

Application of Digital Platform Media Quizizz in Indonesian Language Subjects for Class VIII Students of SMP Muhammadiyah 01 Manado

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ABSTRACT

This study aims to explore the effectiveness of using the Quizizz digital platform in teaching procedural texts at SMP Muhammadiyah 01 Manado. With a qualitative approach, the research subjects consisted of Indonesian language teachers and grade VIII students. Data were collected through interviews, observations, documentation, questionnaires, and objective tests. The results showed that the use of Quizizz increased student participation and understanding of the material, with a success rate reaching 79%. Analysis of student scores showed an increase in accuracy in answering questions after using Quizizz, where most students scored above 80. However, some students still had difficulty with complex questions, indicating the need for additional explanations. This study confirms that the combination of technology use and direct guidance can significantly improve student understanding, as well as contribute to the development of innovative learning methods.

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INTRODUCTION

The development of digital technology has brought significant changes in the world of education, especially in learning methods. Conventional learning that is one-way in nature is starting to shift towards more interactive learning by utilizing digital media. One of the digital platforms that is increasingly used in the world of education is Quizizz. This platform offers a more interesting and

enjoyable learning experience through an interactive quiz system that can be accessed online or offline.

In the context of learning Indonesian, the use of digital technology is very important to improve students' literacy skills. Learning that only focuses on textbooks is often less interesting for students, especially in facing the challenges of the current digital era. Therefore, teachers are required to innovate in implementing more interesting learning methods that are in accordance with the characteristics of the digital generation.

Quizizz as a digital-based learning media has several advantages, such as flexibility in use, interactive question variations, and assessment features. automatic that can provide direct feedback to students. In addition, by implementing a learning platform media using Quizizz, it can make it easier for teachers to manage student grades, reduce the use of paper in exams and avoid dishonest behavior from students such as cheating on exams because this media uses a time limit and questions will also be randomized. Thus, this platform has the potential to increase student learning motivation, improve understanding of the material, and encourage active participation in the learning process.

In implementing digital learning media, it is important to pay attention to the applicable curriculum. In the Merdeka Curriculum and the 2013 Curriculum, learning Indonesian for grade VIII aims to develop students' language skills in various aspects, such as reading, writing, speaking, and listening. Core Competencies (KI) and Basic Competencies (KD) relevant to this learning include understanding narrative, descriptive, expository, and procedural texts, as well as the ability to interpret and criticize the contents of the text.

In the 2013 Curriculum, Core Competencies (KI) applied in learning Indonesian for grade VIII include: KI 1: Embracing and practicing the teachings of their religion, KI 2: Developing social attitudes, such as honesty, discipline, responsibility, and caring, KI 3: Understanding and applying factual, conceptual, and procedural knowledge in a scientific context, and KI 4: Processing, presenting, and reasoning in concrete and abstract domains according to what is learned. Meanwhile, Basic Competencies (KD) include aspects of skills in understanding and interpreting various types of texts, writing texts with the correct structure, and presenting texts orally and in writing with good and correct language. One of the important materials in learning Indonesian for grade VIII is procedural text. Procedural text functions to provide instructions or steps in doing something systematically and clearly. In learning procedural texts, students are required to understand the structure of the text, language rules, and be able to compose and present effective procedural texts. Therefore, the use of digital media such as Quizizz can be an alternative in teaching procedural texts in a more interactive and interesting way, for example through practice questions, simulations and direct evaluations.

Based on the description above, the objectives of this study include, to describe the Implementation of the Digital Quiziz platform media in Indonesian language subjects through procedural text material. and analyze the effectiveness of the Implementation of the Digital Quiziz platform media in Indonesian language subjects through procedural text material. Various studies have shown the effectiveness of using Quizizz in learning, but its implementation in Indonesian language learning still needs further research. This study aims to explore the

implementation of the Quizizz digital platform media in Indonesian language learning and analyze its impact on student involvement in the learning process. With this research, it is expected to contribute to the development of more innovative and effective learning methods, as well as being a reference for educators in utilizing digital technology to improve the quality of Indonesian language learning in the digital era.

METHOD

This study uses a qualitative approach. Qualitative research was chosen because it aims to explore and understand the phenomena that occur in Indonesian language learning using the Quizizz digital platform. With this approach, researchers can dig deeper into the effectiveness of using the Quizizz digital platform media in Indonesian language subjects through procedural text materials. This research will be conducted at SMP Muhammadiyah 01 Manado, in a class that is studying procedural text material in learning Indonesian. This research will last for 3 months, starting from January to March 2025. This duration was chosen so that researchers can observe and evaluate the implementation of Quizizz in the learning cycle. The subjects of this study consist of two main groups, namely Indonesian Language Teachers at SMP Muhammadiyah 01 Manado, who will provide insight into the implementation of Quizizz in learning procedural texts. then the second is Grade VIII students who are involved in using Quizizz to study procedural texts in Indonesian subjects. Students will be selected by purposive sampling based on their involvement in learning using Quizizz.

The data in this study will be collected through several techniques, namely:

- 1). In-depth Interviews: Interviews will be conducted with Indonesian language teachers and several students to explore their understanding, experiences, and perceptions about the use of Quizizz in learning Indonesian. Interviews will be recorded and transcripts of the interview results will be analyzed thematically.
- 2). Classroom Observation: The researcher will conduct direct observations in class during the Indonesian language learning process for procedural text material using Quizizz. This observation aims to observe how students interact with the platform, as well as to assess the level of student involvement and participation in learning.
- 3). Documentation: The researcher will collect related documents, such as lesson implementation plans (RPP) that include the use of Quizizz, as well as learning materials used during the learning cycle.
- 4). Questionnaire: A questionnaire will be given to students to measure their level of motivation, involvement, and understanding of the procedural text material taught through Quizizz. This questionnaire consists of closed and open questions to obtain quantitative and qualitative data.
- 5). Objective Question Collection: objective questions will be given to students online using Quizizz media to measure the achievement and effectiveness of Quizizz in Indonesian language subjects using the Procedure text material that has been studied.

The instruments used in this study include: Interview Guide: A list of interview questions that focus on the experiences and perceptions of teachers and students about the use of Quizizz in learning procedural texts. Observation Sheet: Observation sheet designed to assess student engagement and interaction with Quizizz during the learning process. Student Motivation and Engagement Questionnaire: A questionnaire that measures students' motivation levels, their

perceptions of using Quizizz, and their understanding of the procedural text material that has been studied. Test: A test will be given to students to measure their achievement and the effectiveness of the Quizizz media in the Indonesian language subject using the procedural text material that has been studied.

Data collected from interviews, observations, documentation, and questionnaires will be analyzed using thematic analysis for qualitative data and descriptive statistics for quantitative data. The steps of data analysis include: Interview transcription: All interview results will be transcribed verbatim to facilitate analysis. Coding and Categorization: Interview data will be analyzed by identifying the main themes that emerge from teacher and student responses, which will then be categorized. Observation Analysis: Observation results will be analyzed by assessing the level of student interaction and engagement during the use of Quizizz in learning procedural texts. and Questionnaire analysis: Data from the questionnaire will be analyzed descriptively to measure the level of student motivation and engagement in learning using Quizizz.

RESULT AND DISCUSSION

Description of Digital Quiziz Learning in Indonesian Language Subject

This research was conducted at SMP Muhammadiyah 01 Manado on Jl. Arab No.1, Wenang District, Manado City, North Sulawesi Province. The class chosen by the researcher in data collection was class VIII which consisted of 21 students consisting of 10 male students and 11 female students.

In accordance with the first objective of the study, namely to describe the implementation and effectiveness of the Digital Quiziz platform media in Indonesian language subjects through procedural text material obtained through online tests contained in the digital quiziz platform which has been made manually in the form of multiple-choice quizzes totaling 25 numbers with an average of 4 points for each question, so the result of the total question is 100 points. Then the questions were given to students of class VIII of SMP Muhammadiyah 01 Manado where previously the researcher provided direction and motivation for students to encourage they then give appreciation. Before the researcher explains the material in more detail about the procedure text, the researcher first asks students questions related to the material, considering that the procedure text is a text that presents steps or stages to carry out an activity so that the goal is achieved systematically. This text aims to provide instructions or guidance systematically to readers on how to do something to achieve certain results. So the researcher asks about things related to the material that is in the environment around the students and they often encounter then asks for their responses to it, the purpose is to open students' horizons of thinking to enter the explanation of the material. The researcher then gives an example of a description in the procedure text of what the form of the procedure text is, what are the elements and structure of the procedure text and enters the language rules contained in the text.

After a series of sub-materials that have been explained by the researcher, students are then given objective questions that have been compiled by the researcher and entered into the Quizizz digital platform to be answered by

students online. This is also to avoid cheating in filling out questions, reduce paper use, and researchers can easily see the effectiveness of the Quizizz application for use in Indonesian language subjects.

Description of Digital Quiz Learning Data on Indonesian Language Subjects

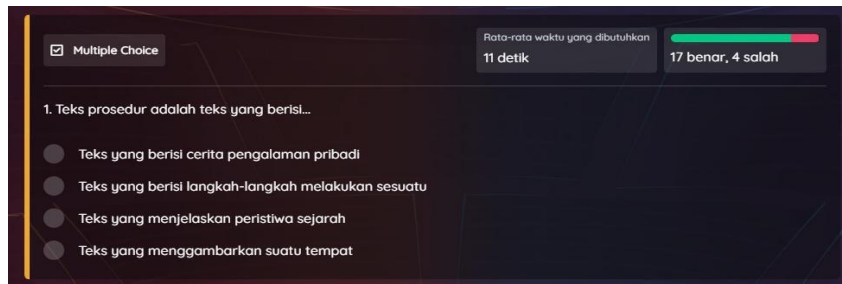
1. Ranking on the Quizizz platform



Based on the ranking of the values above, it can be seen that the success rate of delivering the material reached 79% for class values using the quizizz platform. Based on the draft in the image above, it can be seen that students number 1 and 2 have scores of 25230 and 24530 with green color which means that students number 1 and 2 managed to answer all the questions correctly. While students number 3 and 4 have different scores, namely 24080 and 23680, student number 4 managed to answer all the questions but the score obtained was successfully exceeded by student number 3 because student number 3 answered quickly even though there were some numbers that were answered incorrectly but managed to fix them.

Analysis of Procedure Text Questions in Quizizz

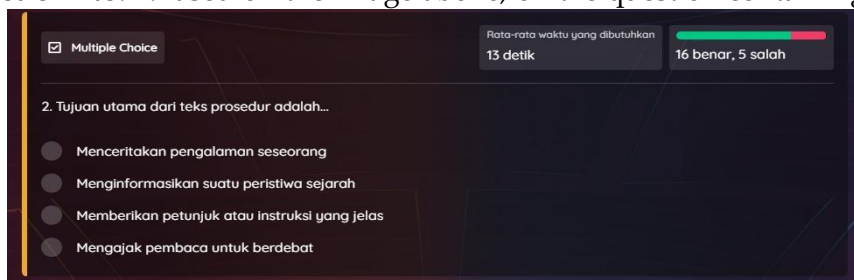
Question No.1



Question No. 1:based on the image above, it can be seen that most students answered correctly that the procedural text contains steps to do something and takes an average of 11 seconds to answer the question. There were 17 students who answered correctly but 4 students answered incorrectly and still needed to re-explain the material about the procedural text.

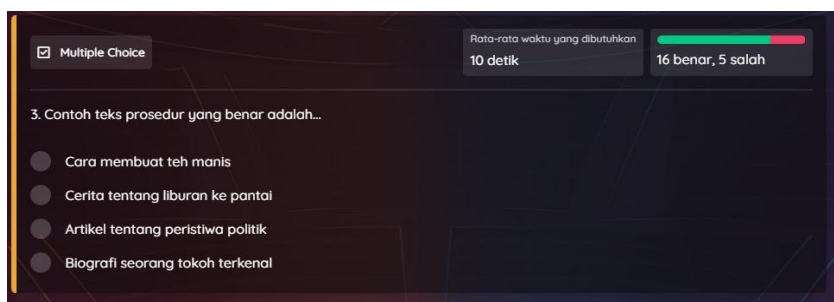
Question No. 2

Question No. 2:Based on the image above, on the question containing the purpose



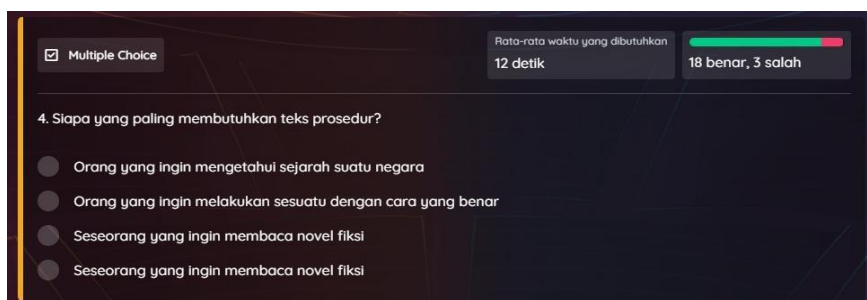
of the procedural text and requiring an average time of 13 seconds to answer the question. There are 16 students who answered correctly that the purpose is to provide clear instructions or directions, but there are still 5 students who answered incorrectly and still need to re-explain the material about the main purpose of the procedural text.

Question No. 3



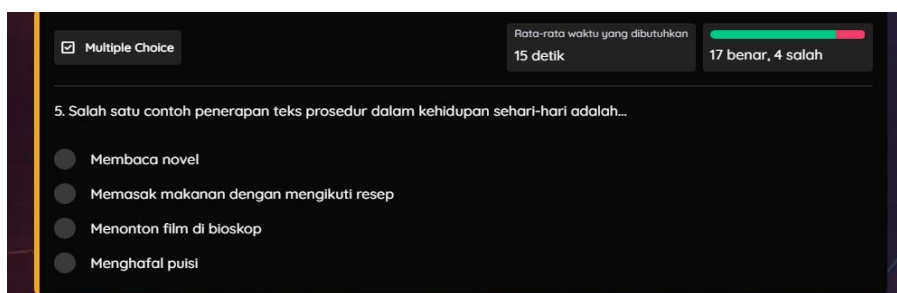
Question No. 3:Based on the image above, on the question containing the purpose of the procedure text and requiring an average of 10 seconds to answer the question. There are 16 students who answered correctly that an example of a procedure text is "how to make sweet tea", but there are still 5 students who answered incorrectly and still need to re-explain the material about the procedure text to find out examples of the procedure text.

Question No. 4



Question No. 4:Based on the image above, on the question containing who needs the most procedural text and requires an average time of 12 seconds to answer the question. There are 18 students who answered correctly that the person who needs the most procedural text is the person who wants to do something the right way, while 3 students still answered incorrectly and still need to re-explain the material about procedural text.

Question No. 5

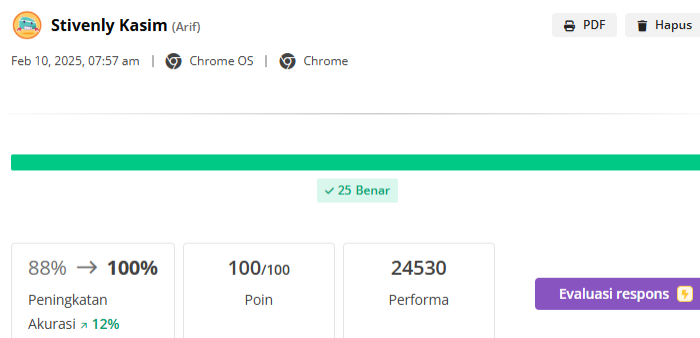


Question No. 5:Based on the picture above, the majority of students answered 17 correctly and 4 students answered incorrectly. This question requires an average of 15 seconds to answer the question. This illustrates that 17 students understand the example of the application of procedural text, namely cooking using a recipe and 4 students answered incorrectly and still need to re-explain the material about procedural text.

Analysis of Values Obtained by Students

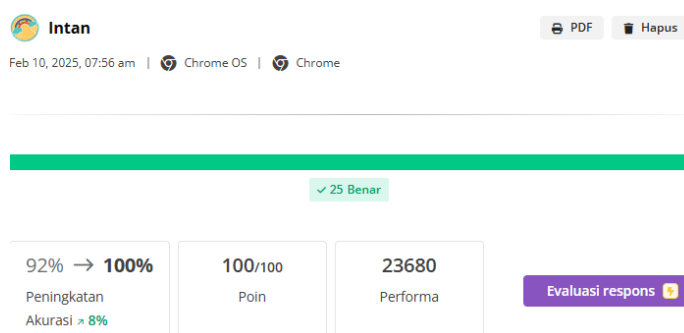
The following is an analysis of the scores obtained by class VIII students of SMP Muhammadiyah 1 Manado using the digilat Quizizz platform:

STUDENT 1



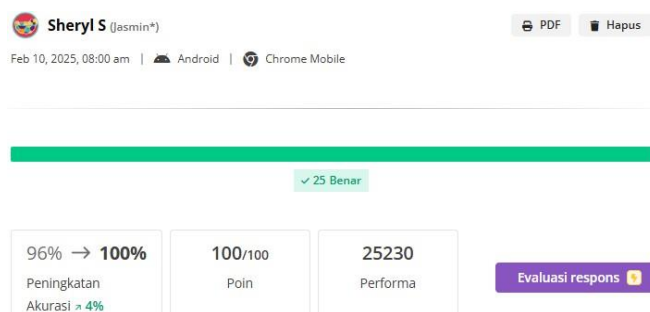
Based on the image above, it can be seen that student 1 successfully answered all questions with a performance of 24530, obtained 100 points and increased accuracy by 12% from 88% to 100%. This means that initially student 1 often answered incorrectly, but after studying or practicing repeatedly, they began to answer correctly, so there was an increase in accuracy. This shows that student 1 has understood the procedural text material that has been taught.

STUDENT 2



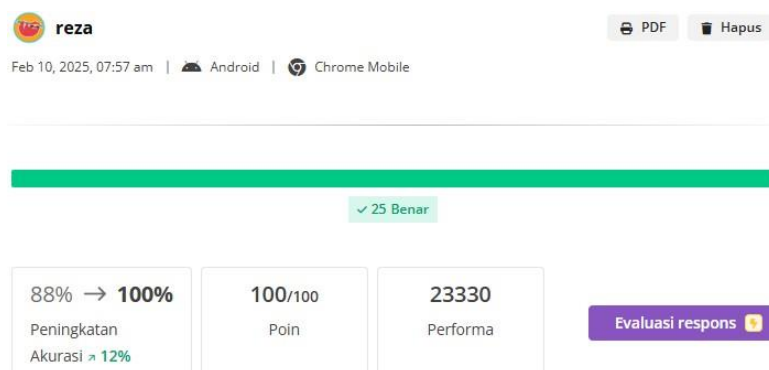
Based on the picture above, it can be seen that student 2 successfully answered all the questions with a performance of 23680, obtained 100 points and increased accuracy by 8% from 92% to 100%. This means that initially student 2 often answered incorrectly, but after studying or practicing repeatedly, they began to answer correctly, so there was an increase in accuracy. This shows that student 2 has understood the procedural text material that has been taught.

STUDENT 3



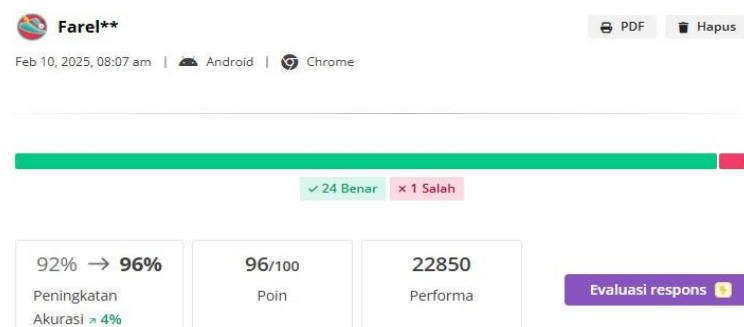
Based on the image above, it can be seen that student 3 successfully answered all the questions with a performance of 25230, obtained 100 points and increased accuracy by 4% from 96% to 100%. This means that initially student 3 often answered incorrectly, but after studying or practicing repeatedly, they began to answer correctly, so there was an increase in accuracy. This shows that student 3 has understood the procedural text material that has been taught.

STUDENT 4



Based on the image above, it can be seen that student 4 successfully answered all the questions with a performance of 23330, obtained 100 points and increased accuracy by 12% from 88% to 100%. This means that initially student 4 often answered incorrectly, but after studying or practicing repeatedly, they began to answer correctly, so there was an increase in accuracy. This shows that student 4 has understood the procedural text material that has been taught.

STUDENT 5



Based on the picture above, it can be seen that student 5 managed to answer 24 questions correctly and only 1 question wrong with a performance of 22850, obtaining 96 points and getting an increase in accuracy of 4% from 92% to 96%. This means that initially student 5 often answered wrongly, but after studying or practicing repeatedly, they began to answer correctly, so there was an increase in accuracy. This shows that student 5 understands the procedural text material that has been taught.

Based on the three data analyses above, it can be seen that the use of the Quizizz platform in learning Indonesian shows positive results, with an average student success rate of 79%. The data shows that students who participated in the quiz have a good understanding of the procedural text material. For example, students 1 and 2 managed to answer all questions with high scores, 25230 and 24530 respectively, indicating that they have understood the material well. However, there were some students who had difficulty with more complex questions, indicating the need for additional explanations to improve their understanding of the material being taught.

In addition, analysis of the increase in student accuracy after practice showed that many students made significant progress. For example, students 10 and 11 each showed an increase in accuracy of 12% after practice, although they still needed further evaluation for questions that were not fully understood. This emphasizes the importance of repeated practice in the learning process and the need for additional support to help students who are still struggling. Overall, the use of Quizizz has proven effective in improving student understanding, but evaluation and guidance are still needed for more difficult material.

Effectiveness of Digital Quiz Learning in Indonesian Language Subjects

Based on the results of the analysis of the use of the Quizizz platform in learning procedural texts, it shows quite good effectiveness. This can be seen from the average student score which reached 85, with the majority of students getting scores above 80. The score distribution graph shows that most students understand the material well, although there are some students who get scores below 70. In addition, the analysis of the processing time shows that there are students who complete the questions very quickly but get low scores, which is most likely due to a lack of understanding or simply guessing the answer. On the other hand, the recapitulation of the results per question shows that there are two questions with a

percentage of correct answers below 50%. This indicates that the material in that section needs to be clarified or the delivery method needs to be improved. As a follow-up, a discussion of questions that are often wrong, additional practice questions, and special guidance for students with low scores are needed. Overall, these results show that the use of Quizizz is effective in helping students understand procedural texts, while also providing an overview of areas that need to be improved in the learning process.

CONCLUSION

Overall, the use of Quizizz in learning Indonesian has proven to be effective in improving students' understanding. This platform not only provides students with the opportunity to practice, but also allows them to see their progress in real time. With instant feedback, students can immediately see which areas they need to improve. However, it is important to remember that even though this platform is effective, additional support from teachers is still needed. Additional explanations and guidance for more difficult material will greatly assist students in understanding more complex concepts. With the combination of technology and direct guidance, it is hoped that students' understanding of the material can improve significantly. Thus, this report emphasizes the importance of using digital platforms such as Quizizz in the learning process, as well as the need for additional evaluation and support to ensure that all students can achieve optimal understanding of the material being taught. This will help create a more inclusive and effective learning environment for all students.

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