



IDENTIFYING THE USE OF QUIZZES FOR STUDENTS DURING ONLINE LEARNING

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ABSTRACT

The purpose of this study is to identify the use of quizzes for students during online learning. This research is descriptive qualitative research. Data will be collected through questionnaires and interviews on research subjects. The data collected will be analyzed qualitatively to describe the phenomena that occur in the field. Based on data from the research results, there are 47 students (29%) who chose E-learning quiz as a quiz that they often use.; 34 students (22%) who chose Quizizz; 30 students (18%) who chose Google Form Quiz; 23 students (14%) who chose quiz on the website as a quiz that they often get / use in learning; 19 students (11%) who choose Kahoot as a quiz that they often get / use in learning; and five students (3%) who choose Wondershare Quiz Creator as a quiz they often get / use in learning. This study proves that all types of quizzes are very helpful for students to review previous learning materials. In addition, this quiz can attract students to increase the duration of study at home.

Keywords: *Identification, Quiz, Online Learning*

INTRODUCTION

The educational process is expected to be felt by everyone. Whether it is through access to provide education or access to get an education. There is no limit to a person to get an education, let alone for the benefit of many people. The government provides access or devices so that someone can access education easily, either at home or abroad. It provides access so that everyone's needs can be met. One of the educational instruments that must be considered is access to hold the learning process.

Learning is a process organized by educators to teach students in order to acquire knowledge, skills, and attitudes. In the learning process, there is no need for communication, both between educators and students and between students and students, to support the success of the learning process. In this case, educators must be good at choosing and applying the most appropriate learning strategies and models in order for learning to be effective and enjoyable (Wafda, 2016: 12).

In teaching activities, attention is needed in the learning process. Learning activities, especially online learning, get attention in the pandemic period, resulting in learners carrying out learning activities from home. All instruments must be prepared to maintain the quality of the learning process. For an educator, mastery and technological knowledge (technological



knowledge) is a competency that must be mastered to support the improvement of the learning process. While for learners, mastery of technology can support the thought process and mastery of science and technology (Centauri, 2019) Teachers are required to be creative and innovate with the use of technology through learning media. In basri research, waspodo, and sumarni (2013), learning media is a tool that can be used as a medium in conveying messages through the learning process to stimulate students' thoughts, feelings, attention, and interests to achieve certain goals. . One of the learning media that can be implemented is Online Quiz, according to Arsyad (2011). Online quiz giving is classified as an online-based learning medium. Online quizzes can be classified into online-based media because using them requires devices and networks. A quiz is an application that contains subject matter in the form of questions or questions that allow learners to increase their insight and knowledge of the subject matter.

Based on the statement above, the lack of effective use of quizzes in using technology as a solution to learning media in the covid 19 pandemics. According to Utomo (2015), student cheating while working on exam questions is expected to be overcome by conducting *online* exams. One form of online exam that can be applied is in the form of quizzes. Quizzes are an application that contains learning materials in the form of questions or questions that allow students to increase insight into learning materials independently with just one push of a button on the app view. Quizzes allow students to do the test honestly because students are "forced" to stay focused on this quiz. Lecturers can determine the time limit of work on the problem and design random problem packages on online exams. One student with another has different questions on the same number of questions. The implementation of quizzes is set at a certain period and limited to how long the work is to avoid fraud committed by learners. The time limit and length of quiz work is also displayed in the quiz description as information for learners who will take the quiz (Meryansumayeka et al., 2018)

From the view that has been presented before, the researchers concocted the purpose of this study is finding out what students often use types of quizzes.

THEORETICAL FRAMEWORKS

According to the Law of the Republic of Indonesia, Number 14 of 2005 concerning Teachers and Lecturers states that competence is a set of knowledge, skills, and behaviors that must be possessed, lived, and mastered by teachers or lecturers in carrying out professional tasks. According to Finch & Crunkilton (1992: 220) Stated: "Competencies are those tasks, skills, attitudes, values, and appreciation that are deemed critical to successful employment." This statement means that competence includes tasks, skills, attitudes, values, appreciation given in life success / living income. While in its description, in article 10 paragraph (1) the competence of teachers includes pedagogical competence, personality competence, social competence, and professional competence obtained through professional education. (Teacher and Lecturer Law No. 14 of 2005, 2009: 5). One of the competencies that describe the ability of educators to manage learning with the use of technology is pedagogical competence.

Based on the above article, then, as an educator, a lecturer must meet the standards of qualifications and competencies following the legislation. One of the competencies that is closely related to the use of technology in learning is pedagogical competence. In these competencies, an



educator must utilize information and communication technology to organize educational development activities (Risan & G, 2019)

Quizzes are an application that contains learning materials in the form of questions or questions that allow students to increase insight into learning materials independently with just one push of a button on the app view. (Risqiyah, 2011). According to Indriyani (2015), a quiz is an application that contains learning materials in the form of questions or questions. Therefore, students can increase insight into learning materials.

These quizzes can use various platforms: E-learning, Google Form, Kahoot, Quizzes, Wondershare Quiz Creator, Website, and other quiz applications.

E-Learning

According to Darin E. Hartley (Wahono, 2008), e-Learning is a type of teaching and learning that allows teaching materials to students using Internet media, Intranet, or other computer network media. While according to Agustina (2013), e-learning is an electronic-based learning process. One of the media used is computer networking. Characteristics of E-learning include: 1) Non-Linearity, users are free to access learning objects, and there are facilities to provide requirements depending on the user's knowledge. 2) Self-managing, lecturers can manage their learning process by following the structure that has been created. 3) Feedback interactivity, learning can be done interactively and provided feedback on the learning process 4) Multimedia Learners style, learning to provide multimedia facilities. Advantages of using multimedia, students can understand more clearly and clearly according to their student background. 5) Just in time, eLearning provides whenever the user needs, to solve problems or just want to improve knowledge and skills 6) Dynamic Updating, can update the content of the mater online at the latest changes 7) Ease to access, only using browser 8) Collaborative Learning, with learning tools, allows mutual interaction bias, meaning bias to communicate directly at the same time or communicate at the same time or communicate at the same time different users can communicate with material makers, other students. While the advantages of using E-learning according to Wahono (2008), include the following: 1) Saving time in the teaching and learning process, 2) Reducing travel costs, 3) Saving overall education costs (infrastructure, equipment, books) 4) Reaching a wider geographical area 5) Training learners more independently in gaining knowledge.

Google Form

Google Form is a component of Google Docs. This application is perfect for students, teachers, lecturers, office employees, and professionals who like to create quizzes, forms, and online survey features. Google form is a component of the Google Docs service that contains features for creating quizzes, forms, and online surveys (Husein, 2016). Anyone can access the Google form for free. This web-based application can respond to quizzes quickly, anywhere, and anytime. Therefore, online quizzes using google Forms will facilitate the access of learners. In addition, this online quiz also saves educators time because the results provided can instantly appear and can be downloaded in an extension file. xls(ms.Office Excel file). There are several advantages of google form services according to (Husein, 2016), including 1) Have an attractive



form display, 2) Have various types of tests that are free to choose, 3) Can be used on various electronic devices, 4) Can be done in a team, along with others, 5) Quizzes can be responded to quickly, 6) Responsive forms, 7) Get answers quickly, 8) Results (data) are directly arranged and analyzed automatically 9) Free, 10) No need to have your web.

Kahoot

Kahoot! This quiz can be implemented in the learning media, the quiz will be displayed on the monitor screen, and students work on using a smartphone. According to Huseyin, Bicen and Senay Kocakayun (2017) prove that Kahoot! It is the most popular application as a learning medium, it shows that Kahoot! It can be an alternative to interactive learning media, in college because it is proven to improve student learning outcomes significantly. And Kahoot! It also makes students more concentrated, more cooperative, comfortable in learning, and increases learning motivation.

Kahoot application is an unpaid question-based online learning medium used in teaching and learning activities to evaluate the outcome of the student learning process. It can repeat the subject matter and stimulate students' interest in group discussions and classic questions designed through the Kahoot application, Graham in (Supriadi et al., 2020). Kahoot is an online educational page originally initiated by Jamie Brooker and Morten Versik in a joint project with the Norwegian University of Technology and Science in March 2013. Officially Kahoot page was published in September 2013 (Official Website "Kahoot!", 2017). The users or teachers registered on the Kahoot page reached 70 million, and learners who played this game reached about 1.6 billion students. With the internet network, lecturers and students can access kahoot pages from computers and smartphones anywhere and anytime for free, including all the advanced features available. Technology-based learning such as computers can stimulate students to learn and do exercises because various animations, graphic illustrations, and colors add realism. Kahoot can support relevant teaching and learning activities, both in high school and college. Kahoot is one of the alternative options of various multimedia online learning that makes teaching and learning activities fun and not boring. This device prioritizes learning styles that involve active role relationships of learners with friends competitively against learning that has been learned (Mustikawati, 2019).

METHOD

This research is qualitative descriptive research. Data were collected through questionnaires and interviews on research subjects. Then, the data that has been collected will be analyzed qualitatively in describing the problems that occur during the implementation of the study, Sugiyono (2013: 1).

The subjects of this research are students of the Sports Coaching Education Study Program, Faculty of Sports Sciences, Universitas Negeri Makassar. Researchers randomly selected 160 students as study subjects.

Data sources are research subjects where researchers get information as research data. The data source of this study was obtained through the distribution of questionnaires and interviews with sports science students. 1) Questionnaire, researchers use the questionnaire to collect data on

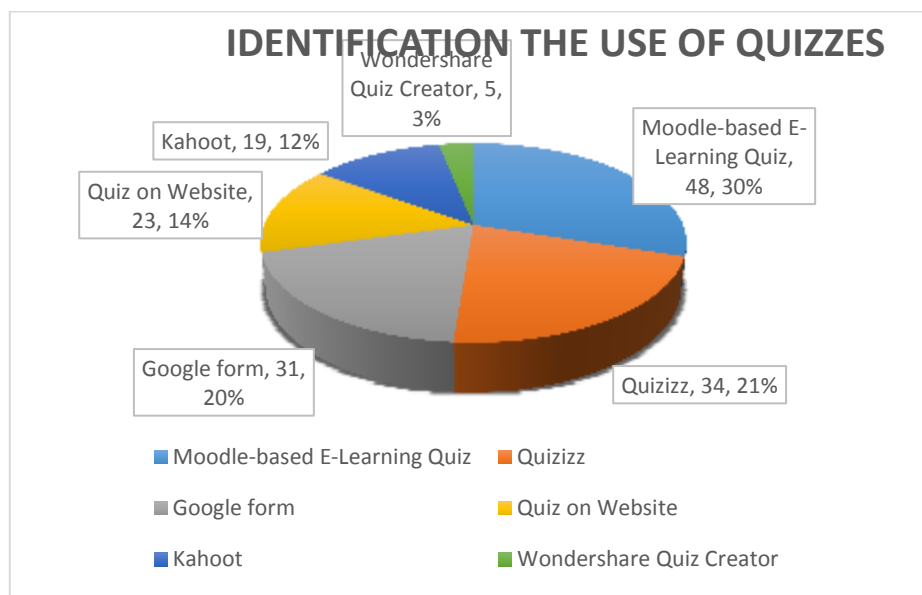
the effectiveness of the quizzes given in the online learning process. The questionnaire consists of questions regarding the use of quiz types used in online learning activities. 2) Interview, In the interview stage, researchers give some questions to students based on answers obtained from the questionnaire to complete or clarify the data obtained regarding the use of quizzes in online learning and will be answered orally. Researchers come face to face with students who are subjects in this study, where researchers act as interviewers (interviewers) while students as interviewees (interviewee).

The data sources mentioned above will be analyzed qualitatively. From these data, the effectiveness of quizzes by students can be obtained in online learning. In addition, from the data will also be obtained results from what types of applications are often used and interesting for students in online learning.

FINDINGS AND DISCUSSION

Based on data from the results of the study questionnaire, quizzes that students in online learning often use at home can be sorted as follows: Moodle-based E-Learning Quiz, Quizizz, Google form, Quiz on Website, Kahoot, Wondershare Quiz Creator.

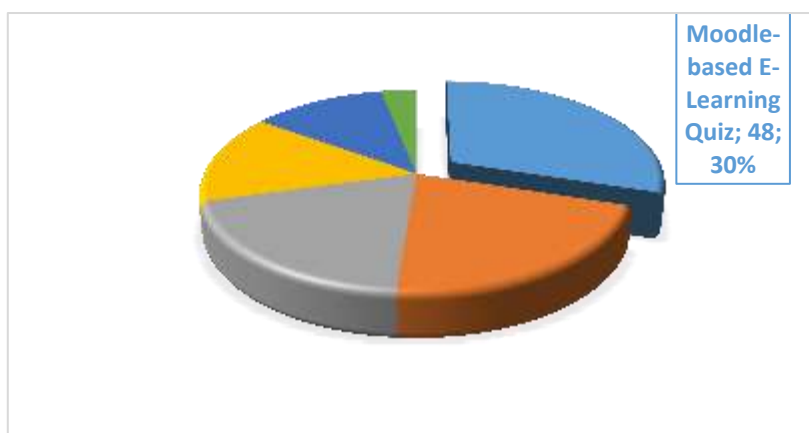
Diagram 1. Quiz Usage Identification data



a. Moodle-based E-Learning Quiz

The total number of students who were the subject of the study, 47 students (29%) chose the E-learning quiz as a quiz that they often use.

Diagram 2. Percentage of students who use quizzes on E-Learning



It is reinforced by data from student interviews that give more statements about E-Learning quiz types quizzes.

Quote 1 (MM):

"Quizzes provided by the university in this E-learning are online quizzes or application quizzes. where this quiz is very effective and efficient in helping to train students' memory".

Quote 2 (MR):

"I think about the quiz using Sham-Ok is one of the learning in the form of questions that can improve students' insights about learning materials independently."

Quote 3 (S):

"I think the quiz that requires login first is very helpful in the online teaching and learning process because it is easy to access and also very good as a benchmark for understanding every student."

Quote 4 (MCP):

"I think the quiz that requires login first is very helpful in the online teaching and learning process because it is easy to access and also very good as a benchmark for understanding every student."

Quote 5 (J):

"Such quizzes can be a material in the student competency test, how the development while following the process. Because there must be many, who like especially I also like to open material when there is this kind of quiz."

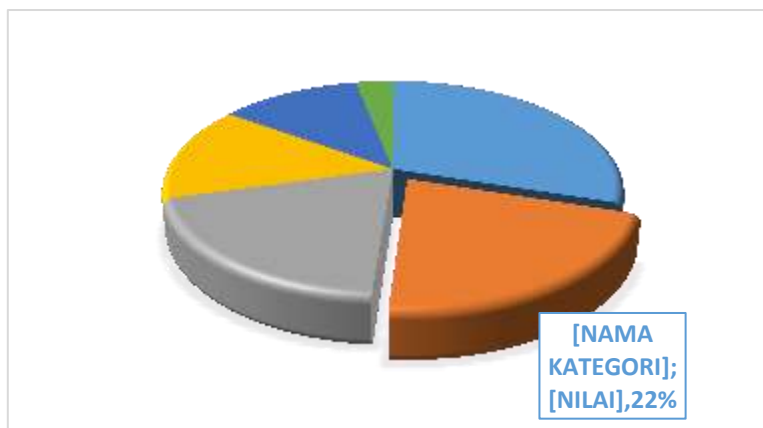
Quote 6 (AA):

"Quizzes are great for students, especially during pandemic times. Moreover, this quiz can already be connected with video conferences."

b. Quizizz

The total number of students who were the subject of the study, as many as 34 students (22%) chose Quizizz as a quiz that they often get/use in learning.

Diagram 3. Percentage of students who used quizzes on Quizizz



Quote 1 (APA):

"What I often open on the internet is a quiz that uses a quiz application because it is easy to open the quiz"

Quote 2 (U.S.):

"This quiz is very helpful for students to learn at home in online learning."

Quote 3 (MIR):

"Quizzes are good during online learning because from here we can see the intention of wanting to learn students."

Quote 4 (D):

"Fun and it is not complicated, if this quiz is very useful for lectures and quite interested in students."

Quote 5 (Y):

"Using this quiz is one of the interesting lessons. The quiz was originally thought to be a task to be done. As it turned out, quizzes were used to measure how much we understand the material."

Quote 6 (H):

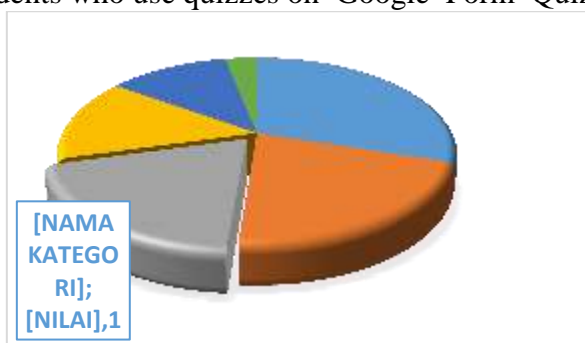
"Quizzes in this form of an application contain about a question or material so that students can increase insight."

Based on the questionnaire and interview results above, the quiz using quizizz is very easy for lecturers and very liked by students or learners. The quizizz app itself is a web tool for creating quiz games used in classroom learning. While the advantage of quizizz for students is that students cannot cheat on their fellow friends, because the problems given to students with each other have been randomized. In using this Quizizz application as a learning medium has a function, namely (1) The attention of learners in using mobile phones in the learning process, (2) Understanding learners understand questions independently, (3) Liveliness, both asking about the material and evaluating and recording the material, (4) The accuracy of learners on questions and time management. (5) Calmness in doing problems or quizzes. Thus it can be concluded that quizizz application media is very effectively used in the learning process, (Salsabila et al., 2020)

c. Google Form Quiz

The total number of students who were the subject of the study, as many as 30 students (18%) chose Google Form Quiz as a quiz that they often get / use in learning.

Diagram 4. Percentage of students who use quizzes on Google Form Quiz



Quote 1 (RU):

"Quizzes with google form can add insight and improve students' ability about subject matter, quizzes can also provide student motivation to learn."

Quote 2 (IN):

"I think this quiz with google form is very often used because it is very easy to open and work on it does not require a lot of internet quota."

Quote 3 (AFR):

"If I prefer this Google form because it is very familiar with me, both when I was in high school."

Quote 4 (KB):

"With this type of quiz I really like because it is very simple to use just by using hp, we can already learn."

Quote 5 (MAA):

"This Google Form quiz is very useful for lectures because we have often gotten it like this from our teachers in school."

This data shows that quizzes using Google form are also often used or obtained by students, both during lectures and in self-study. Students consider the type of quiz that uses google form very familiar because it is very easy to open on various devices. This application can respond to quizzes quickly anywhere and anytime. Therefore, online quizzes using google form will facilitate the access of learners. In addition, this online quiz also saves educators time because the results provided can instantly appear and can be downloaded in an extension file. xls(ms.Office Excel file). There are several advantages of google form services according to (Batubara, 2016), among others: 1) Have an attractive form display, 2) Have various types of tests that are free to choose from, 3) Can be used on various electronic devices, 4) Can be done in a team, along with others, 5) Quizzes can be responded to quickly, 6) Responsive forms, 7) Get answers quickly, 8) Results (data) are directly arranged and analyzed automatically, 9) Free,10) No need to have your web.

d. Quiz on website

The overall number of students who became research students, as many as 23 students (14%) chose quizzes on the website as quizzes that they often get / use in learning.

Diagram 5. Percentage of students who use quizzes on website



Quote 1 (A):

"In my opinion,our lecturers often direct to always learn independently at home, one of which is by accessing various types of quizzes available on the internet, especially in pandemic conditions like this. Quizzes on the internet help us to learn independently"

Quote 2 (MANS):

"Very good,because with quizzes on the internet it makes it easy for us to learn at any time we want to hone our skills and also no one knows about the value or score we get if we learn ourselves from the internet. ""

Quote 3 (RU):

"I think with the quiz on the internet it can help me understand little by little the material provided by lecturers. "

Quote 4 (FSM):

"My opinion on this quiz is excellent to encourage interest in learning yang often lost becauseof saturation and also as a shortcut to learning without face-to-face. ""

Quote 5 (IM):

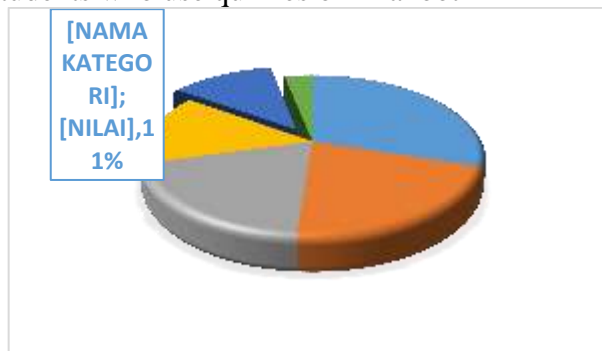
"If I am, this quiz can increase knowledge and learning methods to be more exciting in online system lectures and also provide a different learning sensation. ""

The data above shows that the availability of quizzes on the internet is beneficial for students in understanding the material provided by lecturers who can provide saturation to them. By accessing various quizzes on the internet, they strive to learn independently. According to Arsyad (2011), who states that quizzes can add insight and improve learners' ability about the subject matter, quizzes can also stimulate learners to learn. So that they do not jenuhwith monotonous material delivery patterns. In addition, through quizzes, the response of learners through their answers the results will be instantly known to themselves. It can increase their confidence in self-study.

e. Kahoot

The overall number of students who became research students, as many as 19 students (11%) chose Kahoot as a quiz that they often get / use in learning.

Diagram 6. Percentage of students who use quizzes on Kahoot



Quote 1 (MAK):

"If I am, this quiz can increase knowledge and learning methods to be more exciting in online system lectures and also provide a different learning sensation. "

Quote 2 (MS):

"For my opinion, quiz with this kahoot can help and give challenges. Because this quiz provided options and stay us who are looking for which one is right. "

Quote 3 (MR):

"My opinion on quizzes in general is efficient because one way to train us to be active in doing exam-problem. ""

Quote 4 (MD):

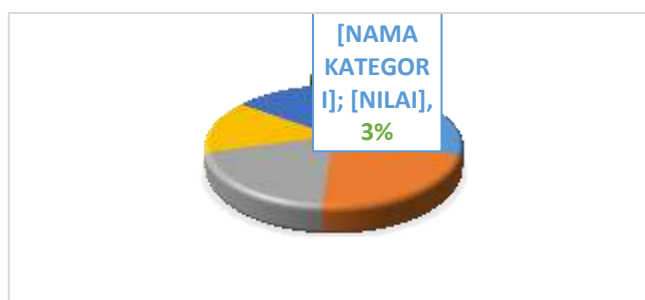
"In my opinion, this quiz is very useful, because as long as we face the problem of this covid virus there needs to be an interesting media so that we as students can be active and not bored in studying online."

Next is the interview data about the Kahoot quiz that students often use in online learning. Interview data shows that students like using kahoot as a quiz because kahoot has exciting features and can provide different sensations while studying. It can reduce the level of saturation of students in learning online/ online. Kahoot can be a means of supporting relevant teaching and learning activities, both in high school and college. Kahoot is one of the alternative options of various multimedia online learning that makes teaching and learning activities fun and not dull. This device prioritizes learning styles that involve active role relationships of learners with friends competitively against learning that has been learned (Harlina, 2017).

f. Wondershare Quiz Creator

The overall number of students who became research students, there were as many as 5 students (3%) who chose Wondershare Quiz Creator as a quiz that they often get / use in learning. Student interview results also showed interest in the use of this quiz.

Diagram 7. Percentage of students who use quizzes on Wondershare Quiz Creator



Quote 1 (MI):

"In my opinion, using quizzes like this helps students do the training questions given. ""

Quote 2 (HL):

"If you ask us, quizzes are perfect for students because we can access offline without the need for internet quota to open. "

Quote 3 (AF):

"In my opinion, this quiz is excellent to use because it has an exciting look and there is also feedback in this quiz. ""

Based on student interview results, the use of Wondershare Quiz Creator is considered good in its use because this quiz has an attractive appearance and because students can access offline, which can minimize internet use. The use of wondershare quiz creator is very effectively used in supporting the understanding of the concept of the subject and can positively influence the understanding of students (Farman, 2020)

CONCLUSIONS AND SUGGESTIONS

Based on data from the research result, there are 47 students (29%) who chose E-learning quiz as a quiz that they often use; 34 students (22%) who chose Quizizz; 30 students (18%) who chose Google Form Quiz; 23 students (14%) who chose quiz on the website as a quiz that they often get / use in learning; 19 students (11%) who choose Kahoot as a quiz that they often get / use in learning; 5 students (3%) who choose Wondershare Quiz Creator as a quiz they often get / use in learning.

As an educator, a lecturer should pay attention to the importance of using media technology in learning. One of them is using quizzes as a learning medium that effectively increases students' learning spirit and enthusiasm.

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