THE USING OF QUIZIZZ APPLICATION TO IMPROVE STUDENTS’ VOCABULARY OF THE TENTH GRADE STUDENTS OF SMA NEGERI 13 PANGKEP

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TABLE OF CONTENTS
ARTICLE INFO

Abstract

INTRODUCTION

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INTRODUCTION

In order to learn English as a foreign language in Indonesia, the students must master four skills and language components. According to Brown in Permanasari (2014:1), English language abilities include hearing, reading, speaking, and writing. They are the four skills that must be taught in English. Those four abilities are critical to master. These four skills must be grasped in order to improve our English. There are various language components that must be mastered as well, including vocabulary, grammar, and pronunciation. Those language
components help us to improve our English. Students must, however, understand those skills in order to grasp English.

Learners must pay attention to various components of language in order to gain communicative competence in English, one of which is vocabulary. One of the characteristics of language that learners must master is vocabulary. Language cannot be learnt without vocabulary, according to Rivers (1970:462). When students start to learn a language, the first part they should learn is vocabulary before further understanding the four abilities of speaking, reading, listening and writing. This shows that in order to communicate effectively, one of the most important components that students must master is language.

One of the most significant tasks that a teacher must consider is how to build a reading course with strategies and techniques that will help students understand the concept from the author's mind in the text. Many experts have addressed a variety of tactics and ideas for improving reading comprehension. Quizizz Application is one of the techniques that will be presented here. According to Ju (2018), Quizizz is an online rating application that may be used as a fun multiplayer class activity by all students using their computers, smartphones, and iPads. This application medium was chosen by researchers because it is a type of learning model.

The Quizizz app is also available in Google Classroom. When students use this learning management system, it's simple to send teacher tests to their students because they've already been authenticated with their school emails. The following are some of the Google Classroom integration features: Integrated Reports in Google Classroom Quizizz is a lot of fun. However, you lose a little enthusiasm when someone responds to several queries at different times. When a quiz game is over and you lose your isolation, you can check all the questions at once (Medvedovska, et al). (2016).

This fact prompts the researcher to look into the root of the kids' difficulty learning terminology. As we all know, vocabulary is an important part of English, and it is utilized frequently in the teaching and learning of the language. The result of Magang 3 in SMA Negeri 13 Pangkep showed that there were Many grammatical, spelling, and pronunciation errors. The second issue was that the majority of kids did not understand the meaning of words. Another issue is that students are uninterested in studying vocabulary because it is difficult to memorize, particularly for verbs, adjectives, and nouns, which students frequently forget the meaning of. Furthermore, the study discovered that the students had a limited vocabulary and find it difficult to comprehend new words. To assist students in enhancing their vocabulary mastery, the researcher used the Quizizz App as a vocabulary teaching tool. Based on the explanation above, the researcher carried out a study entitled "The Using of Quizizz Application to Improve Students' Vocabulary of The Tenth Grade Students of SMA Negeri 13 Pangkep."

RESEARCH METHOD

The researcher used pre-experimental study to determine the usefulness of Quizizz Application in improving students' vocabulary at SMA Negeri 13 Pangkep's tenth grade pupils.
A pre-test was utilized by the researchers to determine the students' fundamental vocabulary knowledge. The researcher employed Quizizz Application as the next step in the therapeutic process. A post-test was conducted at the conclusion of the study.

The population of this research was the Tenth Grade Students of SMA Negeri 13 Pangkep which consists of 11 classes and 391 students. The sample of this research choose 1 class students from all of class. The class was chosen because it was adapted to research needs, where the class needed was a class that lacked vocabulary. MIA 1 is one of the superior classes at the school, but the students have weaknesses in speaking English because they have a lack of vocabulary for nouns and verbs.

The instrument of this research was vocabulary test in multiple choice form. The students answered the correct vocabulary based on the picture of the question. The result from the students’ score put in the score classification.

RESULT AND DISCUSSION
The researcher supplied the following information in this section The Improvement of Students' Vocabulary (Noun), Vocabulary (Verb), and The Improvement of Students' Vocabulary by Using Quizizz Application.

The Improvement of Students' Vocabulary (Noun)

This study describes the students' scores before and after the application of the Quizizz whether there is a difference or not. The description of the data in the previous section has shown differences in the level of student grade classification before and after the application of the application. This can be seen clearly from the difference in the mean scores of the pre-test and post-test.

The use of the Quizizz Application in teaching nouns is quite effective in increasing student grades. The data described in the findings show that the average difference in student scores for the noun category from pre-test to post-test is 18 points. This can be categorized as a significant increase because the use of the Quizizz Application in a short time can help students increase their vocabulary in this case nouns.

When using Quizizz media in the vocabulary learning process, some factors that influence student vocabulary improvement are student attention during the learning process. This enhances student critical thinking, especially in the ability to expand new vocabulary. In addition, using the right media when teaching learning can have a positive effect on student motivation (Ma` rifatulloh2016).

The Improvement of Students' Vocabulary (Verb)

The use of Quizizz to increase students' knowledge of verbs also shows an increase. The difference between the students' mean scores between the pre-test and post-test was 10 points. The difference in the increase in value is indeed not as much as the increase in nouns, but
this can be categorized as a fairly good increase, because the application is only implemented in a short time.

The expansion in the normal score of understudies in the action word class was lower than that of things since there were a few understudies whose scores didn't increment from pre-test to post-test. The variables that impact the distinction in the expansion in esteem among action words and things are that they are more obvious things than action words, so it makes them will generally favor learning things. This media has an alluring and intuitive plan show. This encourages understudies while doing learning assessments. This is as per the assessment of Citra and Rosy (2020) who make sense of that Quizizz enjoys the benefit that the inquiries introduced have a period limit, for this situation understudies are educated to think precisely and rapidly in figuring out on existing issues. One more benefit that exists in Quizizz is that the solutions to the inquiries will be shown in varieties and pictures and apparent on the educator's PC (as an administrator) and on the understudy's gadget it will change naturally as per the request wherein the inquiries are introduced.

**The Improvement of Students’ Vocabulary by Using Quizziz Aplication**

The utilization of the Quizziz Aplication in learning, particularly to build the level of understudies' jargon authority, is exceptionally useful. this should be visible from the aftereffects of expanding understudy scores, when the utilization of Quizziz. As portrayed in the past segment the improvement was 24.34%. This improvement can be supposed to be a progress in involving various techniques in the educating and getting the hang of process. According to Irwansyah and Izzati research (2021) that, Most of the understudies displayed to accept they further developed their way of learning with the utilization of the Quizizz instrument, and afterward the understudies felt roused to concentrate regarding the matter. The understudies are likewise roused to constantly get familiar with the material by taking tests with Quizizz. It causes the understudies to turn out to be more keen on learning in view of an intriguing class condition which makes the understudies center around the illustration (Dewi et al., 2020).

A few past specialists likewise explored the utilization of Quizizz to further develop understudies' jargon authority. Pavita and Nirmala (2021) in their exploration uncovered that the outcome shows that the understudies' jargon dominance is moving along. At the point when the pre-test is contrasted with the post-test, the mean score increments essentially, from 64 to 85. The expansion in understudy scores by 21% in the wake of involving the Quizizz application in the growing experience. Exactly the same thing was additionally communicated by Upik (2020) the consequence of her examination demonstrate the way that Quizizz could further develop understudies' jargon dominance. It was demonstrated from the improvement of the normal of each test. Beginning from the pre-cycle, the normal of understudies' score was 69.6 and after the pre-test cycle, the normal of understudies score was 72.4 in the principal cycle and 92.5 in the subsequent cycle. The aftereffects of the two specialists showed a huge
expansion in the utilization of Quizizz, in spite of the fact that utilizing various sorts of exploration, in particular pre-exploratory and CAR.

The results of their research showed the success rate of using the Quizizz Application in improving students' vocabulary mastery. They also mention the advantages and disadvantages of using Quizizz. The use of Quizizz really helps students to increase their attention and motivation to learn and helps them to remember vocabulary. The students also perceived that Quizizz provided them free and easy access. However, there are also some drawbacks to using the Quizizz Application, including, the access of Quizizz depends on the internet connection and the students could not skip certain questions to answer the easier question while doing the Quizizz.

Along these lines, the utilization of Quizizz as an application for learning assessment exercises is announced viable on the grounds that further developing learning results and understudies' comprehension of the material is capable. The aftereffect of the examination demonstrated the way that the execution of Quizizz could work on the understudies' jargon. Furthermore, further developing the understudies score, the execution of Quizizz got positive reactions from understudies in educating and learning jargon. Likewise, Quizizz is supposed to be proficient for educators and understudies since it is not difficult to utilize, and should be possible anyplace and whenever.

CONCLUSION

The examination that had been finished by the analyst demonstrated that Quizizz was successful in instructing jargon. It very well may be seen from the discoveries that showed us the expanding of understudies' score. The understudies' mean score of pre-test thing was 61 and action word was 53. After execution of Quizizz, the mean score of post-test thing was 79 and action word was 63. This was viewed as great improvement of the understudies' jargon. In view of the clarification of the hypothesis and the outcomes got the analysts can infer that the utilization of the Quizizz application is exceptionally useful for understudies in further developing understudies' jargon dominance at 10th grade understudies of SMA Negeri 13 Pangkep particularly for thing and action word.

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