

## Quizizz Application-Based Interactive Learning Media Development Workshop for Junior High School Teacher

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### ABSTRACT

**Background.** The thing that makes learning boring is learning that is monotonous and does not use learning media. This digital era requires teachers to use digital-based and interactive media. One application that can be used in learning is quizizz. This application resembles learning that is packaged in the form of games so that students are very happy to participate in learning.

**Purpose.** This activity aims to develop interactive learning media based on the Quizizz application for junior high school teachers in Sinjai besides teachers and students can implement fun and enjoyable learning.

**Method.** The method used in this activity is the Workshop. This activity was carried out at the UPTD SMPN 6 Sinjai where at this school teachers were still minimal in using computer-assisted learning media. The learning media developed is application-based media (Quizizz application). The stages of implementing activities are planning, implementation and evaluation. This planning was carried out by observing at SMPN 6 Sinjai and socializing with the school principal and teachers. The implementation carried out is the delivery of materials and practices in developing Quizizz-based media. While the evaluation is the participants giving an assessment of this workshop activity.

**Results.** The results achieved in this activity were that the workshop participant teachers had increased their understanding of learning media by using the Quizizz application and were able to apply it in learning.

**Conclusion.** In conclusion, this quizizz application can make it easier for teachers to develop digital-based learning media and make learning more enjoyable for students.

### KEYWORDS

Learning media, Quizizz Application, Workshop

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### INTRODUCTION

Education is a human right. In accordance with Article 31 paragraph (1) (the 1945 Constitution of the Republic of Indonesia),



states "Every citizen has the right to receive education" (Howard dkk., 2021). Everything related to education requires sustainable human resource development (Huang dkk., 2020). Sustainable human resources are meant by upgrading the knowledge of an educator who in this case is a teacher. The role of the teacher in the teaching process is inseparable from the role of learning media in the current era (Irnawati dkk., 2022). Learning is a complex process that occurs in every person throughout his life. The learning process occurs because there is a relationship between a person and his environment (Panggabean dkk., 2020).

Organizing learning is one of the main tasks of educators. Learning requires the active involvement of students, but in reality (Gabriela dkk., 2022; Kartel dkk., 2022; Qureshi dkk., 2022), it still shows unequal tendencies (NURFITRIYANTI, 2017). Interesting learning is an effort of a means that is carried out by the teacher to shape the process of transferring knowledge to students so that it is easy to understand (Nesi Jacqueline, 2020). Changes in the implementation of teaching and learning activities can be observed both in terms of the learning process applied in the classroom and the learning media used. The current learning process, of course, must also be adapted to the times (Pamungkas & Rahmawati, 2020). SMP/MTs teachers have not fully used effective, interesting, and innovative learning media. Based on the results of interviews with school principals at UPTD SMP Negeri. 6 Sinjai has not fully implemented interesting and innovative learning media.

Learning media has an important role in clarifying the presentation of material and information so that it can improve learning processes and outcomes (Aditiyawarman dkk., 2022). The word "media" comes from the Latin "medium" which means "mediator" or "introduction". Furthermore (Dewi S dkk., 2022; Hikmah dkk., 2022; Keshav dkk., 2022), the media is a means of channeling messages or learning information that the source of the message wants to convey to the target or recipient of the message (Mahnun, 2012). Learning media which is currently used as a means of conveying news to students is considered to be very creative, interactive, and well-liked by students.

Creative and innovative learning can support students' understanding in a fun way (Wijayanti dkk., 2022). Therefore it is necessary to increase the competence of teachers in developing teaching materials. Teaching material means a set of tools that are used as learning resources for both the teacher and students (Zainil dkk., 2022). Many learning media have been presented, which can be applied by teachers, one of which is game-based learning media, of course, it can also be used as a means of conveying material in the learning process, namely to measure students' understanding while receiving the material that has been taught.

Quizizz itself is an educational game software that is narrative and flexible, besides being able to be used as a means of conveying material, Quizizz can also be used as an interesting and fun learning assessment medium (Salsabila dkk., 2020). The same thing was stated by previous research, namely the use of Quizizz learning media was effective for interest and learning outcomes in mathematics (Amsul dkk., 2022). This is in line with the results of previous mentoring which stated that they were able to practice and present learning media based on Quizizz that he has created and responded to by other participants (Irmayanti dkk., 2022). Quizizz is a game-based educational software that can be used as a learning evaluation medium. Learning activities in class can be boring activities for students.

If learning evaluation is carried out with text and also read by the teacher, the teacher can use evaluation media by utilizing a variety of learning media to make it more interesting for students (Citra & Rosy, 2020). Using Quizizz learning evaluation media can increase student learning concentration. Based on this background, it is necessary to hold an activity that can increase the understanding and skills of teachers in developing interesting and innovative learning media (Alamri dkk., 2020). One of the activities carried out was a workshop on developing learning media using the Quizizz application for junior high school teachers which is useful for improving the quality of education in the learning process.

Through this activity, it is hoped that it will be able to help teachers to develop creativity in utilizing technology as a learning medium to create a pleasant teaching and learning atmosphere.

The problems faced by partners are: lack of teacher knowledge regarding learning media that can support the learning process, weak teacher skills in utilizing technology as a learning medium (Anoum dkk., 2022; Demina dkk., 2022; Firman dkk., 2022). This problem was then resolved through the implementation of Quizizz-based interactive learning media development workshops for junior high school teachers, to improve the quality of education through the learning process.

## RESEARCH METHODOLOGY

This research was carried out at UPTD SMP Negeri 6 Sinjai which is located on Jl. Panaikang Raya No. 31, Panaikang, East Sinjai District, Sinjai Regency, South Sulawesi. This research focuses on the teachers in the school. This activity was carried out face to face and attended by 20 participants. The purpose of holding this activity is to train and improve the ability of teachers to use technology as a learning medium, so that teachers are more creative in using learning media so that the learning process in class is more enjoyable and increases student motivation to learn. This Quizizz-based learning media workshop activity aims to provide information to teachers regarding what Quizizz media is like. There are several steps taken for the smooth running of this activity, namely:

1. Preparation Stage

In the first stage, researchers made observations of locations that would be used as PKM places, administrative arrangements such as permits to carry out PKM activities, and prepared PKM materials.

2. Implementation Stage

In the second stage, namely the implementation of activities, namely the delivery of material related to the Quizizz media.

3. Evaluation Stage

At this stage, the activities carried out are evaluation activities by giving workshop participants the opportunity to create their own quizzes using the Quizizz application.

In this activity the teacher is provided with general information about Quizizz as an interactive learning medium. Teachers are also equipped and trained on how to use Quizizz media in learning. The output of this activity is to increase teachers' understanding of Quizizz media and increase teacher creativity in designing interesting learning media.

## RESULT AND DISCUSSION

The purpose of the Results and Discussion is to state your findings and make interpretations. The workshop on using Quizizz learning media was held face-to-face on Wednesday 28 December 2022 which was held at UPTD SMPN 6 Sinjai, Sinjai Timur District, Sinjai Regency. The several stages in this activity are:

The first stage is that the presenters open this training and provide information to the teachers that this program is one of the course assignments from the presenters and implementers, namely to make workshops for the development of interactive learning media in schools (Hartini dkk., 2022; Ilham dkk., 2022; Safitri dkk., 2022). With the hope that this learning media can be useful for teachers to support the learning process. After opening this training the presenters explained the material that had been displayed on the LCD.



**Figure 1:** presentation of the material by the speaker

The second stage is after the presenter explained the material before practicing using the Quizizz application, the presenter asked the participants to open the <http://www.Quizzz.com> site in accordance with the steps conveyed by the presenter, in the process of opening the site there were still many participants who experienced problems due to by the network, so it takes quite a long time to open the site, after all participants open the Quizizz application site the presenter directs participants to click join now and chooses as teacher, then participants are directed to log in using a Google account by entering email and password, in the participant login process looks smooth and quite understands the login process, it's just that it takes quite a long time due to poor network factors.



**Figure 2:** practice using the Quizizz application

After the participants have logged in, the participants are directed to the Quizizz main page and the presenters provide an explanation of some of the features provided by Quizizz, including the first, search where this feature is used to find quizzes or subject matter that has been made by other users by simply typing the keywords desirable this can make time more efficient. Second, create or create where this feature is used to create quizzes for assessment or practice and create interactive presentations for learning material. My three quizzes where we can see the quizzes we have made. The fourth result, where the teacher can see the results of student answers. And the questions provided by Quizizz include: multiple choice, rearrange, matchmaking, short filling, drag and drop, drop down, drawing answers, essays, video answers, audio answers. Quizizz also provides facilities that make it easier for teachers to be able to insert text, images, videos and links to each question or answer (Dianovi dkk., 2022; Najeed dkk., 2022; Nopiana dkk., 2022). The next feature is that Quizizz also provides an assign feature to share worksheets that have been made by the teacher in the form of a link that can be copied and shared via social media such as whatsapp and others or using a code.

At the end of the activity, participants were given an evaluation, the evaluation given was an evaluation of making their own quiz according to the subjects taught by each participant. To see the significance of this workshop for the participants (Nadya dkk., 2022; Rahmah dkk., 2022; Rohmalimna dkk., 2022). Most of the teachers were enthusiastic about participating in quiz making training or learning materials, although many still did not understand, so the teachers asked questions for parts they did not understand.

At first the teacher seemed confused about using the Quizizz website because there were many features that appeared when entering the Quizizz page but the language used by the Quizizz website, namely Indonesian, made the teacher understand more quickly about the features of the Quizizz website.

## CONCLUSION

This workshop was held at UPTD SMPN 6 Sinjai using lecture, discussion and workshop methods which included steps to use the Quizizz application. Based on the results and discussion of the implementation of the workshops that have been carried out, the teacher's ability to prepare learning media using the Quizizz application has increased. Given the importance of this material, it is hoped that activities like this can be carried out again in the future so that the teacher's knowledge regarding learning media will increase.

## AUTHORS' CONTRIBUTION

Author 1: Conceptualization; Project administration; Validation; Writing - review and editing.

Author 2: Conceptualization; Data curation; In-vestigation.

Author 3: Data curation; Investigation.

Author 4: Formal analysis; Methodology; Writing - original draft.

Author 5: Supervision; Validation.

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