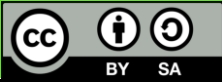


PROMOTING VOCABULARY ENRICHMENT THROUGH QUIZIZZ ENGAGEMENT IN INDONESIAN VOCATIONAL SCHOOL: A QUALITATIVE STUDY

Eva Wulaningrum¹, Devi Novitasari²

Universitas 17 Agustus 1945 Banyuwangi, Indonesia

ARTICLE INFO	ABSTRACT
<p>Article history: Received: December 14, 2024 Revised: December 21, 2024 Accepted: December 23, 2024 Published: December 31, 2024</p> <p>Keywords: Quizizz Vocabulary Vocational school Game-based learning Indonesia</p>	<p>This study is an investigation of the use of Quizizz as a learning media to promote vocabulary. This research uses a qualitative case study approach by conducting observations, interviews, and reflective journals to collect in-depth information about the use of Quizizz in vocabulary enrichment. The subjects of this study were 11th-grade students in the couture major at one of the vocational schools, totalling 14 students. In the research, it was found that students felt motivated and engaged to use Quizizz because of the features that made its use more fun. It can be concluded that this study has progressed in terms of student vocabulary enrichment. Thus, Quizizz proved to be effective as an additional learning media because the interesting features in it make students motivated and active in class. This finding shows that integrating Quizizz into classroom teaching can have a positive impact on students' vocabulary learning.</p> <p><i>This is an open access article under the CC BY-SA license.</i></p> 
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<p>Corresponding Author: Eva Wulaningrum, English Education Department, Universitas 17 Agustus 1945 Banyuwangi, Jl. Adi Sucipto No.26 Taman Baru, 68416 Banyuwangi, Indonesia. Email: wulaningrumeva@gmail.com</p>	

INTRODUCTION

Vocabulary is an essential element in the comprehension of spoken and written language (Boyinbode, 2018). It signifies the importance of understanding the meaning of words to understand the meaning of sentences. Additionally, (Brahmana, 2022) stated that vocabulary is a set of words that must be known to communicate effectively. So, it is important in terms of communication. Vocabulary can also be defined as the number of words that a person can recognise and understand in a second or foreign language (Nakata & Webb, 2016). This signifies that vocabulary is important for learners of a second language. Therefore, the purpose of vocabulary learning is to gain mastery of the language being learned. (Schmitt & Schmitt, 2014) stated that vocabulary knowledge is crucial for language comprehension as it enables individuals to understand written and spoken language more effectively. In addition

a large vocabulary is associated with better language fluency, as individuals are able to articulate their thoughts and ideas more clearly. This indicates that vocabulary mastery has a great influence on every skill learnt by students when they learn English (Wu & Huang, 2017). This can be beneficial for memorizing and utilizing newly learned words in diverse conversational contexts. If students have sufficient vocabulary, they will be able to understand what they are learning more easily. However, there are several problems and difficulties faced by students in vocabulary learning. The problem and difficulties can affect students' in learning vocabulary such as students sometimes still lack focus when learning occurs because students learn vocabulary only in class with limited time. In addition, students are more focused on the majors they take. Sometimes, the teachers still practice outdated traditional ways of teaching, such as memorising and drilling words. This statement based on interview with the teacher eleventh grade. Meanwhile, students need environments that support their individual needs and expectations, and motivate and stimulate vocabulary learning. So, the importance of motivating and using media that can make learning more appropriate and fun.

Teachers should create a creative approach and connect it with the material to help students understand vocabulary learning. Teachers must be able to prepare suitable methods, and techniques in teaching that aim to make students achieve the desired language targets. Because nowadays, students as digital natives cannot be separated from digital tools, and English teachers can use social media and technology to promote vocabulary-building (Kristiawan et al., 2022). (Fadilah, 2022) stated that the use of digital technology has a role in raising and supporting students' cognitive and thinking skills. So, with the development of technology, teachers can integrate technology into English language teaching and learning. Technology can enhance learning experiences, particularly in EFL (English as a Foreign Language) learning. Technology utilization can be applied through gamification in learning. Gamification, an innovative constructivist approach, positively impacts student performance, engagement, and motivation. It incorporates challenges, feedback, missions, and virtual rewards, encouraging active participation and motivation. Gamification is particularly effective in vocabulary learning, making students more active and engaging. In vocational schools, gamification can present interesting and relevant material, making vocabulary learning more memorable. Overall, gamification can enhance student interest and motivation in learning.

In English language learning, appropriate technology are effective ways of vocabulary learning. There are many interesting media that teachers and students can use in support of their learning activities, one of them by using a mobile phone. Mobile phones can be a beneficial media to learn and improve students' abilities in learning English. Online applications are beginning to play an important role in adding motivation, classroom interaction, and eliciting feedback (Huei et al., 2021). Thus, this may encourage teachers to start adapting apps in classroom learning to make it interesting for their students. Thus, it is expected that the learning process can run simultaneously through apps. Game-based learning are designed to stimulate students' thinking and creativity, improving their knowledge. One example of game-based learning is Quizizz. Quizizz is an innovative gamified online learning

platform that offers various formative questions in a fun and interesting way. It allows teachers and students to create and participate in collaborative quizzes online, allowing them to practice in an interactive and fun way. Quizizz is constantly evolving its quality and features to stay relevant with the times. It offers free questions, a full report feature, and five question types, including multiple choice, checkbox, fill-in, survey, and essay. Quizizz has advantages, such as being accessible via mobile devices, allowing students to work individually or collaboratively, and allowing teachers to create homework quizzes and set deadlines. It also features gamification elements like music, rankings, scoreboard, and avatar time, motivating students to stay active and strive for success. However, the platform is only available online, requiring an internet connection for creation and completion. One example of an application that contains game-based learning is Quizizz. Schools, teachers, and students can all utilize Quizizz as a gamified quiz platform. It provides a fun and interactive way to create, take and share quizzes. Quizizz is an educational game-based learning that brings interactive classroom activities and provides a fun experience for students. (Bolden et al., 2017) found that using Quizizz in learning can make students more focused and attentive.

Due to several studies on the use of Quizizz in supporting language learning, the researcher interested in examining Quizizz involvement in students' vocabulary learning process.

Therefore, the following questions are the focus of this study.:

1. How do students impact with Quizizz effectiveness in vocabulary learning?
2. What is the students' perspective on the Quizizz as tool for their learning experiences?

RESEARCH METHOD

The researcher was employed a qualitative case study. Case study research is an empirical study that is an in-depth examination of contemporary phenomena in real-world contexts (Yin, 2018). This study was conducted at one vocational school in Banyuwangi, East Java-Indonesia. The class selected was the couture major. Fourteen students were recruited for this study. They were between 15 and 17 years old. There were 14 female students. They studied English twice a week for 90 minutes per lesson. Based on informal interviews with teachers, we found that students generally still lack focus in vocabulary learning because students are more focused on learning the courses they take at vocational schools. Data will be collected through interviews, classroom observations, reflective journals. Interviews are the most important data collection technique in qualitative research. (Richards & Renandya, 2022). An interview is a conversation between 2 or more people to get the correct data from the source. Interviews were conducted with several students regarding their learning experience using Quizizz. Then make an observation. Observation is a systematic observing activity that aims to observe activities during the process (Yin, 2018). Observation is carried out when learning takes place in the classroom. Researchers followed students' interaction, behavior, and direct response during the application of Quizizz in the classroom. The researcher asked students to write a reflective journal at the end of each meeting. Students were asked to write about their experiences during the learning process in the Quizizz activity.

Student activities in the Quizizz game were tracked and analyzed. This aims to determine and evaluate their vocabulary skills and progress in the Quizizz game. The researcher used thematic analysis to identify the data. Thematic analysis is one way to examine, find and report on the data (Clarke & Braun, 2017) The researcher combined findings from interviews, observations, and reflective journals using data triangulation.

RESULT AND DISCUSSION

In line with the research questions, will divided into two sections: The impact of Quizizz on vocabulary learning and Students' perspective on the Quizizz as a tool for their learning experience

The Impact of Quizizz on Vocabulary Learning

The use of game-based learning websites is indispensable in language learning. The use of games like Quizizz can be an alternative as a more interactive and fun learning media. Based on the use of Quizizz during learning, its use has a good impact on students. This is one of the result from the interview.

I : Hi, you have used Quizizz in today's lesson, right?

Student A : Yes Miss, I loved it!

I : Have you used Quizizz as a tool for learning vocabulary in your vocational school courses? If so, how often do you use it?

Student A : I have, but not too often. Only in some subjects.

I : Has it been used during English learning?

Student A : Yes, we have.

I : Okay next, What has been your overall experience with using Quizizz to learn new vocabulary words?

Student A : It's helpful because using Quizizz make my vocabulary has improved. Because it can add new vocabulary that I didn't know before.

(Interview #1 00:42.72)

This interview excerpt shows that students experienced a positive impact on their vocabulary enrichment. This was characterized by students mentioning that during their participation in Quizizz, they found it easier to learn and understand vocabulary. Students mentioned that they gained and learnt a lot of new vocabulary that they did not know before, which indicated that Quizizz contributed to the expansion of their vocabulary. Therefore, introducing Quizizz in vocabulary learning can increase students' vocabulary enrichment.

I : Well, that's good. Next, how engaging do you find Quizizz for learning vocabulary compared to traditional methods like textbooks or worksheets?

Student C: Yes, it's more interesting. Quizizz made a significant impact on my ability to remember a new vocabulary. The pictures make it easier for me to remember vocabulary because whenever a picture is shown with a word, I find it easier to remember the meaning.

(Interview #2 00:30.20)

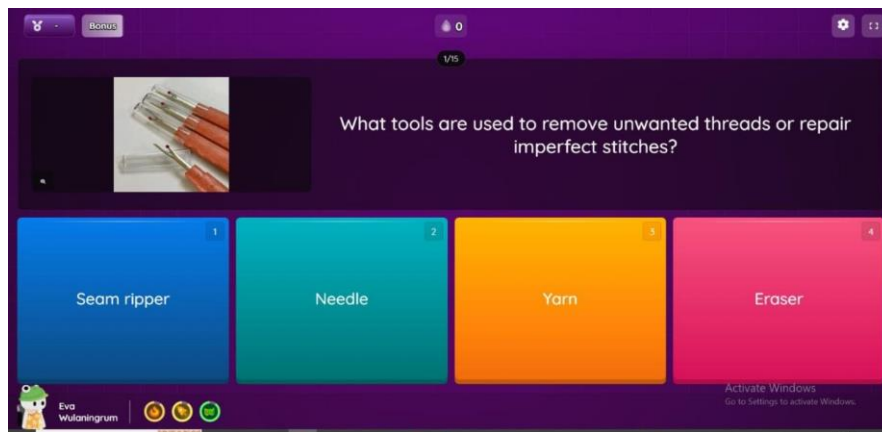


Figure 1. The Quizizz template used in the study

The interview shows that Quizizz can make students more easily remember the vocabulary they have learnt. The help of pictures that match the questions makes it easier for students to understand what they are doing. They appreciate the inclusion of pictures that make it easier for them to memorize vocabulary, indicating that visual elements can be beneficial in the learning process. The use of Quizizz, which combines pictures and text in interactive questions, makes it easier for students to memorize the vocabulary they have learned. In addition, Quizizz's attractive appearance was also mentioned as a factor contributing to its appeal, making it stand out as a unique and effective method for learning vocabulary. This suggests that students find Quizizz more interesting and memorable than more conventional, text-heavy learning approaches.

Another statement from student reflective journal entry,

“Using Quizizz has had a significant impact on my vocabulary learning. It makes me more ambitious because there is a leaderboard feature and time to complete the questions.”



Figure 2 The scoring system Quizizz in the study

This statement reflects the students' increased motivation and engagement while using Quizizz. Students said that using the platform made them feel motivated and focused on their learning. Students attributed this to the leaderboard feature showing the position they achieved at the end of each session and the time limit for completing questions, which fostered a sense of ambition and competition. Students consequently felt that these game elements enabled them to contribute to a more engaging learning experience, motivating them to strive for good results and stay focused throughout the activity. This suggests that the gamification feature in Quizizz is effective in increasing students' motivation and focus during learning.

Students' perspective on the Quizizz as tool for their learning experience

Based on the implementation of Quizizz in the classroom, there are several perspectives from students.

In one reflective journal entry, a student shared,

“While using Quizizz, I was happy because I could try to do the questions in a new way. And there is also a profile view that can be changed with funny items.”

The student expresses happiness while using Quizizz, emphasizing the enjoyment of approaching learning in a new and fun way. In accordance with the findings (Zhao, 2019) that brings interactive classroom activities and provides a fun experience for students. Students mentioned the interactive element of Quizizz, where they could answer questions differently from traditional methods. The features containing animations/images, music that they encountered while doing the questions, made them more relaxed and less stressed during the learning. This shows that students find Quizizz not only for educational, but also a fun tool for learning vocabulary.

Another statement, a student shared,

“After I used the Quizizz website, I was happy because it was easier and more fun to do the questions. Then when working, if there is a wrong answer, there is a justification so that it is more fun and satisfying.”

The student expresses more confident during the quiz. The opportunity for justification for incorrect answers highlights the value students place on immediate feedback which not only helps them understand their mistakes, but also adds an element of fun and satisfaction to the learning process. Students felt they were allowed to correct the incorrect answers, which gave them a sense of confidence while learning. The review quiz as feedback at the end of the session helps students correct their understanding and improve their vocabulary acquisition. This shows that the combination of interactive features and immediate corrective feedback increases the effectiveness of learning with Quizizz.

Another student interview :

I : Hi, how do you feel after using Quizizz in this lesson?

Student C : I am very happy, Miss.

I : Well, that's good. Next, how engaging do you find Quizizz for learning vocabulary?

Student C : Very interesting, because learning feels more relaxed because it uses mobile phones, so I can understand new vocabulary better.

I : Have you faced any challenges when using Quizizz to learn vocabulary?

Student C : I have. Maybe sometimes I have to think faster because of the time, but it makes me more motivated to miss it.

I : What about time or connection?

Student C : Everything works out fine. So it makes it easier for me to do on Quizizz without any interruptions.

(Interview #3 01:04.31)

In this interview, student revealed that he felt very happy after using Quizizz to learn vocabulary. Using Quizizz makes the learning process more relaxed and fun. By using mobile phones, student felt it was easier to understand new vocabulary because there was an interactive and fun element to it, making it easier to digest. This is because the use of technology is frequent, so students are not burdened when using it. It is also more interesting because it is flexible and can be accessed anytime and anywhere. For learning with Quizizz to be smooth and uninterrupted, this learning medium must also be supported by technical support in terms of connection and processing time.



Figure 3. Student engagement in using Quizizz in the classroom



Figure 4. The appearance of the Quizizz used by students

Figure 3 shows the use of Quizizz in learning. Each student uses their device in the form of a mobile phone in doing Quizizz. This can be seen from students' expressions and body language when using Quizizz in the classroom, showing that they focus intensely on taking Quizizz on their mobile phones. The reason because there is a timer feature when doing quiz to achieve the ranking they want. This shows the involvement of students in learning in the classroom. In figure 4 shows the appearance of the Quizizz that is being done by students. In the questions there are pictures that can make it easier for students to answer questions. There is also intended to make easier for students to add and remember the vocabulary they have learned. This indicate that Quizizz effectively promotes interactive learning.

CONCLUSION

Overall, this research study shows that the use of Quizizz has a significant impact on students' vocabulary learning in Indonesian vocational schools. Based on the results of the study, first of all Quizizz succeeded in increasing student engagement and motivation, which helped students in improving the retention of vocabulary learned. The platform proved effective in presenting interactive and fun vocabulary learning, which made students more active and motivated to learn. In addition, students' perception of Quizizz as a learning tool is very positive, as students find it easy to access and a more enjoyable learning experience. This is supported by the presence of interesting features such as real-time feedback, competitive quizzes, and collaboration that make students enjoy more. Overall, Quizizz proved to be a tool with great potential in supporting vocabulary enrichment, with some adjustments that can improve students' learning experience to be more interactive.

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