The Effectiveness of Using The Quizizz Game Application to Increase English Vocabulary

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Abstract: *The foundation of composing this article is a result of the absence of inspiration to learn English. This is on the grounds that English is as yet thought to be troublesome by understudies and the absence of learning media so that learning must be finished by replicating, taking notes and retaining jargon. Truth be told, learning English is a vital example, since English illustrations will keep on being considered to a more significant level. In light of this foundation, the creators are keen on looking at how powerful the learning of English is in a manner that is fun and preferred by kids, to be specific through quizizz games. Learning English jargon through games is relied upon to expand their inspiration towards learning English. The methodology utilized in this review is a subjective methodology, where analysts gather information and data on this make a difference to English coaches with respect to their encounters when involving the Quizizz application as a learning medium to build understudies' inspiration in learning English. In light of the exploration directed by the scientists, it very well may be reasoned that learning English through the games application is very powerful and ready to expand understudies' learning inspiration.*
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INTRODUCTION

Learning English is quite possibly the main subject, since this example will proceed to a more elevated level. What's more, everybody is additionally needed to have the option to impart in this global language. Consequently, it is essential to get ready understudies in dominating English. To give simple comprehension to understudies, the educator should give the right strategy, with the goal that understudies are keep on learning English. The right learning procedures will make understudies not effortlessly exhausted when learning happens, particularly in learning English vocabulary.(Khusniyah & Hakim, 2019) Normally understudies who are as yet in grade school will think that it is hard to memorize vocabulary, and furthermore articulate words in English. Nonetheless, vocabulary is vital and principal in learning a language. Without a decent and satisfactory vocabulary, an individual can not impart successfully and to communicate his thoughts both orally and recorded as a hard copy. Not with standing sufficient vocabulary, it is likewise important to focus on inflectional

prefixes and postfixes and inference prefixes and additions(Aini, 2019).It is verifiable that vocabulary learning will create and develop assuming it is concentrated unexpectedly like nonstop openness, in particular as far as perusing, tuning in, talking and furthermore composing. So as far as learning English, vocabulary plays a vital part.

In response to the issues raised, the authors explore the potential of the quizizz games app to boost students' vocabulary acquisition and motivation for learning. This is due to the fact that traditional approaches to teaching English are always repetitive, leaving students feeling bored and reducing their motivation to study the language. As a final point, students command of the English language is severely lacking. Students will be more engaged in their English studies and vocabulary learning with the help of teaching media, specifically the quizizz game app.

The advantages of using the quizizz app have been demonstrated in a number of studies. This demonstrates how quizizz can be used to boost students knowledge and abilities. To better accommodate learning media in Indonesia, which is not only applied conventionally, quizizz learning media has been adopted as one method. In addition to other forms of education centered around IT and Informatics.(Pertiwi et al., 2021) Positioning the narrative perspective as a strategic positioning of the technology-based educational learning model is possible. For the purpose of producing a formulation of efforts in problem solving via the quizizz application, with a focus on elementary school students. Whereas, typically at this age, they require a learning method that is fun and interesting rather than boring. It's a lot of fun for them to pick up knowledge in a playful setting. Because of this, they will be more eager to expand their vocabulary in English. Quizizz games

have been shown to boost student engagement and performance in the classroom. In line with this view.(Poole, 1978) argues that game-based learning has good potential to be used as an effective learning medium because it can stimulate both visual and verbal components.

This will be the subject of the researcher's discussion, by bringing up an interesting topic that is currently being used by educators, namely "the effectiveness of using the quizizz game application to increase English vocabulary".

METHOD

This research study uses a qualitative approach to explore how the effectiveness of using the Quizizz game application is to improve English vocabulary learning. this qualitative study has many dimensions and is more realistic and naturalistic in its approach. naturalistic, has implications for both the methodology and the research environment.

The selection of this qualitative study was determined based on the suitability between the defining characteristics and the approach and research problem formulations disclosed. This research was conducted with the aim of providing an overview of how effective the use of the Quizizz game application is to improve English vocabulary learning. This research was conducted in one of the online English courses using quizizz media in learning.

In obtaining data, the researchers conducted observations and interviews with tutors who teach in Bahasaku Inggris. After the information is obtained, the researcher conducts an in-depth analysis of the findings in the field, because the hypothesis is not needed, the researcher can focus on presenting the available data clearly through analysis and information using a qualitative descriptive approach.

RESULT AND DISCUSSION
A. Quizizz Application As A Learning Medium

One of the arrangements contained in the 1999-2004 National Education Program is to work on the nature of public instruction. Different endeavors to work on the nature of instruction in 2010 will be and have been carried out, incorporating furnishing schools with different learning offices and assets. This is in accordance with Article 2 of Law No. 2 of 1989 on the National Education System, which states that each school-track training unit can provide adequate learning offices as a means to aid in the implementation of instruction.(Chen et al., 2019) should make use of a wide range of innovative approaches to learning that are both pleasurable and easy to implement, such as increasing the variety of learning procedures from supplementary materials, offices, and, in particular, learning media.

Given the pandemic change, which requires helping and learning exercises to be done on the web. In this manner, innovation plays a vital part in the progression of the instructing and learning process during the pandemic. The right learning media is something critical to help the accomplishment of instruction.(Tang, 2020) Learning media's role as a collection of means by which messages about learning can be transmitted to learning goals. This is entirely under the guidance of the educator and serves to evaluate and quantify the development of student learning.

To youngsters, the talk learning methodology with the media of conveying material straightforwardly as though the educator was giving a talk, can't be supposed to be a viable system. Conditions amidst a pandemic, presumably make kids will more often than not get exhausted rapidly. So it is certain that the material introduced by the instructor can't be effortlessly acknowledged by the understudies.

Faster globalization led to more diverse mechanical flows, which in turn led to the development of the Quizizz app as a learning medium, which helps keep lessons on track even in the midst of a pandemic. Since Quizizz is a web-based application, its usefulness is largely dependent on the availability of stable internet connections.

In the midst of adjusting to the Coronavirus pandemic, it is essential that Quizizz learning media be continuously improved in order to become a serious application as a learning medium. In other words, the use of learning media is inextricable from instructional strategies.(Ardiansyah, 2022) Learning designs are coordinated, then, at that point, applied dependent on the impediments of instructive innovation. Fundamentally, there are 4 learning designs applied in Indonesia, 1) 1) Standardized structures, most notably the traditional hierarchy of teacher and student, 2) The instructor uses various forms of media to create, 3) The conceptualization of media for education purposes, 4) Approaches to education that rely solely on the media.

The third learning design categorizes Quizizz as a medium for learning, which elevates the role of media in the learning framework to the same level as other components. Using the Quizizz app, students can create and implement learning designs that incorporate high-quality visuals and audio. The Quizizz app has advantages that make it useful not only as a learning tool, but also as an assessment tool; for instance, it can be used to collect data and perform calculations on student performance; the results of these can then be used to get a sense of how well students understand the material, which can then be used as a part of their overall grade. Therefore, adding nuance to the instructor's fun assessment and learning

strategies for students (Nur Wulandari, 2016).

The Quizizz app has a number of features that can be used by teachers as a means of assigning homework. Other than finishing tasks, understudies can feel discovering that is straightforward in contemplating replies, in light of the fact that the Quizizz application has a new look and is wealthy for no particular reason things (Purba, 2019). A game can't be isolated from imaginative, creative, bold, and fun components, which would then be able to encourage positive inspiration to gain from every understudy. Thus, it can understand the beliefs and objectives of instruction in a substantial and even way.

Quizizz's user interface is intuitive. There may be as many as four or five possible answers on this intuitive test, with only one being correct. The settings of the inquiry can be adjusted nonetheless you like, and you can even upload an image to serve as the inquiry's basis. When the exam is ready, it is typically distributed to students via the generated 6-digit code. Without sacrificing the core values of continuous learning, Quizizz can be used as an effective and enjoyable learning method. Indeed, even this system can include dynamic understudy interest from the beginning (Khusniyah & Hakim, 2019).

B. Viability of Using Quizizz Applications for Vocabulary Learning

Consequences of the examination that the scientists acquired with respect to the viability of involving the Quizizz application for vocabulary learning, it is very viable. Since understudies will be more keen on accomplishing the everyday schedule instructors will likewise think that it is more straightforward to quantify understudy learning results. Students have more enthusiasm for learning and are more active in completing assignments when using the Quizizz app. Quizizz is a social app, played not only by individuals but also by groups of friends. When they play, it will feel like a competition, and they'll do their best to win by giving the right answers to the questions.

The Quizizz app can also be used for studying and preparing for the Test of English as a Foreign Language. Students will be more engaged and able to clearly understand the material despite the lengthy nature of the standard procedure thanks to this app (Aini, 2019) .The results of the tests given by the scientists in the field and at the guide meetings showed that the Quizizz app was helpful in determining how well students were assessed. Since the framework from the quizizz application can make its own inquiries which are then appropriated to understudies and set handling times. So with this coach it will be simpler to quantify understudies' capacities. You'll get a score at the end of the quiz, and the highest and lowest possible scores will stand out immediately.

This demonstrates that students benefit greatly from using the quizizz app to better grasp the material being taught in the classroom. Students are more engaged and have a less difficult time understanding the taught jargon when they have access like in a game and a straightforward presentation and the efficiency with which the client achieves their goal while using the quizizz app is inseparable from the success of that goal. It's important to note that not all age groups have the same level of success with this software. Consequently, the application's use can be modified to suit the age and skill level of students in accordance with the relative difficulty of the questions. This demographic demonstrates the need to adapt the quizzes in the quizizz app to the skill and knowledge levels of students. Because some questions may be inappropriate for responses from people of different ages(Yip & Kwan, 2006).

C. Problems in Using Quizizz Applications in Learning

Different obstacles, including the use of monikers in-game, can sabotage the learning system. Typically, students will use pseudonyms or other identifiers to confuse their teacher about who is working with them and to give themselves an advantage in future attempts. Consequently, instructors will ask students to avoid hiding behind pen names and instead use their real ones (Chen & Li, 2010).

What's more, one more impediment in utilizing the quizizz application is the issue of a sign that isn't upheld. It's not often that everyone can tell when learning has taken place and the game is about to start with confidence. Their inability to start the game is ensured. Students with good signs will be eager to jump right in and start answering questions, while those with poorer signals will be slower to join the game and, by extension, slow to begin responding to questions. An occurrence like this will make the homeroom circumstance less helpful. Since they gripe and will get a handle on left. Another impediment is in the execution of this test, ordinarily understudies don't work alone in responding to the inquiries. In order to complete the games questions, some students will go to their parents for assistance. As a result, the final score won't be completely accurate, and it will be a sign of poor sportsmanship and lack of trustworthiness (Purba, 2019).

Given the above explanation, the sign is often considered to be the primary barrier to wider adoption of this app. Since certain understudies might think that it is hard to get to assuming the sign they have isn't adequate. Then, at that point, something else is the trouble to control understudies. Since there are a few understudies who have chipped away at the inquiries, but since many responses are not right, with the goal that they can without much of a stretch access the inquiries again until they get most extreme outcomes.

D. Attainable Learning Outcomes

A learning result test will be administered at the conclusion of each example, and the results will be recorded numerically or graphically. The value that students have received will be used as a yardstick to determine who has the right to obtain educational resources. the intellectual, emotional, and psychomotor domains are all represented in the encounters that students have with their instructors and peers as they progress through their coursework (Holidazia & Rodliyah, 2020).

Certainly, learning is not just about mastering the ideas of subject theory, but also about mastering habits and insights, pleasures and interests, gifts, a variety of skills, and expectations.

CONCLUSION

Maximum effort on the part of both teachers and students is required to achieve the standard learning outcomes. In the realm of education, among others, new technologies are making it easier for users to go about their daily business. Schooling has difficulties to have the option to upgrade the job of innovation to add to the achievement of instruction, both as far as figuring out how to assessment of learning. All understudies need fun learning models and strategies, particularly understudies at the period of kids.

The use of games is one form of learning media that can create an engaging learning environment without compromising students' ability to learn new vocabulary. To better disseminate educational content to students, websites like quizizz can be utilized. The benefits of this educational game will be felt in many ways, as entertaining media has been shown to stimulate cognitive processes and

increase the likelihood of its audience spending their study time wisely.

The quizizz app will be used as a supplementary instructional tool. where it's possible to encourage students' independence and growth through encouraging originality, time management, and self-reflection. With the help of this quizzing app for education. As has been made clear, this will make evaluating the situation much simpler. The quizizz app allows teachers to make more precise and trouble-free evaluations.

In any case, a portion of these advantages are unquestionably indistinguishable from impediments and shortcomings. However, this can be overcome if the educator is attentive to the needs, deficiencies, and differences of their students. It's also important to make sure that third-party apps, not just quizizz, can help keep the learning system as a whole functioning smoothly.

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