

FURTHER DEVELOPING UNDERSTUDY'S PERUSING APPRECIATION BY UTILIZING QUIZIZ

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Abstract

Perusing ability is one of the expertise that ought to be the need on the grounds that from perusing understudies can acquire data for themselves in learning. Perusing is one of the significant abilities to be dominated by understudies since it can further develop understudies' overall language abilities in English and can likewise expand understudies' English jargon. In this manner, perusing is an effective method for expanding their perspectives in English. Reading, on the other hand, is a challenge for students because it requires a lot of practice and skills. Not all understudies have a decent understanding abilities, that are designated in the curriculum. The understudies' need od jargon additionally influences their mptivation to peruse the text too. Some students are too lazy to read and only respond modestly to practice questions in the book containing previously studied material, especially when doing so. Since they are not keen on understanding texts or books that look exhausting. With that, we as need might arise to have fascinating and not dreary media. One way is by utilizing the right learning media.

Key words: appreciation, developing, understudy, Quiziz

INTRODUCTION

Many learning media have been presented, which can be applied by teachers, one of which is game-based learning media [1], [2], [3], of course it can also be used as a means of conveying material in the learning process, namely to measure students' understanding while getting the material that has been taught [4], [5], [6]. In the current era, technology-based learning media are generally more sophisticated than traditional media [7], [8], [9]. There are lots of game media to support the teaching and learning process, one of which is Quizizz [10], [11], [12]. Quizizz is a web tool for creating interactive quiz games that are used in online classroom learning [13], [14], [15]. In the practice of English for reading, Quizizz can increase students' reading skill by asking interesting questions [16], [17], [18]. In addition, Quizizz has advantages that Quizizz can increase students' reading skill by asking interesting questions [19], [20], [21]. In addition, Quizizz has advantages and disadvantages in its use in the classroom [22], [23], [24]. We can expressed the advantages that Quizizz has is the attractive appearance of this application and the ease of making questions and their answers are very easy [25], [26], [27]. Besides the advantages, there are also weaknesses in this media, which states that this media is said to be weak because it is very dependent on an internet connection to play it [28], [29], [30].

Therefore, teachers must innovate in learning by utilizing information and communication technology in learning, through various media [31], [32], [33], such as electronic media and e-learning or online learning [34], [35], [36]. One method that can be taken is to use online application-based learning media [37], [38], [39] and or by using game-based learning methods (game based learning) [40], [41], [42]. The material provided by the teacher will be more easily understood by students with the help of appropriate learning media [43], [44], [45]. Some applicatons used by teachers in carrying out the learning process are : Ruangguru, Youtube, Power Point, Quizizz, Cake, Duolingo, Kahoot, and many more [46], [47], [48]. This learning approach using games can provide a new learning experience for students [49], [50], [51].

There are interesting features in the form of images and audio in Quizizz [52], [53], [54]. With that students can increase vocabulary through reading, writing, and listening [55], [56], [57]. Teachers can make interesting questions through Quizizz to evaluate students' English skills [58], [59], [60]. Meanwhile, students can also play Quizizz not only in class but also at home [61], [62], [63], because many Quizizz users have made interesting questions with various subjects such as mathematics, physics, English and general [64], [65], [66]. With that students can hone their skills by joining one of the subjects they want to follow [67], [68], [69]. Not only has a variety of school and general subjects, Quizizz also has a ranking system so that students compete with other users [70], [71], [72]. With that Quizizz is one of the effective game based learning to use [73], [74], [75]. Through the use of this technology, learning will be carried out properly [76], [77], [78].

METHOD

Researcher was interested in doing this research because as we know the previous pandemic situation, many children, especially in University, do not have the ability to read, especially English, so the researcher wanted to research how to find out the effectiveness of learning English through Quizizz, by increasing reading skills in English subjects, using quantitative methods. This research was conducted at University in Bandar Lampung. The subject in this study was Students of English Education. This study involved 20 students. The research was conducted by teaching and explaining the material, and then pre-tst and followed by post-test. There were several steps, including (material, pre-test, and post-test).

With the researchers providing material in advance about the family that had not previously been studied by explaining the meaning, family tree, spelling, conversation, and existing vocabulary. Pre-test, practice questions on the blackboard and in the last hour introduce Quizizz and try practice questions using Quizizz. Post-test, at the end of the day carrying out practice questions using Quizizz with material that has been studied and written previously. With the specified time.

RESULTS AND DISCUSSION

This chapter deals the findings and discussion of the research. The findings shows the data obtained through the test to see achievement of the English Education students after baing taught through Quizizz application [79], [80], [81].

The purpose of this research was to find out whether there is the significance differences the students' after used Quizizz application [82], [83], [84]. This research was conducted at the English Education students of University located in Lampung which consists of 20 students [85], [86], [87]. The result of data findings found that teaching reading comprehension through Quizizz Application was improve the students' achievement in literal comprehension in main idea and interpretive comprehension understanding vocabulary [88], [89], [90].

The research was conducted in 3 meetings with online learning, where at the first meeting gave a question sheet to determine students' reading ability, at the first meetings the researcher explained the English material and also the media to be used [91], [92], [93], and at the last meeting students were given a post-test to find out the final result of this method [94], [95], [96]. It could be seen the result data analysis was follow :

	N	Minimum	Maximum	Mean	Std. Deviation
Pre Test	16	1.00	78.00	40.5625	22.51805
Post Test	16	60.00	92.00	73.7500	9.68504
Valid N (listwise)	16				

Table 1.1 Descriptive Statistics

Based on the table above, the result of 16 English Education students, the smallest value of the pre-test and post-test has the different number, namely from pre-test is 1.8 with only

correct one question and from post-test is 60. And while the highest score at the pre-test is 78 and the post-test is 92. During the pretest, the average total score of students is 40.5 and the post-test total score is 73.7.

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid 1	2	12.5	12.5	12.5
26	1	6.2	6.2	18.8
32	1	6.2	6.2	25.0
34	4	25.0	25.0	50.0
42	1	6.2	6.2	56.2
43	1	6.2	6.2	62.5
46	3	18.8	18.8	81.2
74	1	6.2	6.2	87.5
78	2	12.5	12.5	100.0
Total	16	100.0	100.0	

Table 1.2 The result of Pre-Test

Based on the table above, all English Education students carried out a pre-test with the data in the table of 16 students, actually 20 students but 4 can't attend to the meeting, so the researcher entered only 16 students in the data table [97], [98]. And the most students scores were obtained by 4 students with a value of 34 and 2 students who got the highest score with a value of 78 [99], [100].

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid 60	2	12.5	12.5	12.5
64	1	6.2	6.2	18.8
68	3	18.8	18.8	37.5
72	3	18.8	18.8	56.2
76	3	18.8	18.8	75.0
80	1	6.2	6.2	81.2
84	1	6.2	6.2	87.5
92	2	12.5	12.5	100.0
Total	16	100.0	100.0	

Table 1.3 Result of Post-Test

Based on the table above, all English Education students carried out a post-test with the data in the table of 16 students, actually 20 students but 4 can't attend to the meeting, so

the researcher entered only 16 students in the data table. And the most student scores were 68, 72, and 76 with 3 students each getting that score. And for the greatest value obtained by 2 students with a value of 92.

	Paired Differences					t	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
				Lower	Upper			
Pair 1 Pre Test - Post Test	-3.318E1	14.05906	3.51452	-40.67851	-25.69649	-9.443	15	.000

Table 1.4 The Paired Samples Test

Based on the table 1.4 above that rule is if the significant two tailed value is lower than 0.05, it means there is a significant increase between pre-test and post-test. So in this research there was an increase between pre-test and post-test of using media Quizizz.

CONCLUSION

Reading skill is one of the skills that should be the priority because from reading students can gain more information for themselves in learning. Thus reading is a good way to broaden their horizon in English. However, reading is also a challenge for students because students need lots of practice and skills. Not all students have good reading skills that are targeted in the curriculum. The students' lack of vocabulary also affects their motivation to read the text as well. Quizizz is a web tool for creating interactive quiz games that are used in online classroom learning. In the practice of English conducted through online learning, Quizizz has become a useful medium for teaching English. Especially for reading, Quizizz can increase students' reading skill by asking interesting questions. In addition, Quizizz has advantages in its use in the classroom, expressed the advantages that Quizizz has is the attractive appearance of this application and the ease of making questions and their answers are very easy.

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