

Use of Quizizz for Learning Evaluation Class IV Primary School

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ABSTRACT

Educators in the national education system are responsible for planning and implementing the learning process, assessing learning outcomes, providing guidance, as well as conducting research and community service. Learning evaluation is a core competency that every educator must have, including the ability to use modern evaluation tools in accordance with technological developments such as Quizizz. This research aims to describe the use of the Quizizz application in evaluating learning in class IV elementary schools. The research method used is descriptive qualitative, with data collection techniques through observation, interviews and documentation. The research subjects consisted of teachers and fourth grade students in one of the elementary schools. The research results show that using Quizizz can increase students' learning motivation. This can be seen from the students' enthusiasm in taking the quiz and their active participation during the evaluation process. Students feel more challenged and motivated to learn because of the interactive and gamification features offered by Quizizz. In addition, the feedback provided through Quizizz has proven to be effective in helping students understand their mistakes and improve their understanding of the lesson material. Teachers can provide feedback directly after students complete a quiz, so students can immediately find out the results and correct their mistakes. Research also finds that Quizizz makes it easier for teachers to manage learning evaluations. Teachers can easily create quizzes, aggregate results in real-time, and provide fast and accurate feedback to students. Based on these findings, it can be concluded that Quizizz is an innovative and effective evaluation tool in improving the quality of learning in class IV elementary schools.

KEYWORDS

learning evaluation; quizizz

1. INTRODUCTION

Education is one of the key factors in enhancing the quality of human resources (HR) in a country. High-quality HR is undoubtedly based on the educational values instilled in society (Sanga & Wangdra, 2023). Education is the main foundation in shaping knowledgeable and characterful generations. Primary schools, as the first formal educational institutions, play a crucial role in building the foundation of knowledge, attitudes, and skills of students. At this stage, learning in the fourth grade becomes very important because it is a critical period in the development of students' cognitive and social abilities.

Law Number 20 of 2003, Article 39, Paragraph 2, regarding the National Education System, states that educators are professional personnel tasked with planning and implementing the learning process, assessing learning outcomes, providing guidance and training, as well as conducting research and community service, especially for educators at higher education institutions. Therefore, one of the competencies that educators must possess is the ability to conduct evaluations, both in the learning process and in assessing learning outcomes. The ability to carry out learning evaluations is a fundamental skill that must be mastered by educators or prospective educators as part of their professional competence (Asrul, Sarigih, & Mukhtar, 2017). Learning evaluation aims to assess the efficiency of the implemented learning process and the effectiveness of achieving the set learning objectives (Magdalena, 2023). Learning evaluation in primary schools is necessary to measure the extent to which learning objectives have been achieved and to identify areas that need improvement (Septiani, Pratiwi, & Rossy, 2023).

Learning evaluation aims to assess the effectiveness of the learning process, the achievement of learning objectives, and the development and progress of students. Educational evaluation involves various methods and techniques to collect data on learning achievements, levels of understanding, attitudes, and skills of students. The results of these evaluations are then used to provide feedback to students, teachers, and the overall educational system to improve the quality of learning and achieve the set educational goals (Ansya, Alfianita, Syahkira, & Syahrial, 2024).

With technological advancements, various digital-based evaluation tools have been introduced, one of which is Quizizz. Quizizz is an interactive learning platform that allows teachers to create fun and challenging online quizzes (Ansya et al., 2024). The use of Quizizz is expected to overcome various obstacles in traditional evaluations, such as time constraints, lack of question variety, and delayed feedback. In the fourth grade of primary school, effective evaluation not only measures students' understanding but also enhances their learning motivation. Additionally, according to Saputri & Prastowo (2024), Quizizz is a free online learning medium or e-learning tool that not only increases students' learning motivation but also impacts their learning outcomes. With Quizizz, students can answer learning questions in the form of games with music to increase their enjoyment of answering the questions. This application brings the concept of multiplayer activities into the classroom, turning it into an interactive and enjoyable practice session (Rajagukguk, 2020).

Quizizz is an application used to evaluate students' learning outcomes. Technically, Quizizz can be a downloadable application or accessed online. Students only need to click the URL provided by the teacher and enter their names. In this situation, a teacher can monitor how well their students understand and retain information (Mujahidin, Salsabila, Hasanah, Andani, & Aprillia, 2012). One of the important factors in the success of learning is student motivation. With the gamification features offered by Quizizz, students feel more

challenged and motivated to learn. Additionally, the feedback provided through Quizizz has proven effective in helping students understand their mistakes and improve their understanding of the lesson material. Teachers can give feedback directly after students complete the quiz, allowing students to immediately know the results and correct their mistakes.

This research aims to describe the utilization of Quizizz in learning evaluation in the fourth grade of primary school, assess its impact on students' learning motivation, and evaluate the effectiveness of the feedback provided through Quizizz. It is hoped that the results of this research can provide new insights into the use of digital evaluation tools in learning and improve the quality of education in primary schools.

2. METHODOLOGY

The research method used in this research is a descriptive qualitative method, with the aim of describing in depth how the Quizizz application is used in evaluating learning in class IV elementary schools. According to Sugiono (2013) Qualitative research is a type of research carried out in the natural conditions of the object, with the researcher as the main instrument (Harahap, 2020). This approach was chosen for the reason of providing a comprehensive picture of the phenomena that occur in the field. The subjects of this research were teachers and students in class IV at an elementary school in the city of Jambi. Data collection in this research used three main techniques. This technique consists of observation, interviews and documentation. Observation techniques are carried out to observe directly how the Quizizz media is used as a learning evaluation medium, this also includes interactions between teachers and students as well as how students respond to the use of Quizizz. The interview technique was carried out in depth to explore their experiences, perceptions and responses in applying Quizizz in learning evaluation. The aim of this interview was to obtain in-depth information about the benefits, challenges and impacts of using Quizizz in learning, the last was the documentation technique, in the form of quiz results , reports on learning outcomes and students' written responses which are also collected as complementary data from observations and interviews. Data analysis from research refers to the analysis technique proposed by Milles and Huberman with three main steps, namely data reduction, data presentation, and drawing conclusions.

3. RESULTS AND DISCUSSION

3.1. Utilization of Quizizz in Learning Evaluation

The use of Quizizz in learning evaluation in fourth-grade elementary school has shown positive results. Teachers use Quizizz to create quizzes that cover the material taught. The evaluation process is conducted online, where students can access the quizzes through devices like laptops or tablets. Teachers can also monitor quiz results in real-time and provide immediate feedback to students. Quizizz allows teachers to create various types of questions, such as multiple choice, short answer, and true-false, which can measure different aspects of students' understanding.

Observations of the use of Quizizz in fourth-grade learning evaluation reveal several significant findings. First, the use of Quizizz successfully changed the classroom dynamics to be more interactive and dynamic. Students actively participated in answering the quiz questions made by the teacher, using their own devices to access the Quizizz platform. Second, from the teacher's management perspective, Quizizz provides ease in creating quizzes and managing the evaluation process as a whole. Teachers can quickly monitor

students' progress and quiz results in real-time and provide immediate feedback after students complete each quiz. This reduces the time needed to give individual feedback to each student, allowing teachers to focus on guidance and adjusting the learning process. Third, the variety of questions provided by Quizizz, such as multiple choice, short answer, and true-false, allows teachers to measure various aspects of students' understanding holistically. Thus, learning evaluation becomes more comprehensive and can capture different levels of students' understanding of the taught material. Fourth, students showed high motivation in using Quizizz as an evaluation tool. They felt challenged to achieve the highest scores in the quiz, especially with the gamification feature like the leaderboard, which fosters healthy competition among students. This reflects that the use of technology in learning not only increases evaluation efficiency but also enriches students' learning experiences in an engaging and enjoyable way.

Overall, these observations affirm that the utilization of Quizizz in fourth-grade learning evaluation provides positive impacts both from the teacher's management and students' learning motivation. This platform not only supports effective and efficient evaluation processes but also creates a more dynamic and interactive learning environment for students.

3.2. Impact of Quizizz Usage on Students' Learning Motivation

Based on interviews with students, the use of Quizizz has a positive impact on their learning motivation. Students showed high enthusiasm in doing the quizzes and expressed that they felt challenged to achieve high scores in each Quizizz session. They liked the interactive features such as the leaderboard that shows their rankings and power-ups that provide additional advantages during the quiz. Students also stated that using Quizizz was more enjoyable compared to traditional evaluation methods, which usually felt monotonous and less interactive.

3.3. Effectiveness of Feedback Through Quizizz

Feedback provided through Quizizz proved to be effective in helping students understand their mistakes and improve their understanding of the lesson material. Teachers can give immediate feedback after students complete the quiz, allowing students to know their results right away and correct their mistakes. Students considered the quick and specific feedback very helpful in improving their understanding and academic performance. Teachers also felt supported because Quizizz provides comprehensive quiz result analysis, making it easier for them to identify students' weaknesses and strengths.

Students' learning motivation increased significantly with the use of Quizizz. The gamification features on Quizizz made students feel challenged and actively involved in the learning process. This aligns with learning motivation theory, which states that students' intrinsic motivation can be increased through engaging and enjoyable learning approaches. Quizizz successfully created a fun and competitive learning atmosphere, encouraging students to strive harder and actively participate in the evaluation process. This research is also supported by a classroom action research by Pusparani (2020), which applied Quizizz as a learning evaluation tool and found that its use as a learning medium for evaluation activities resulted in increased student interaction and motivation. The increase in learning outcomes was reflected in the improved Quizizz scores. In the first cycle's first meeting, 37.5% of students achieved mastery. This percentage increased to 62.5% in the second meeting of the first cycle. In the first meeting of the second cycle, the mastery percentage reached 87.5%, and in the second meeting of the second cycle, it reached 100%. All students achieved mastery in the learning evaluation because they were

increasingly motivated to work on Quizizz, which in turn improved their understanding of the material and overall learning outcomes.

Quick and specific feedback is very important in the learning process. Through Quizizz, teachers can give immediate feedback after students complete the quiz, allowing students to quickly know and understand their mistakes. This aligns with feedback theory, which states that effective feedback should be given as soon as possible after students' performance is assessed, so they can immediately correct their mistakes and improve their understanding. Quizizz provides a platform that facilitates quick and accurate feedback, which is very beneficial for both students and teachers. According to Rafidah in Pakudu (2024), Quizizz's ability to use game elements to motivate, provide instant feedback, and enhance information retention through customized repetition are all key factors that support its effectiveness in the context of learning evaluation.

Quizizz makes it easier for teachers to manage learning evaluation. Teachers can easily create quizzes, monitor results in real-time, and provide quick and accurate feedback to students. Moreover, Quizizz also provides various analysis features that help teachers identify students' weaknesses and strengths. This ease of use makes Quizizz a very useful and effective evaluation tool in fourth-grade elementary school learning. According to Supriadi, Tazkiyah, & Isro (2021), one of the conveniences of Quizizz is that it is a free online learning platform that can be used to enhance teachers' motivation and students' learning outcomes. This application is available for download through the Android-based Play Store and can be accessed via smartphones or computers with an internet connection, allowing teachers and students to access Quizizz for free from anywhere and anytime.

4. CONCLUSION

This research aims to describe the use of the Quizizz application in evaluating learning in class IV elementary schools, assess the impact of its use on students' learning motivation, and assess the effectiveness of the feedback provided through Quizizz. Based on the research results, it can be concluded that the use of Quizizz in evaluating fourth grade elementary school learning has proven to be very effective. Teachers can easily create and manage quizzes that cover a variety of subject matter, while students can access quizzes via digital devices such as laptops or tablets. Quizizz also allows teachers to monitor quiz results in real-time and provide immediate feedback to students, which helps them understand mistakes and improve their understanding of the course material. Apart from that, using Quizizz can significantly increase students' learning motivation because of the gamification features which make the evaluation process interesting and fun. Students show high enthusiasm and active participation in taking quizzes. Quizizz makes it easier for teachers to manage learning evaluations and provide fast and accurate feedback. This ease of use makes Quizizz a very useful and effective evaluation tool in improving the quality of learning in grade IV elementary schools. Based on this conclusion, it is recommended that teachers make more use of Quizizz's interactive features and that schools provide facilities that support the use of digital technology in learning.

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