

Online Based Learning by Quizizz to Improve Collegian Learning Motivation at Islam State University Raden Fatah Palembang

Peningkatan Motivasi Belajar melalui Media Pembelajaran Online (Quizizz) pada Mahasiswa Universitas Islam Negeri Raden Fatah Palembang

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Abstract

Effective learning must be created to increase learning motivation at various levels of education, including by implementing game-based online learning media, namely the Quizizz application. Interesting learning media is needed to increase learning motivation because not all students or students have high intrinsic motivation. This study aims to describe how to increase student motivation in the Tarbiyah and Teacher Training Faculty of UIN Raden Fatah Palembang. This study uses a qualitative approach with descriptive methods. The research subjects were FITK students who took the Islamic Studies course, totaling 34 people. Data collection techniques using semi-structured interviews, documentation and participatory observation, then analyzed using the stages of data condensation, displaying data and verifying. The study results show that student learning motivation increases with game-based online learning media, namely Quizizz. The research results show that with the implementation of online learning media based on the Quizizz game, student learning motivation tends to increase, characterized by the desire to succeed, the creation of learning needs, awareness of ideals and the creation of a pleasant learning atmosphere.

Keywords: learning motivation, learning media, Quizizz application

Abstract

Penciptaan pembelajaran yang efektif untuk meningkatkan motivasi belajar perlu dilakukan di berbagai jenjang pendidikan, diantaranya dengan menerapkan media pembelajaran online berbasis game, yaitu aplikasi Quizizz. Media pembelajaran yang menarik dibutuhkan untuk meningkatkan motivasi belajar karena faktanya tidak semua peserta didik atau mahasiswa memiliki motivasi intrinsik yang tinggi. Penelitian ini mendeskripsikan bagaimana meningkatkan motivasi belajar mahasiswa Fakultas Ilmu Tarbiyah dan Keguruan UIN Raden Fatah Palembang. Merupakan penelitian kualitatif dengan metode deskriptif dan mengumpulkan data dengan observasi, wawancara, dan dokumentasi. Subyek penelitian adalah mahasiswa FITK yang mengikuti mata kuliah Studi Keislaman, berjumlah 34 orang. Data dianalisis menggunakan teknik analisis Miles dan Huberman yang terdiri dari tiga Langkah, yaitu reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa dengan diterapkannya media pembelajaran online berbasis game Quizizz motivasi belajar mahasiswa cenderung meningkat yang ditandai dengan adanya keinginan untuk berhasil, terciptanya kebutuhan belajar, kesadaran akan cita-cita dan terwujudnya suasana belajar yang menyenangkan.

Kata Kunci: motivasi belajar, media pembelajaran, aplikasi Quizizz

1. Introduction

Learning is a process of mental activity of each individual to achieve positive and lasting changes in behavior over a relatively long period through training and experience that affects both the physical and mental aspects of personality (Setiawan, 2022). Many factors influence learning success (Sarjana et al., 2022). One of them is learning motivation. Learning motivation is a psychological factor that is not intellectual, and its distinctive role is to foster the spirit of learning (Jannah et al., 2021). Motivation plays an important role in achieving student learning goals (Kahfi et al., 2022; Rahman, 2021).

There are two types of learning motivation, namely intrinsic motivation and extrinsic motivation. Intrinsic motivation comes from the students themselves, and extrinsic motivation comes from outside the students (Syamsuddin, 2021). Intrinsic motivation arises from the desire to learn a topic due to inherent interest, self-fulfillment, enjoyment, and to achieve mastery of the subject. On the other hand, extrinsic motivation is the drive to do something for the sake of achieving a certain result.

Actually, for successful learning, both types of motivation are needed. However, the fact is that not all learners or students have high intrinsic motivation. When the enthusiasm and independence of students' learning is declining, it takes something from outside themselves to encourage the learning motivation to reignite. Here the need for learning media arises. The use of appropriate learning media will certainly greatly support the effectiveness and efficiency of learning objectives (Koderi & Sabila Husin, 2021).

Learning media is something that is used as an intermediary for delivering messages from teachers to students (Hasan et al., 2021). The existence of learning media also affects student learning motivation. This is because the media has several important benefits, including (1) With the media, teaching and learning activities will seem interesting and trigger learning motivation; (2) The media helps convey material clearly, thereby increasing students' understanding; and (3) The teaching and learning process seems more varied, so students do not get bored quickly (Puspitarini & Hanif, 2019).

Educators are presented with a variety of learning media that can be used to increase students' learning motivation, both offline and online media. In today's digital era, educators cannot avoid online learning media. Because the learners or students faced now are millennials, who are very familiar with online applications and really like games. Games with their characteristics of fun many challenges and can be played collaboratively, making games popular with many people (Sitorus & Santoso, 2022). Students' feelings of pleasure and interest in learning are obtained from game-based learning media (Solviana, 2020).

One of the online learning media games is the Quizizz application. Quizizz is an educational game application that contributes to making the learning process more meaningful. Quizizz prepares a variety of questions that can be easily accessed by anyone. The use of this application can be done anytime and anywhere, not limited to the corner of space or time limits. In summary, Quizizz is a game-shaped application that educates and is flexible. Besides being able to be used as a learning medium, quizzes can also be a means of delivering interesting learning evaluations and making a pleasant impression (Salsabila et al., 2020). This study describes how to increase student learning motivation at the Faculty of Tarbiyah and Keguruan UIN Raden Fatah Palembang through online learning media learning (Quizizz).

2. Literature Review

Several studies have been conducted on the use of the Quizizz application. For example, research on the application of the Quizizz application to evaluate student achievement (Bellanar et al., 2020; Simbolon et al., 2019). These studies describe the use of Quizizz to improve student learning outcomes, both cognitive and skills. Then, there are also those who examine student perceptions of the use of the Quizizz application (Wulandari, 2022). This research shows that there is a high student perception of the use of the Quizizz application, especially for English material. Other researchers also examined the effect of the Quizizz application on student learning motivation (Febriyanty, 2021; Oktaviani et al., 2022, Purrohman, 2021). These studies each describe the impact of using Quizizz in increasing students' learning motivation. However, the fields of science are different, such as science subjects and civic education. The level is also at the elementary school level. No one has discussed the use of the Quizizz application in increasing student learning motivation, especially in Islamic Studies courses, which are very important so that students can understand Islamic teachings comprehensively. This is where the novelty of this research lies.

3. Research Methods

Qualitative research with descriptive data, the research subjects are students of the Islamic Education Study Program, Faculty of Tarbiyah and Keguruan UIN Raden Fatah Palembang, totaling 34 people. Data were collected through observation, interviews, and documentation and then analyzed using triangulation techniques (Makbul, 2021; Hardani, 2023). Participatory observations were made before and after the application of online learning media, namely Quizizz. Participatory observation is a form of data collection in which the researcher is directly involved in observing the research subject (Amalik, 2020). Data is explored more deeply through interviews. The interview model used is an open interview, which has guidelines but can be developed by researchers to explore data around the issues being studied (Hansen, 2020). The interview used Google Forms. The documentation collected was documentation of the learning process of the Islamic Studies course. The data analysis process uses the Miles and Huberman model, which consists of three steps: data reduction, data presentation, and conclusion drawing (Thalib, 2022).

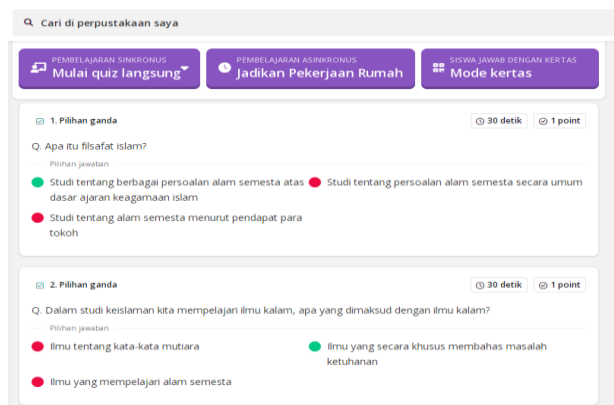
4. Results and Discussion

4.1. Research Results

The initial step of this research is to design a quiz model and compile teaching materials that will be applied to Quizizz-based online learning. The teaching material used is the Islamic Studies course in the PAI study program at FITK Raden Fatah Islamic University Palembang. In addition to preparing the quiz model and materials, open questions were also prepared in the form of web-based through Google form for semi-structured interviews with respondents, namely Islamic Education study program students at FITK Raden Fatah State Islamic University Palembang. After carrying out the main steps in research planning, the next step is to choose interesting features offered by the Quizizz application.

In addition to providing a colorful quiz model, the Quizizz application also presents supporting images and music. This makes the learning atmosphere more lively and fun because it stimulates students to participate and play an active role. The quiz feature used is a multiple choice model with a classic quiz type so that participants will answer the quiz and get a score

independently. The scores obtained can be shared automatically through several social networks such as Google Classroom, Twitter, Microsoft Teams and so on. The Quizizz application also provides a code feature in the form of a unique link or number that can be shared through several platform options to quiz participants as an entry key.



Form of quiz questions

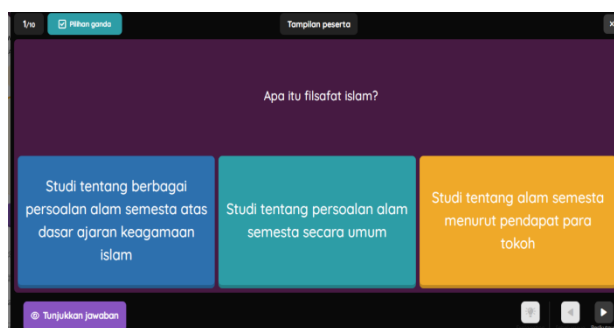


Figure 2. Multiple Choice Feature



Figure 3. Quiz Mode

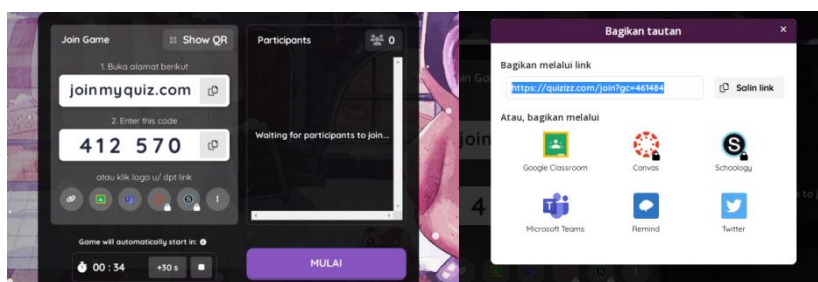


Figure 4. Platform Codes and Options

After the quiz is carried out, the Quizizz application will provide a recap of the acquisition of scores, which will consist of an *overview*, *participant data*, *time data*, and *quiz details*. These results can be connected directly to *Google Classroom* or downloaded in *spreadsheet* format on *Microsoft Excel*. In the *overview* section is written in detail and clearly from the level of accuracy, average time, and recapitulation of answers from each participant and also presented as a percentage gain. In addition to detailed score details, Quizizz also provides information regarding the number of scores obtained, the total time required, and the type of internet network used. This automatic recapitulation feature is certainly very helpful for lecturers in finding out the extent to which participants have successfully answered the quiz. At the end of the quiz series, this application presents a championship feature consisting of 3 major rankings. This championship is based on the accuracy of answers and time effectiveness. With this feature, it can also make it easier for lecturers to know the winner of the quiz and motivate other students.

A	B	C	D	E	F	G	H	I	J	K	L	M
	Pertanyaan	Tipe Soal	Akurasi Pertanyaan	Waktu Rata- Rata per Pertanyaan (mm:dd)	Benar	Salah	Tidak dijawab	Emilia Trisiska (Emilia Trisiska)	Anisa Nurfadillah (Anisa Nurfadillah)	Dwi Kurnia Sari (Dwi Kurnia Sari)	Selvy Aprilliani (Selvy Aprilliani)	Mahdiy Nur (Mahdiy Nur
1	Apa itu filsafat islam?	Pilihan ganda	70%	00:23	12	0	5	Studi tentang berbag	Studi tentang	Studi tentang	Studi tentang	Studi ter
2	Dalam studi keislaman kita mempelajari ilmu	Pilihan ganda	76%	00:18	13	1	3	Ilmu yang secara khu	Ilmu yang seci	Ilmu yang seci	Ilmu yang me	Ilmu yan
3	Diantara ciri-ciri kebenaran dalam ilmu kalam	Pilihan ganda	58%	00:17	10	4	3	merujuk pada nash A	merujuk pada	merujuk pada	merujuk pada	merujuk
4	Berikut yang tidak termasuk ciri-ciri berfilsafa	Pilihan ganda	52%	00:15	9	3	5	Dogmatis	Dogmatis	Dogmatis	Dogmatis	Dogmati
5	Kesamaan antara ilmu kalam dan filsafat adala	Pilihan ganda	58%	00:20	10	2	5	menggunakan akal di	menggunakan	menggunakan	menggunakan	menggu
6	secara general aqidah yaitu	Pilihan ganda	76%	00:14	13	1	3	keyakinan	keyakinan	keyakinan	keyakinan	keyakine
7	diantara ciri-ciri aqidah dalam islam yaitu, kec	Pilihan ganda	52%	00:22	9	5	3	sangat rasional	sangat rasioms	sangat rasioms	sangat rasioms	sangat re
8	yang termasuk macam-macam aqidah yaitu :	Pilihan ganda	64%	00:20	11	2	4	tauhid al-uluhiyyah,	tauhid al-ulu	tauhid al-ulu	tauhid al-ulu	tauhid al
9	ciri-ciri akhlak yaitu :	Pilihan ganda	64%	00:10	11	1	5	tabiat/kebiasaan	tabiat/kebias	tabiat/kebias	tabiat/kebias	tabiat/ke
10	yang termasuk dalam tujuan diciptakannya ms	Pilihan ganda	52%	00:10	9	5	3	beribadah dan pemin	beribadah dar	beribadah dar	beribadah dar	beribada
2			62%	02:49	107	24	39	100%	100%	100%	90%	100%

Figure 5. Overview of the Islamic Studies Quiz

Peringkat	Nama Depan	Nama Belakang	Percobaan #	Akurasi	Skor	Benar	Salah	Tidak dijawab	Total Waktu yang Dihilangkan	Dimulai pada	Info
1	Emilia	Trisiska	10	100%	6900	10	0	0	02:51	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
2	Anisa	Nurfadillah	10	100%	6900	10	0	0	02:28	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
3	Dwi	Kurnia Sari	10	100%	6800	10	0	0	03:12	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
4	Selvy	Aprilliani	10	90%	6300	9	1	0	03:06	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
5	Mahdiyyah	Nur	10	100%	6300	10	0	0	02:12	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
6	Febi	Febriani*	10	100%	6200	10	0	0	01:14	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
7	Dwi	Okta	10	80%	4800	8	2	0	01:24	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
8	Linda		10	80%	4300	8	1	1	02:06	Fri 06 Jan 2023, 09:50 AM	lobile WebView on Android
9	Fahrur	Rozi	10	70%	4200	7	3	0	03:03	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
10	Febi	Febriani**	6	60%	3800	6	0	4	00:27	Fri 06 Jan 2023, 09:55 AM	me Mobile on Android
11	MUJILA	PAI I	7	50%	3600	5	2	3	04:48	Fri 06 Jan 2023, 09:50 AM	lobile WebView on Android
12	Wildan	Saputra	10	60%	3600	6	4	0	02:10	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
13	Ilham	Azmi	8	30%	1800	3	5	2	02:22	Fri 06 Jan 2023, 09:50 AM	lobile WebView on Android
14	Ayu	Pratiwi	8	30%	1800	3	5	2	03:54	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
15	Triya	Anggraini	3	20%	1200	2	1	7	01:51	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
16	Febi	Febriani	0	0%	0	0	0	0	00:00	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android
17	Admin		0	0%	0	0	0	0	00:00	Fri 06 Jan 2023, 09:50 AM	me Mobile on Android

Figure 6. Recapitulation of Participant Data



Figure 7: Percentage of Participants

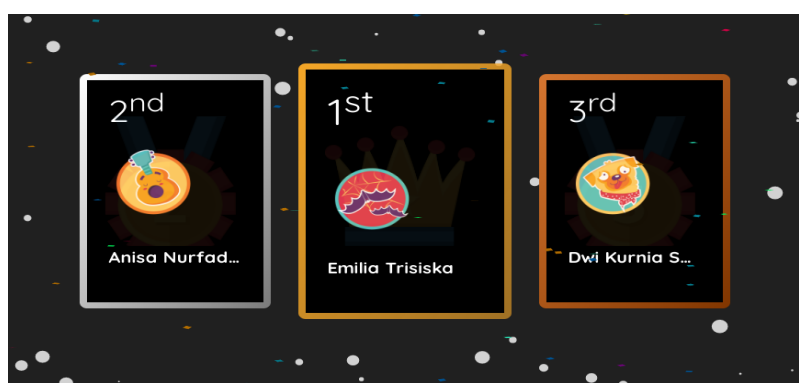


Figure 7. Participant Ranking

4.2. Discussion

This research focuses on how to increase student learning motivation. To find out how the implementation of Quizizz increases student learning motivation, it starts by observing learning and continues by holding a lecture process using Quizizz, then conducting semi-structured interviews with respondents. Observations were held during lecture hours; many students did not participate actively due to a less conducive learning atmosphere and a learning model that was still monotonous.

The implementation of the Quizizz application has a positive impact on student learning motivation, characterized by several things:

- 1) The desire to succeed

The impact of the Quizizz application has an influence on students' desire to succeed. This is evidenced by students who are enthusiastic and enthusiastic about attending lectures because of the interesting and fun learning design (Emilia, 2023). The quiz is also accompanied by pictures and music so that students do not feel bored and saturated (Anisa, 2023). Student learning motivation has increased after participating in learning using the Quizizz application. The Quizizz application packages learning in the form of games, making the learning atmosphere more fun and the subject matter easier for students to understand.

- 2) Creating needs in learning

The next impact of using the Quizizz application in learning is the encouragement and need to learn. This encouragement and need to learn is felt by students who take Islamic Studies lectures using the Quizizz application (Linda, 2023). A relaxed learning design forms a positive learning atmosphere and improves student mood (Munjila, 2023). The Quizizz application is sophisticated among students because of its unique existence, which is accompanied by modern backgrounds, memes, and color backgrounds. Quizizz also makes learning more relaxed. This then facilitates the learning process, and students are encouraged to learn.

3) Prioritizing hopes and dreams

Every student must be aware of a goal. Quizizz-based learning of Islamic Studies material in the PAI study program at FITK Raden Fatah State Islamic University Palembang has an impact on the hopes and aspirations for the future. The Quizizz application has an impact on the appreciation students have for the learning process. As one of the sophisticated online learning media, the Quizizz application provides its own appeal among students (Ilham, 2023). Its existence is seen as one of the solutions to overcoming boredom in learning. The appearance that is more enjoyable than conventional learning models makes it easier for students to understand the material and increases motivation in learning (Ayu, 2023). Students also expressed their hopes, namely the use of Quizizz, to become more familiar with the college environment, such as for ice breaking and variations in learning methods (Tria, 2023).

4) The realization of interesting activities

To increase learning motivation, an interesting and not monotonous learning model is needed. The impact of implementing the Quizizz application, which is equipped with music and unique features, makes learning activities more interesting. Students' interest in Quizizz is not only because of its attractive and fun appearance. More than that, Quizizz makes students feel that learning is more fun and not boring (Fahrur, 2023). This is in line with the theory that one of the benefits of learning media is to increase students' learning motivation (Puspitarini & Hanif, 2019).

5) The formation of a conducive learning situation that helps students understand the material well

The use of the Quizizz application in learning can also create a conducive learning situation so that students can learn better. The existence of interesting features in Quizizz and timers has an impact on learning conditions that are more conducive because students become excited but remain calm and orderly in learning (Munjila, 2023). The Quizizz application also has an organized system so that students can take part in learning actively and effectively even though it is carried out online.

5. Conclusion

The existence of learning motivation influences success in the teaching and learning process. One factor that influences the increase in student motivation is using learning media. The Quizizz application is a learning media game that is very helpful in increasing students' learning motivation. Its use, which mushroomed during the pandemic, has continued after the pandemic because the Quizizz application has proven to be quite sophisticated and favored by students.

The use of quizzes as a learning medium can increase student motivation. This is indicated by the desire of students to succeed in learning, the creation of learning needs, the enthusiasm for

ideals, the realization of interesting activities and the formation of a conducive learning situation. Students can understand the material optimally, follow the learning process enthusiastically, and are motivated to utilize Quizizz media in the future.

This study was only limited to respondents of PAI study program students at FITK UIN Raden Fatah Palembang, especially Islamic Studies courses. Therefore, the analysis in this study cannot be used as a reference to explain the use of the Quizizz application in increasing student learning motivation on a large scale. For this reason, further research is needed to expand the research area and source more varied research data. This way, appropriate steps can be taken to increase student learning motivation.

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