajari kosakata, yaitu: kuis efektif untuk meningkatkan penguasaan kosakata siswa, kuis adalah cara yang menyenangkan bagi siswa untuk meninjau kosakata mereka selama kelas, dan kuis mudah digunakan. (3) terdapat 4 kelemahan penggunaan aplikasi kuis untuk mempelajari kosakata bahasa Inggris, yaitu: koneksi internet, keterbatasan perangkat, permasalahan kompetensi siswa, dan situasi kelas. (4) penggunaan aplikasi kuis untuk mengajarkan kosakata bahasa Inggris efektif dalam mengembangkan penguasaan kosakata bahasa Inggris siswa kelas lima di SD Negeri Ngabeyan 01. Hal ini didukung dari hasil prestasi belajar siswa pada tes sebelum dan sesudah meningkat dari 81,1 menjadi 83,3. Sebagian besar siswa menunjukkan peningkatan yang signifikan dalam pemahaman tata bahasa mereka, terlihat dari peningkatan nilai tes yang mereka ikuti.

Kata Kunci: *Quizizz, pembelajaran, pengajaran, kosa kata*

Abstract

This research adopts a qualitative descriptive approach to analyze implementation, determine advantages and disadvantages, and determine student achievement in language skills tests before and after using the Quizizz application for teaching language skills. This research involved 18 fifth-grade students at SD Negeri Ngabeyan 01, consisting of 7 female and 11 male students. Apart from that, one

female teacher teaches English at SD Negeri Ngabeyan 01. This research collected data using the method of observing the teaching and learning process in class, interviews with teachers and students, documents in the form of learning implementation plans (RPP), and tests in the form of vocabulary test. The research results show that (1) teachers design teaching and learning activities during the implementation of Quizizz in English classes, which include preparation, implementation, and evaluation. (2) there are 3 main advantages of using quiz applications to learn vocabulary, namely: quizizz are effective for improving students' vocabulary mastery, quizizz are a fun way for students to review their vocabulary during class, and quizizz is easy to use. (3) there are 4 disadvantages in using quiz applications to learn English vocabulary, namely: internet connection, device limitations, student competency problems, and classroom situations. (4) using quiz applications to teach English vocabulary is effective in developing fifth-grade students' mastery of English vocabulary in state elementary schools Ngabeyan 01. This is supported by the results of student learning achievement in the pre and post-tests increasing from 81.1 to 83.3. Most students showed significant improvements in their understanding of grammar, as seen in their improved test scores.

Keywords: Quizizz, learning, teaching, vocabulary

1. INTRODUCTION

According to Maria & Deli (2021), stated that using Quizizz game-based learning has proven to improve students' vocabulary mastery. The result showed that the student's vocabulary mastery is improving. Meanwhile, Arsyian (2022), said that learning vocabulary using instructional media "Quizizz" succeeds in attracting students' attention to keep them following the lesson. In addition, using Quizizz provides the students more enjoyable activities during the learning process. Thus, it leads the students' engagement in acquiring and memorising new vocabulary.

Vocabulary refers to words or terms that a person understands, recognizes, and can use in language and communication. It encompasses the words a person knows the meanings of and can employ in speaking, writing, reading, and understanding a language. Vocabulary is a fundamental aspect of language proficiency and plays a crucial role in effective communication and comprehension. Teaching English vocabulary is a crucial part of language instruction, whether you're working with young learners, adult students, or English as a second language (ESL) students. Effective vocabulary instruction is essential for building language proficiency, improving communication skills, and enhancing reading and writing abilities.

Quizizz is a website that allows the user to create collaborative quiz games that can be used in classroom learning. Quizizz can be used as a game-based evaluation tool that can be done online which allows students to practice together with fun via a computer or smartphone. Suciningsih (2020), revealed that teachers and educators use Quizizz to assess how well their

students are learning. This application is properly of being used as a learning application that encourages the 4.0 learning revolution due to its ease of use and quick evaluation system. Quizizz makes learning interesting, not boring and repetitive or uninteresting, creates new experiences, is enjoyable, and encourages students to experiment. Students would be challenged by Quizizz because some direct scores and rankings can be achieved by answering questions quickly and correctly. Quizizz is a lot of fun because it involves direct competition between the players and is interspersed with music to support the game. Quizizz used to have a significant influence on the classroom learning process, with higher scores and increased collaboration among students in teamwork. This is very positive, and it is regarded as an alternative to the use of technology in the classroom (Zhao, 2019).

Students who have a sufficient vocabulary can speak more persuasively and fluently. Due to the requirement that students be able to spell the words correctly and pronounce them correctly, learning a new vocabulary is not an easy task. Ur (1996:60) says that the pronunciation of a word and how it looks must be known by the students (its spelling). These are evident qualities, and when learners encounter the thing for the first time, they will either retain one or the other. Teachers must ensure that these additional parts are taught and presented appropriately to students. For the support of speaking, listening, writing, and reading abilities, vocabulary learning in English is crucial. Without language mastery, one will struggle to build interpersonal communication skills. Wilkins (1972:111) states that Nothing can be spoken without language and only a very little amount can be said without grammar.

This research explains the use of Quizizz for learning vocabulary in English. English itself is a mandatory subject in elementary, middle and high school. However, it cannot be denied that the demand for teaching English has begun to emerge in early childhood education.

This research is also an illustration of previous research, using the perspective of researcher belonging to Brahmana (2022), Prasetyo (2023), Salsabila et al., (2020), Huei (2021) Suharsono (2020) and Pratiwi et al., (2022). This research provides researcher with an overview of implementing Quizizz, the advantages and disadvantages of the Quizizz application, and student achievements before and after using the Quizizz application.

Based on the background above, the researcher formulated 4 research questions:

1. How is the implementation of Quizizz application for teaching vocabularies in State Elementary School Ngabeyan 01?
2. What are the advantages of using Quizizz application for teaching vocabularies in State Elementary School Ngabeyan 01?

3. What are the disadvantages of using Quizizz application for teaching vocabularies in State Elementary School Ngabeyan 01?
4. How is the students achievement in vocabularies test before and after the use of Quizizz application for teaching vocabularies in State Elementary School Ngabeyan 01?

2. METHOD

This type of research is descriptive qualitative research. The subjects of this study were English teachers and students in class V at State Elementary School Ngabeyan 01. The data in this study is in the form of information about Quizizz application for teaching vocabulary. This research data collection technique consists of observation, interviews, documents, and tests. The data analysis technique used to analyze the data in this study uses qualitative data analysis techniques. There were 11 stages in analyzing the data: Stage 1. Make field notes, Drawing Conclusion, Stage 1. Rereading the Transcription, Stage 2. Labeling of Keywords in Interview, Stage 3. Categories the Keyword According to Research Question, Stage 4. Drawing Conclusion, Stage 1. Rereading the Test, Stage 2. Categories the Keyword According to Research Question, Stage 3. Drawing Conclusion, Stage 1. Rereading the Lesson Plan, Stage 2. Drawing Conclusions. This research used quality in qualitative research is determined by Trustworthiness.

3. FINDING AND DISCUSSION

3.1 Implementation of Quizizz Application for Teaching Vocabularies in State Elementary School Ngabeyan 01

To find out implementation, it can be obtained from collecting data in the form of observations, documents in the form of lesson plans, photos and teaching videos.

The use of the Quizizz application for teaching vocabulary is divided into 3 stages, namely preparation, implementation, and evaluation. These stages are as follows:

1. Preparation

In the preparation stage, the teacher plans the use of quizzes as outlined in the learning implementation plan for Class V students at State Elementary School Ngabeyan 01. The following is a learning implementation plan for class V students at State Elementary School Ngabeyan 01.

Based on the result of observation in class V State Elementary School Ngabeyan 01 in teacher Y class on 2 February 2024, at this stage, Mrs. Y provided information to students about the implementation of learning English with Quizizz. This was done because, according to the regulations, the use of smartphones at school is limited. The teacher also prepared a lesson plan adapted to the method and media in Quizizz application. The following is a lesson plan prepared by the teacher.

Kegiatan Inti

- Guru memberikan beberapa **pertanyaan pemantik** yang berhubungan dengan hewan, profesi, makanan dan minuman untuk menggali tingkat pengetahuan dasar para siswa tentang materi tersebut.
- Guru menyajikan materi tentang kosa kata hewaa, profesi, makanan dan minuman menggunakan media presentasi interaktif Quizizz.



- Siswa mengamati materi dan video pada media presentasi interaktif Quizizz.
- Siswa mengerjakan kuis interaktif tentang kosakata.



Kegiatan Penutup

- Guru Bersama-sama membahas hasil kuis tersebut.
- Guru memberikan umpan balik kepada siswa.
- Guru menutup pembelajaran dengan salam.

Picture 1.1 Lesson plan

- The teacher prepared Lesson Plan. In this case, the teacher used “*Rencana Pelaksanaan Pembelajaran (RPP)*”. Quizizz will be used at the core activity stage and allocated for 1x45 minutes.
- This lesson plan was created for learning English in class V with the theme Vocabulary. Competency standards covered include understanding and expressing simple information in a classroom context, as well as spelling and transcribing written English. Learning objectives include understanding and using vocabulary related to professions, animals, food and drink.

- c) Learning material focuses on vocabulary, and learning activities include introductory activities, core activities, and closing activities. The tools and materials used include laptops, projectors, and the interactive presentation tool Quizizz.

2. Implementation

Implementation in the classroom: teachers need the supporting tools, and teachers need a laptop, projector, and internet connection. Apparently, there were various obstacles that were expected to happen, such as not being familiar with Quizizz features and the usage of an internet data account. Nevertheless, in teaching and learning activities in the class, the availability of classroom areas with the availability of internet connection (Wi-Fi) is quite common and accessible. Implementation carried out after preparations were made. The teacher started the vocabulary material in class using Quizizz. The following is an attached picture in class



Picture 1.2 Application of Quizizz in classroom

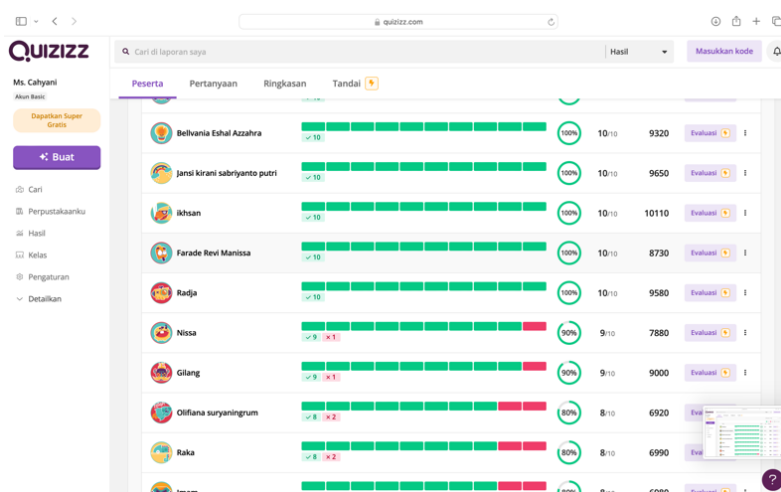
- a) Teachers and students prepare several devices such as laptops to be used as admin and LCD projectors to display codes and live games. Meanwhile, students prepare applications that are supported by smartphones, sufficient quota, user and password, and battery power.
- b) The teacher clicks the “Create” button in the left navigation pane. He names and tags these lessons to move them to the editor page. The teacher clicks Add New Slide' to create a slide. Then, students have to click on the link joinmyquiz.com. Teachers share joining codes with students to take part in Quizizz. After entering the code, students will be directed to the section for filling in their respective identities with their real

names according to attendance. After students joined, then they waited for the operator from the teachers to start the game. When students have joined, they began the process of working on the practice questions in the Quizizz.

- c) The teacher then adds questions to the lesson (all question formats available in the quiz editor are available in the lesson), for example multiple choice questions. Once a teacher has finished creating a lesson, he can save it in his library. He can conduct live lessons or assign them as homework.
- d) Students can take part in direct learning using the active joinmyquiz.com link and code. The teacher displays the Quizizz display using a projector so that all students can follow the methods that the teacher has conveyed.
- e) After students successfully enter the Quizizz page with the code that the teacher has given, on the student's cellphone they will immediately see the questions that the teacher has given. The material the teacher provides is about professions with a multiple choice question model.
- f) At the end of the lesson, the teacher gave questions that students had to work on using the Quizizz application. When working on the questions given by the teacher, the students looked very enthusiastic about doing them.

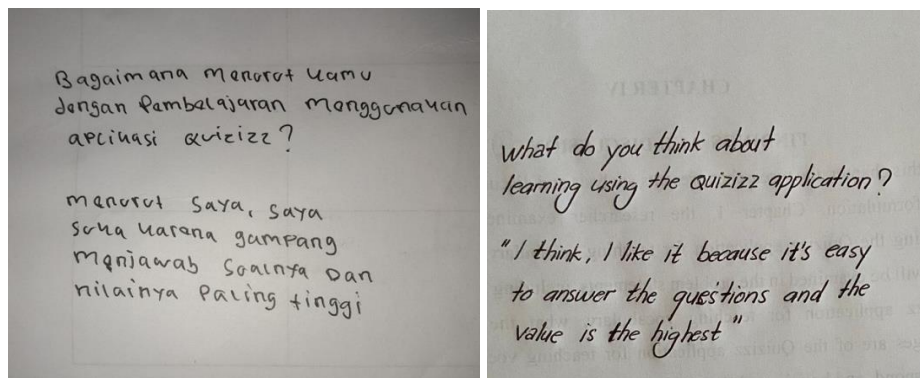
3. Evaluation

After the learning session is finished, the teacher carried out in-depth reflection on various aspects of learning.



Picture 1.3 Live quiz report

Detailed performance reports of the participants are available after the live quiz session. Participants' results can be seen by selecting the "report" menu on the quiz maker's account. This is a great resource for evaluation and even for providing immediate feedback for post-quiz activities. The "report" option is an additional benefit to consider when using Quizizz in the classroom. Using this tool, teachers can track each student's progress, assess their understanding of a topic, and assess the learning curve across assignments. The ease with which teachers can obtain reports for the entire class (students) after learning shows the usefulness of this learning tool.



Picture 1.4 Student evaluation results

The researcher only took 1 student's answer out of 18 students. It was seen that students had a positive attitude towards using Quizizz and considered it a good learning tool. They could improve their English and learn while playing. Apart from that, parents can also actively participate in combining material presented by teachers at school (Darmaningrat et al., 2018). The use of Quizizz can be applied in learning, especially in interesting enrichment, so that it can overcome student boredom and retrain vocabulary skills in learning English.

Based on data obtained from the results of research that researcher have conducted. In this research, it was found that there are 3 steps in implementation, namely: planning, implementation, and evaluation. Different from Brahmana research (2022) which states 3 steps, namely: pre-teaching, during teaching, and post-teaching. Meanwhile, there are similarities with Prasetyo's (2023) research, namely, the preparation, implementation, and evaluation stages.

3.2 Advantages of Using Quizizz Application for Teaching Vocabularies in State Elementary School Ngabeyan 01

To gather data on Quizizz Advantages, the researcher interviewed teachers and students. After analyzing the interview, data can be categorized into 3 themes, namely:

Theme 1. Quizizz is effective in improving students' vocabulary mastery.

Quizizz is a fun and interactive educational game that may be used by a group of people to solve problems. Quizizz is another platform where kids may play games, take quizzes, and chat with their classmates and teachers. Both computers and mobile devices that are linked to the internet access Quizizz. Quizizz is highly adaptable because the quiz can be taken at various times and provides statistical data from the quiz outcomes. Additionally, the teacher can monitor the quiz's progress and retrieve the results after it is finished. Students must master English vocabulary when learning English. They will struggle to use English both orally and in writing if they do not have a sufficient vocabulary. Based on the interview results,

“Quizizz itu aplikasi pembelajaran online. Sebenarnya untuk semua mata pelajaran bisa, dan semua level Pendidikan. Kalau yang digunakan ini untuk belajar Bahasa Inggris SD. Kalau dikatakan efektif, ya, efektif juga untuk belajar, menambah kosakata. Selain itu bisa buat refreshing juga.”

Quizizz is an online learning application. It can be used for all subjects, and at all levels of education. If you use this to learn elementary school English. If you say it's effective, yes, it's very effective for learning, it can increase your vocabulary. Apart from that, it can be refreshing too.

Based on the results of the interview, teacher Y explained that Quizizz is an online learning application that can be used for all subjects, all ages and all levels of education. In the context of this interview, the application is used for teaching English at the elementary school level. Teacher Y, an English teacher, stated that Quizizz is considered effective in learning, especially for expanding students' vocabulary and can be seen from the results of students' achievements in the pre-test and post-test.

According to teacher. Y, the application is not only beneficial as a learning tool but can also be used for refreshing, indicating the flexibility of Quizizz in presenting material in an engaging and interactive way. This statement reflects the positive view of the teacher regarding the effectiveness and usefulness of Quizizz in the context of English language learning at the Elementary School level.

Theme 2. Quizizz is a fun way for students to review their vocabulary during the class.

The students enjoyed using Quizizz to revise their vocabulary in class. It had the ability to catch the interest of the students and boost their involvement in the teaching and learning process. A good way to kill time is to play Quizizz. Students enjoy themselves while they learn. Students can use Quizizz to review their vocabulary and remember game-related events. It might aid students in remembering the corresponding language. Based on interview result with the English teacher.

“Quizizz itu sangat menyenangkan mba. Seru, jadi anak-anak suka. Mereka bisa belajar materi, belajar kosakata, tetapi seperti belajar sambil bermain. Dan akhirnya mereka jadi suka belajar Bahasa Inggris.”

Quizizz is really fun, sis. It's fun, so the kids like it. They can learn material, learn vocabulary, but it's like learning while playing. And finally they like learning English.

Based on the results of interview, teacher. Y explains that the experience of using Quizizz is considered enjoyable by the English teacher, teacher. Y. She states that Quizizz is engaging and entertaining, making the students enjoy it. In the process of using it, students not only learn the lesson materials and expand their vocabulary but also experience a fun and enjoyable learning experience.

According to teacher Y, Quizizz provides a learning experience that is enjoyable, akin to playing, so students do not feel burdened or bored when studying English. As a result, students become more enthusiastic and interested in learning English. This statement reflects the teacher's positive view on the use of Quizizz as an effective and enjoyable learning tool, which can enhance students' interest in learning English.

Theme 3. Quizizz is easy to use

Quizizz is a learning platform that uses games so that you are more interested and enthusiastic when learning vocabulary in class, making it easier for students to understand it. Based on interview result with the Student.

“Aplikasi Quizizz itu menurut saya mudah di pahami kak, kalau dilihat dari fitur-fitur Quizizz, mulai dari masuk, mulai, sampai mengerjakan soal-soalnya. Saya jugasuka karena saya bisa belajar sambil bermain Bersama teman-teman di kelas.

I think the Quizizz application is easy to understand, sis, if you look at the Quizizz features, starting from logging in and starting working on the questions. I also like it because I can learn while playing with friends in class.

Based on the results of interviews with students on Friday 2 February 2024, students stated that they felt the Quizizz application was very easy to understand. They enjoy using Quizizz because they can learn while playing with friends in class. This shows that Quizizz not only functions as a learning tool, but also as a play tool that allows interaction between students during the learning process.

Apart from that, students also stated that they understood the material more quickly when the teacher explained it. The results of this interview show that the use of Quizizz has a positive impact on the student learning process, both in terms of understanding the material and in building social interaction in the classroom.

Based on the findings and direct analysis above, in this research found 3 advantages of using the Quizizz application, namely: (1) Quizizz to improve students' vocabulary mastery, (2) Quizizz is fun for students to review their vocabulary during class, and (3) Quizizz is a method which makes it easier for students to understand. The research has similarities with Salsabila et al. The research found 5 advantages of using the Quizizz application, namely: (1) Students' attention in using cellphones in the learning process, (2) Students understand the questions independently (3) Activeness, both asking about the material and evaluating and recording the material. (4) Student accuracy. regarding questions and time management. (5) Calmness when working on questions or quizzes. And also has similarities with Huei (2021) research, namely: it can improve students' vocabulary skills. While in this research has differences with Brahmana's research (2022), the advantage of using the Quizizz application is that it can help students be more interested and motivated in learning. Thus it can be concluded that the Quizizz application media is very effective in the learning process.

3.3 Disadvantages of Using Quizizz Application for Teaching Vocabularies in State Elementary School Ngabeyan 01

To gather data on Quizizz disadvantages, the researcher interviewed teachers and students. After analyzing the interview, data can be categorized into 4 themes, namely:

Theme 1. Internet Connection Problems.

The next question the researcher asked on Friday, 2 February 2024, about the problems faced by some students when using Quizizz. They said that when using Quizizz, the problems faced were internet connection. Based on interview results with the Student.

“Kendalanya mungkin jaringan yang tiba-tiba hilang saat mati listrik kak, tapi masih bisa diatasi dengan meminta hotspot teman yang jaringannya bagus.”

“The problem may be that the network suddenly disappears when the power goes out, but you can still overcome this by asking a friend for a hotspot with a good network.”

Based on the interview results, students indicated that one of the challenges that might occur in using Quizizz is the loss of network connectivity when the power goes out. However, the speaker emphasized that this obstacle could still be overcome by asking friends who have a good internet connection for a hotspot.

According to the student, the power outage was an unexpected event that had the potential to temporarily disrupt access to Quizizz. However, the proposed solution is to use a friend's hotspot as a temporary alternative. This reflects creativity and the ability to find solutions to technical challenges, ensuring learning using Quizizz can continue even in the event of network problems caused by power outages.

Theme 2. Device Limitations

The next question asked by the researcher on Friday, February 2, 2024, regarding the issues faced by some students when using Quizizz. The teacher stated that when using Quizizz, the problem faced is device limitations. Based on the interview results with the teacher.

“Saya menyadari bahwa keterbatasan perangkat dapat menjadi hambatan, dan saya telah bekerja sama dengan pihak orang tua untuk bersedia meminjamkan hp untuk anaknya.”

“I am aware that device limitations can be a barrier, and I have collaborated with parents to be willing to lend a smartphone for their child.”

Based on the results of interview, teacher. Y reflects the awareness of a teacher (in this case, teacher. Y) regarding the potential barriers arising from device limitations in the context of learning using Quizizz. The teacher acknowledges that limited access to devices can pose a challenge in ensuring optimal student participation in online learning activities.

These statements reflect teachers' proactive efforts to address these issues. Teacher Y mentioned that she had collaborated with the student's parents. This collaboration is aimed at making parents willing to lend smartphones to their children. This action reflects a collaborative approach between teachers and parents, where both work together to overcome the obstacles of device limitations, so that students remain engaged in learning through Quizizz.

Theme 3. Problems with students' competence.

Different student competencies lead to different student mastery as well. In class activities, there are students who understand the teaching material, and there are also those who do not. In some conditions, English teachers have to explain teaching material more than once because students' understanding varies. Meanwhile, the characteristics of different students which have the potential to become weaknesses in the teaching process vary.

“Namanya siswa banyak, kemampuannya beda-beda mba. Padahal materi yang saya berikan sudah saya terangkan dengan sama. Tapi hasilnya berbeda. Cara mengatasinya saya berusaha ngasih materi dengan cara pelan-pelan, dan tidak terlalu cepat. Yang penting mereka paham apa yang saya sampaikan.”

There are many students, their abilities are different, sis. Even though I have explained the material, I have provided in the same way. But the results are different. The way to overcome this is that I try to give the material slowly, and not too quickly. The important thing is that they understand what I am saying.

Based on interviews, researchers investigated that some students sometimes did not have the confidence to convey their thoughts. This is caused by several reasons.

Some students stated that they did not have good enough English skills, felt embarrassed with their friends, and were afraid they were wrong.

In conclusion, Quizizz is effective to improve students' vocabulary mastery. A group of individuals can utilize the educational game software Quizizz to answer problems in a stimulating and enjoyable manner.

Theme 4. Classroom Situation.

A conducive classroom is an ideal situation for learning and teaching process. When the classroom is conducive, the teacher will be comfortable delivering the material so that students can focus on learning. However, there are situation that obstruct learning and teaching process. Below is a in the interview section conducted by the researcher with the English teacher.

“Ada satu hal lagi mba. Ketika siswa terlalu antusias dan bersorak-sorak itu membuat suasana kelas tidak kondusif. Lalu kelas yang lainnya terganggu sehingga mengalihkan perhatian siswa dari kelas lain.”

“There is one more thing. When students are too enthusiastic and cheer up, it makes the class atmosphere not conducive. Then other classes are disturbed, thereby diverting students' attention from other classes.”

Based on the interview, the researcher concluded that the other challenge is about students' feedback while using Quizizz in the classroom. Most of students are too enthusiast in teaching and learning process which makes the classroom atmosphere is not conducive. This caused another class to be disturbed.

Based on the research results, the disadvantages in this research are similar to previous research. In this research, 4 disadvantages were found in using the Quizizz application, namely: (1) Internet connection problems, (2) Device limitations, (3) Student competency problems, and (4) class situations. Meanwhile, in Suharsono (2020) research, one of the disadvantages in using the Quizizz application was found, namely internet connection problems. However, in this research, Quizizz was used for CPNS training.

3.4 Students Achievement in Vocabulary Test Before and After The Use of Quizizz Application for Teaching Vocabularies in State Elementary School Ngabeyan 01

To obtain student achievement data from using the Quizizz application, researcher used a test method to see students' vocabulary achievements before and after using the Quizizz

application. After analyzing student test result data, researcher obtained student achievement results.

A. Pre Test and Post Test.

This test aims to determine students' assessment of vocabulary mastery before and after learning using the Quizizz application. Pre-tests and post-tests were conducted on 18 students, and they had to answer ten multiple-choice tests. The material for the pre-test is about food and drink, while the material for the post-test is about food and drink. The results of the students' pre-test and post-test vocabulary before and after using the Quizizz application can be seen in the table below.

No.	Name	Pre-test	Post-test
1.	S1	90	100
2.	S2	80	60
3.	S3	90	100
4.	S4	90	100
5.	S5	100	90
6.	S6	60	50
7.	S7	100	100
8.	S8	70	80
9.	S9	90	100
10.	S10	90	100
11.	S11	90	90
12.	S12	90	80
13.	S13	90	100
14.	S14	80	100
15.	S15	90	80
16.	S16	70	80

17.	S17	50	50
18.	S18	40	40
Average		81,1	83,3

Table 1. Result of Score

Based on the results, the average pre-test score for the students above is 81,1. From these results, the researcher concluded that students' vocabulary mastery was still quite good. This condition means that students need to develop their vocabulary mastery. To develop students' vocabulary mastery, researcher provide learning with the Quizizz application to students.

The result of the post-test above proved using the Quizizz application can develop the student's vocabulary mastery. This can be seen from the mean score of students post-test is 83,3, and the result is higher than the result of a pre-test. It means that learning using the Quizizz application can be a very useful media in teaching English vocabulary because using Quizizz application can make students more easily understand and remember learning material and increase students' vocabulary mastery. Therefore, using the Quizizz application in learning English vocabulary can develop students' vocabulary mastery in State Elementary School Ngabeyan 01, especially in grade V.

This research shows that student achievement results in the test before and after increased from 81.1 to 83.3. Most students showed significant improvements in their understanding of grammar, as seen from the increased scores on the tests they took. This research has similarities with the research of Pratiwi et al. (2022), namely that both have a very significant increase from 43.33 to 88.33, but have different locations; the difference is that this research was carried out at Junior High School. There is a difference with Huei research (2021), namely that Huei research used essay questions but both experienced improvements in taking the test.

4. CONCLUSION

Based on data analysis, this study draws 4 conclusions based on research questions. First, the teacher designs teaching-learning activities during the implementation of Quizizz in English class, which includes preparation, implementation, and evaluation stages. The use of Quizizz as teaching media compatible for teaching vocabulary at Elementary School Ngabeyan 01: A

group of individuals can utilize Quizizz, a game-based educational tool, to solve problems in a light-hearted and engaging manner. The researcher can see that students enjoy the learning process. Second, there are 3 main advantages of using the Quizizz application to learn vocabulary, namely: Quizizz is effective in improving students' vocabulary mastery, Quizizz is a fun way for students to review their vocabulary during the class, and Quizizz is a method that makes it easier for students to understand. Third, there are 4 disadvantages of using the Quizizz application to learn vocabulary: Internet connection problems, Device limitations, Problems with students' competence, and classroom situations. Fourth, using the Quizizz application to teach English vocabulary effectively develops vocabulary mastery of class V students at State Elementary School Ngabeyan 01. This is supported by the results of student learning achievement in the before and after tests, increasing from 81.1 to 83.3. Most students showed significant improvements in their understanding of grammar, as seen in their improved test scores.

The research results show that Quizizz positively impacts students, but Quizizz also has several disadvantages. This has educational implications; teachers can use it to motivate students and make them interactive and fun. However, it can also be combined with other media that do not have a high dependence on the Internet.

According to Setiyana et al., in Ramadhani and Ardi (2021) Quizizz is an application that can be used as a place to practice and provides interactive learning materials and tools. With an attractive appearance like a game, it can attract students' attention. Therefore, from the results of this research, teachers are expected to be able to apply learning media using Quizizz in order to attract students' attention in learning so that students can interact actively and enthusiastically when learning, especially when learning English so that students can learn English vocabulary actively and enthusiastic. Using the Quizizz application can also convey messages and build student motivation.

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