

Islamic Education Strategies in the Digital Era With *Quizziz* Applications

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Abstract

The rapid change of times is evidenced by the development of information technology called digitalization. This has positive and negative impacts on all aspects of life including aspects of education, especially for educators who are required to be able to add insight into technology that has developed increasingly rapidly. Because in order to support varied learning, it is necessary to collaborate with educators with learning media or digital platforms, in this case the quizziz application is one of the alternative applications that can support the sustainability of Islamic education in the digital era, with this quizziz application educators are able to innovate in developing modern and technology-based learning strategies, so that students do not feel bored as for the purpose of this study are: being able to find out how the strategy of Islamic education in the digital era through the quizziz application. This research uses the field research method. The results of the research conducted show that the use of educational strategies with the quizziz application in the digital era has gone well. Teachers use the quizziz application in Islamic education teaching so that students are not easily bored during learning and also to support the innovative learning process, quizziz application itself can be accessed through a web browser and with applications that can be downloaded on the playstore or appstore platform, easily accessible and easy to implement via smartphone or computer.

Keywords: Islamic education, digital era, *quizziz* application

Introduction

Education is believed to be one of the agents of social change. Without adequate education, it will be difficult for any society to achieve progress. Therefore, many education experts are of the view that "education is the key to opening the door to modernization". Islamic education, especially in this digital era, is intended to form a generation of Muslims who are capable of knowledge and skills in order to be able to live a good, safe, prosperous and harmonious life. The formulation of Islamic education is designed to train and foster every individual Muslim to be proficient in Islamic knowledge and its daily practice and proficient in applied-based practical science to manage natural resources in an effort to meet daily needs. Learners through this education are educated in the inner aspects that are closely related to faith and character and also the outer aspects related to earning skills as a personal responsibility to meet the basic

needs for themselves, their families and surrounding communities who need help (Wardana, 2022).

The world is in an era of progress that is connected by technology and digital-based communication and information devices. This era is none other than the digital era. The digital era can be interpreted as a situation in which the use of digital-based communication and information devices (internet) (NURYADIN, 2017). With the progress that has developed so rapidly, an appropriate learning strategy is needed, learning strategy as one of the most important components of education has also changed. (Junaidah, n.d.).

Various kinds of studies related to the use of the Quizizz application, showing the benefits obtained, illustrate that Quizizz can increase the competence of each student and student expertise. The utilization of Quizizz learning media is an effort to accommodate the problems of learning media in Indonesia that cannot be applied conventionally with other learning based on Information Technology and Computers (Salsabila et al., 2020).

Regarding the topic of this research, there are several relevant previous studies Syarifudin and Madian conducted research with the title "*Penggunaan Media Game Berbasis Internet Pada Pelajaran Ips Menggunakan Aplikasi Quizizz*" This research has similarities with research conducted by the author, namely: The purpose of this research is to add insight and inspiration for teachers in using mobile phones as a learning tool and to describe the use of the Quiz application in learning Arabic, besides that the approach used is a qualitative approach, However, there are several differences between the research conducted by Syarifudin and Madian, namely regarding the data collection methodology, while this research uses the RnD (Research and Development) method, while the method used by the authors is field research (Syarifuddin & Madian, 2022).

Furthermore, research conducted by Nuryadin conducted research with the title "*Strategi Pendidikan Islam di Era Digital*" The research has something in common with what the author has done, namely that the same goal is none other than to facilitate various activities and educational programs both at the level of planning, implementation and evaluation. In addition to the same goal, another similarity is the existence of several aspects that must be considered, namely; 1. Wholeness (Syumuliah), 2. Integrity, 3. Sustainability, and 4. Authenticity (NURYADIN, 2017).

From the explanation above, this study uses a field research method which as the subject in this study are high school students, the results of the research conducted show that the use of educational strategies with the quizizz application in the digital era has gone well. Teachers use the quizizz application in Islamic education teaching so that students are not easily bored during learning and also to support the innovative learning process, the quizizz application itself can be

accessed via a web browser and with applications that can be downloaded on the playstore or appstore platform, easily accessible and easy to implement via smartphone or computer.

Literature Review

Islamic education

Islamic education in the digital age offers endless opportunities in expanding accessibility, developing innovative learning methods and strengthening religious understanding. The use of digital technology can be a powerful tool in bridging educational gaps and strengthening religious understanding in an increasingly globally connected society (Shinta et, 2021). One of the great opportunities in Islamic education in the digital age is wider and global accessibility. With digital technology, individuals from different parts of the world can access high-quality Islamic education resources (Hajri, 2023).

In addition, it is also important to prioritize strategic steps in seeing the opportunities and opportunities offered in this era. Of course, the steps and strategies taken are not partial and short-term, but are designed to be more comprehensive and integrated. The strategy set should include various aspects ranging from planning, organizing, implementing, monitoring to evaluation by involving various components in the Islamic education system such as goals, human resources, curriculum, environment, evaluation, and various other components.

So that by designing and implementing it appropriately Islamic education is able to appear with all the advantages of its resources. In other words, Islamic education is challenged to be able to produce graduates who have the advantage or competence of knowledge, skills, and personality (NURYADIN, 2017).

Digital Era

The Digital Age is a time when all humans can communicate with each other so closely even though they are far apart. We can quickly find out certain information even in real time. According to Wikipedia, the digital age can also be called globalization. Globalization is a process of international integration that occurs due to the exchange of worldviews, products, thoughts, and other cultural aspects that are largely caused by advances in telecommunications, transportation and internet infrastructure.

The digital age has had a huge impact on the lives of mankind today. Many sectors of life are experiencing changes and progress thanks to the technology presented in this era. Islamic education as a subsystem of national education also cannot be separated from the existence and influence of information and communication technology in the digital era (NURYADIN, 2017).

In this digital era, the development of various applications has spread along with the production of smart phones with operating systems (OS) that are getting closer to human life which is intended for the convenience and comfort of its users. OS development also extends to other digital equipment such as smart televisions, smart washing machines, smart glasses, smart coffee makers, smart heart rate controllers, and so on. The ease of obtaining and sharing information is triggered by the presence of the internet which has changed everything. Search engines such as google and online encyclopedias such as wikipedia make it easy for someone to find any information in a short time. In addition, the development of social media has changed the lifestyle of people today. Social media users update and share information all the time with high frequency. Social media is used as an alternative media to see what developments are being discussed, and become a vehicle for user interaction with each other in responding to a current issue (Setiawan, 2017).

Quizziz application

Quizizz is a web tool in the form of interactive tests that are used in classroom learning, for example, for formative assessment, quizizz is also a game-based application that brings more concentration and fun learning activities (Mukharomah, 2021). Quizizz itself, is an educational game application that is narrative and flexible, besides being able to be used as a means of delivering material, Quizizz can also be used, as an interesting and fun learning evaluation media. Learning activities at home can certainly easily become boring activities for students. So, with the easy access to learning media today, teachers can use, then develop evaluation media through the Quizizz application, so as to achieve educational goals (Salsabila et al., 2020).

Quizizz itself, is an educational game application that is narrative and flexible, besides being able to be used as a means of delivering material, Quizizz can also be used, as an interesting and fun learning evaluation media. Teachers can use, then develop evaluation media through the Quizizz application, so as to achieve educational goals (Rajab, n.d.).

Methods

Research Design

The research design in this study is descriptive qualitative aimed at describing and describing existing phenomena, both natural and human engineering, which pay more attention to the characteristics, quality, interrelationships between activities. In addition, descriptive research does not provide treatment, manipulation or change in the variables studied, but describes a condition as it is (Iryana, n.d.).

Research Procedures

The research procedures carried out by the author include: Data collection, data reduction and classification, data display and drawing conclusions.

Data Collection Technique(s)

The data collection technique used by the author is observation, observation is a data collection technique that is carried out through an observation, accompanied by notes on the condition or behavior of the target object.

Data Analysis Technique

The data analysis technique that will be used by researchers is the Miles and Huberman data analysis technique. According to Miles and Huberman, qualitative data analysis uses words arranged in an expanded or described text. When giving meaning to the data collected, the data is analyzed and interpreted.

Results

Islamic Education Strategy with *Quizziz*

The concept of Islamic education strategy in this digital era has developed so rapidly, with the development of technology increasingly diverse, learning strategies can be interpreted as steps that are planned and have a broad and deep meaning and have a far-reaching impact in moving someone so that with their own ability and willingness can carry out activities related to learning.

In order to unravel the tangled threads of Islamic education at the level of ideas, policies, and operations, strategic steps need to be designed and arranged. Because to unravel the tangled threads and weave them more tightly and beautifully, a comprehensive strategy is needed. Not only on the downstream aspect, but also emphasized on the upstream aspect which is the source or cause.

In the concept of Islamic education in this digital era, various kinds of technology-based innovations are needed, especially in this day and age the development of technology is very rapid, for the sake of continuity between Islamic education strategies in the digital era, there are several aspects that must be considered, namely; 1) Wholeness (Syumuliah), 2) Integrity, 3) Continuity, and 4) Authenticity.

In this regard, it is important to note that in this digital era, the human generation is divided into two groups; digital immigrant, which is a group that since birth there was no internet in its time, which then appeared and developed the internet so that it became active in it, and digital native, which is a group that since birth has been in the era of the presence of the internet. Both groups use the internet for their interaction needs in cyberspace.

Therefore, with the development of technology, various learning support applications have emerged such as; quizziz applications, teacher rooms, kahoot!, and many that we often encounter.

Of the various applications that the author mentions, there is one application that is easily accessible for both teachers and students, namely the quizziz application. Therefore the Quizizz application can now be accessed in the playstore for android users so that its use is more practical. There are two options for making questions with the quizziz application. First by creating a question from scratch, namely with the create a new quiz menu, and the second by using and modifying existing quizzes in the quizziz library by using the find a quiz menu. In addition, users can also copy from existing questions with the teleport menu.

Quizizz application learning media is very easy to make, namely by preparing the material in advance, in the form of questions and alternative answers in the Quizizz application. After completing compiling the material into questions with all other content that you want to insert, then open and enter the Quizizz application, via the web, namely www.quizizz.com As available on the playstore or other internet pages.

With the convenience offered by the quizziz application in its application Quizizz has been carried out by researchers to build enthusiasm and increase student learning motivation, the results of interviews and observations, they students like the form of assessment as displayed by quizziz because the results can be seen and students can better find out where their mistakes lie. In addition, the quizziz application can display questions in the form of images and sound.

Discussion

From the explanation that the author has described that in this digital era, technology that has developed can be utilized in learning activities, especially the increasingly modern learning media as an intermediary to support active, innovative and fun learning. We can know that the appropriate educational strategy will make it easier for students to understand lessons and good media will make children more happy to take lessons.

Moreover, the rapid pace of this digital era shows that the education system must also keep up with the times, previously with the classical method now there is electronic media as an intermediary for learning, therefore as educators must also be able to know how important it is to know applications that can support learning.

Therefore, the author raises the quizziz application as an application that is easy to use and the features offered are varied, especially as we know when teaching, we need to adjust the right media so that children do not feel bored, and learning activities do not seem boring. Basically, there are 4 learning patterns applied in Indonesia, 1) Traditional Pattern, which is a direct teacher to student

relationship, 2) Teacher pattern with media, 3) Media learning pattern, 4) Learning patterns with media only (Salsabila et al., 2020).

The utilization of the Quizizz application as a learning media falls into the category of learning pattern number 3, which places the media as a component of the learning system to be equal to other components. The learning pattern created and empowered through the Quizizz application is an interactive multimedia pattern. The Quizizz application has advantages that can be easily utilized in addition to learning media, as well as learning evaluation materials, for example, there are data and statistical calculations of student performance, the results of which can illustrate the extent to which students' understanding of the material, later becoming a measuring material for overall learning evaluation. Thus, providing a new color for teacher evaluation and a fun learning pattern for students (Mukharomah, 2021).

Conclusion

Based on data analysis and the results and discussions that have been listed above, the following conclusions can be drawn: To support varied learning, it is necessary to collaborate with educators with learning media or digital platforms, in this case the quizziz application is one of the alternative applications that can support the sustainability of Islamic education in the digital era, with this quizziz application educators are able to innovate in developing modern and technology-based learning strategies, so that students do not feel bored as for the purpose of this study are: being able to find out how the strategy of Islamic education in the digital era through the quizziz application. This research uses the field research method. The results of the research conducted show that the use of educational strategies with the quizizz application in the digital era has gone well. Teachers use the quizizz application in Islamic education learning so that students are not easily bored during learning and also to support the innovative learning process, the quizziz application itself can be accessed via a web browser and with applications that can be downloaded on the playstore or appstore platform, easily accessible and easy to implement via smartphone or computer.

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