

EFFECTIVENESS OF USING THE QUIZIZZ-BASED DIGITAL PLATFORM AS AN EVALUATION OF MATHEMATICS LEARNING

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui keefektifan penggunaan quizizz sebagai Evaluasi Pembelajaran Matematika menggunakan pendekatan kuantitatif. Penelitian ini dilakukan di UIN K.H. ABDURRAHMAN WAHID Pekalongan dengan sampel Mahasiswa Prodi Tadris Matematika Angkatan 2022. Penelitian ini menggunakan Metode Campuran (Mixed Methode) dengan menggunakan teori Evaluasi Pembelajaran. Berdasarkan hasil Penelitian ini, Quizizz memudahkan peserta didik untuk suatu penilaian dan Evaluasi dalam Pembelajaran. Lembar Penilaian peserta didik elektronik ini dapat memfasilitasi guru dan orang tua untuk kegiatan belajar peserta didik di manapun dan kapanpun.

Kata kunci : *Platform digital, Quizizz, Evaluasi pembelajaran, Pembelajaran matematika, Matematika, Tadris matematika, Uin, Uin gusdur*

ABSTRACT

This research aims to determine the effectiveness of using quizizz as a Mathematics Learning Evaluation using a quantitative approach. This research was conducted at UIN KH ABDURRAHMAN WAHID Pekalongan with a sample of 2022 Mathematics Education Study Program students. This research used mixed methods using Learning Evaluation theory. Based on the results of this research, Quizizz makes it easier for students to carry out assessments and evaluations in learning. This electronic student assessment sheet can facilitate teachers and parents for student learning activities anywhere and anytime.

Keywords: *Digital platform, Quizizz, Learning evaluation, Mathematics learning, Mathematics, Tadris mathematics, Uin, Uin gusdur.*

INTRODUCTION

In this era of society 5.0, humans rely on the internet of things. Internet of Things (IoT) is a concept where various physical devices that we use every day are connected to the internet and can communicate with each other. IoT is considered promising to increase efficiency and effectiveness, save costs, and provide a better experience to its users. IoT is then starting to penetrate every inch of life. One of them is in the education sector. In education today, it is seen that learning uses a lot of digital media. It's the same with learning mathematics. From learning to evaluating learning, many use digital platforms as media. So the learning evaluation also uses a digital platform.

The existence of a digital platform in evaluating mathematics learning allows the assessment process to be faster, more accurate and objective. Various applications and software have been developed to assist teachers in composing questions, correcting answers, and providing real-time feedback. Apart from that, digital platforms also provide students with the opportunity to access various interactive learning resources, such as video tutorials, simulations and educational games that can deepen their understanding of mathematical concepts. Thus, the integration of IoT in education, especially in mathematics learning, not only enriches teaching methods but also increases student engagement and learning motivation.

The use of Quizziz-based digital platforms in evaluating mathematics learning is increasingly popular along with developments in educational technology. Quizziz is an interactive assessment tool that allows teachers to create online quizzes that can be accessed by students via a variety of devices. The platform offers various interesting features such as gamification, real-time analytics, and instant feedback, aimed at increasing student engagement and motivation in the learning process.

Using Quizziz in evaluating mathematics learning not only makes it easier for teachers to design and distribute questions, but also allows them to track student progress more effectively. The real-time analysis feature helps teachers identify

areas where students are experiencing difficulties, so that intervention can be carried out more quickly and on target. In addition, gamification elements such as leaderboards and extra points make learning feel more fun and competitive for students. With instant feedback, students can know their results immediately after completing the quiz, which helps them understand mistakes and correct them immediately. Overall, Quizziz not only improves evaluation efficiency but also encourages more interactive and dynamic learning.

The effectiveness of using Quizziz as an evaluation tool in mathematics learning can be seen from the interactivity and gamification elements offered by Quizziz which can make the evaluation process more fun and interesting for students. This can increase student participation and make them more motivated to study and complete evaluation assignments. Apart from that, using Quizziz can also help students develop critical thinking and problem solving skills. Because Quizziz allows for a variety of question types, including multiple choice questions, short-form questions, and image-based questions, students can practice solving math problems in a variety of formats. The instant feedback feature also helps students understand wrong concepts and correct them immediately. Thus, Quizziz not only functions as an evaluation tool, but also as an effective learning medium. The use of analytical data from Quizziz allows teachers to personalize learning, pay more attention to students who need additional help, and design more effective teaching strategies. All of this contributes to improving overall student learning outcomes.

Overall, the use of digital platforms such as Quizziz in evaluating mathematics learning not only offers a more modern and efficient evaluation method, but is also able to increase student engagement, provide faster feedback, and support more adaptive and flexible learning. Thus, Quizziz has great potential to become an effective tool in improving the quality of evaluation and mathematics learning in this digital era.

Using Quizziz also encourages better collaboration and communication between students and teachers. Through interactive features, teachers can easily hold question and answer sessions, discussions and even competitions between students online. This creates a more dynamic and interactive learning environment. In addition, the data generated from Quizziz can be used by teachers to evaluate the

effectiveness of teaching methods and adapt them to student needs. With easy access and flexibility of use, Quizziz allows learning to take place anytime and anywhere, supporting the concept of lifelong learning which is very relevant in this digital era. Overall, Quizziz not only improves the quality of mathematics evaluation and learning, but also plays an important role in the transformation of education towards the era of Society 5.0.

DISCUSSION

The Quizziz application or site is a digital platform that can be used to evaluate mathematics learning. Quizziz can be used to find out whether students have reached the minimum criteria that have been determined or not from the results/scores obtained so that the effectiveness of the learning that has been carried out will be known. Using Quizziz will provide reciprocity between students and lecturers because students can find out the right and wrong answers from the results of working on questions through Quizziz.

From the results of the literature conducted by researchers, various results were found. One of them is research conducted by (Rica, Didik & Zainudin, 2021) regarding "Effectiveness of Using the Quizziz Application in School Mathematics Subjects in View of Student Motivation and Learning Results" where data collection was carried out through giving tests and filling out motivation questionnaires via Googleform. Based on the results of research data analysis using the SPSS version 21 application, it is known that from Sig. (2-tailed) is smaller than the significance level ($0.000 < 0.005$) seen from the results of filling out the questionnaire and administering the test. So it can be concluded that the use of the Quizziz application as a learning medium for mathematics students is said to be effective in terms of the aspects of learning motivation and learning outcomes.

Then the results of the next research are research conducted by (Bayu Saputra, 2023). The background to the research is that researchers see that the mode of use of Quizziz shows that Quizziz is only used for game-based learning. So researchers want to show that quizziz can also be used to evaluate learning. Based on the data and information that researchers collected from various relevant sources, it can be concluded that quizziz is an alternative learning assessment,

especially mathematics learning. By using the Quizziz site or application, it will make learning evaluation activities carried out by teachers/lecturers easier in carrying out detailed and objective assessments.

Apart from that, M. Ardiansyah in his research entitled "Effectiveness of Using the Quizizz Platform in Increasing Interest and Understanding of Mathematical Concepts" said that learning using digital platforms such as quiziz is not only used for playing but can also increase teacher creativity and student competence. The results of the analysis from this research are that the level of students' understanding in learning mathematics is 56%. This means that students' understanding in learning mathematics, especially in arithmetic sequence material, is in the medium category and this quiziz-based digital platform also influences students' level of interest in working on mathematics problems. So it can be concluded that the quiziz-based digital platform can influence students' interest in learning and increase students' understanding.

From the research results above, it can be concluded that this quiziz-based digital platform can be used as a tool for evaluating mathematics learning. With this quiz, it can also increase creativity and make it easier for teachers to measure the extent of students' understanding. Apart from being able to find out the extent of students' understanding regarding the learning that has been carried out, the quiziz-based learning measuring tool is also an unforgettable learning experience for students. This is because quiziz is considered a learning tool in the form of games that are challenging and fun. This quiziz can also increase students' interest in learning and motivation to continue learning.

CONCLUSION

Based on the results of this literature research, it shows that the quiziz-based digital platform is a digital platform that teachers can use to measure students' understanding in a lesson. This platform also functions to increase teacher creativity in carrying out learning evaluations so that it is more fun and not monotonous and also makes it easier for teachers to measure students' understanding abilities in learning mathematics in class. Apart from that, quiziz also influences students' level of interest and motivation to continue learning.

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