

ANALYSIS OF THE EFFECTIVENESS OF USING QUIZIZ AS AN EVALUATION MEDIUM IN MATHEMATICS LEARNING

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ABSTRACT

Memanfaatkan Quizizz sebagai alat penilaian untuk mengetahui hasil belajar matematika sudah sering dilakukan. Pemanfaatan Quizizz merupakan pilihan media evaluasi yang direkomendasikan karena memiliki tingkat efektivitas yang tinggi dalam meningkatkan hasil belajar siswa dan mendorong siswa untuk mencapai nilai tes yang lebih tinggi dari rata - rata. Pada penelitian kali ini, penulis ingin sekali membahas tentang efektivitas penggunaan Quizizz sebagai media evaluasi guru dalam menentukan hasil belajar matematika. Dan seberapa maksimal efektivitas yang dapat dicapai dengan menggunakan Quizizz untuk meningkatkan hasil belajar matematik. Tujuan dari penelitian ini adalah untuk merangkum gagasan bahwa Quizizz dapat digunakan sebagai alat penilaian formal untuk pelajaran matematika, baik sebagai penilaian harian atau sebagai penilaian yang bersifat formal. Penelitian ini dilakukan melalui tinjauan literatur. dari penelitian ini, Quizizz dapat digunakan sebagai alat evaluasi yang sangat efektif untuk meningkatkan hasil belajar siswa.

Kata Kunci: Evaluasi pembelajaran, Matematika, Quizizz

ABSTRACT

Utilizing Quizizz as an assessment tool to determine mathematics learning outcomes has often been done. Utilization of Quizizz is a recommended choice of evaluation media because it has a high level of effectiveness in improving student learning outcomes and encouraging students to achieve test scores that are higher than average. In this research, the author really wants to discuss the effectiveness of using Quizizz as a teacher evaluation medium in determining mathematics learning outcomes. And how much maximum effectiveness can be achieved by using Quizizz to improve mathematics learning outcomes. The purpose of this research is to summarize the idea that Quizizz can be used as a formal assessment tool for mathematics lessons, either as a daily assessment or as a formal assessment. This research was

conducted through a literature review. From this research, Quizizz can be used as a very effective evaluation tool to improve student learning outcomes.

Keywords : *Learning Evaluation Pembelajaran, Mathematics, Quizizz*

INTRODUCTION

Education is a process of guidance to transfer all knowledge. Education aims to help develop knowledge, learning styles and personality development. In order for educational goals to be achieved, high educational standards are needed. But to achieve high educational goals and standards, quality learning is also needed (Husna and Fauzan 2023).

Learning should be able to make students enthusiastic in following all the processes taught so that the learning objectives are achieved. There are many factors that influence learning, educators are one of them. In implementing effective learning, educators must of course determine appropriate learning models, learning approaches, learning strategies and learning methods (Arhas 2018) . The implementation of learning is said to be successful if the learning objectives have been achieved in accordance with the learning plan (Maliki and Erwinsyah 2020) . In carrying out learning, there needs to be an evaluation as a reflection of the learning that follows.

The use of effective and efficient learning media will obtain student learning outcomes that match the teacher's expectations and trigger students to improve their abilities. In carrying out assessments, educators can develop the methods used according to their creativity. Moreover, with the current development of information technology, educators can use one of the media that utilizes IT, namely quiziz. Quiziz is quite easy to use, quiz questions that have been prepared can be added directly to Quiziz and can be arranged according to your needs, including images, background and answer choices. How to share quiziz with students is also quite easy by sharing the link. So we can conclude that quiziz is an effective learning medium to use and allows all students to practice together via cellphones, computers, laptops and other devices that can access the quiziz link (Benufinit et al. 2024).

This research will discuss the level of effectiveness of using Quiz as an evaluation medium in mathematics learning. This research uses a qualitative approach with literature study to collect data. In analyzing the data, researchers used a qualitative descriptive method which describes the use of Quiz as an evaluation medium.

DISCUSSION

Learning Evaluation

According to Brinkerhoff, evaluation is a process that determines the extent to which educational goals can be achieved. There are seven elements in implementing an evaluation including 1) determining the focus to be evaluated, 2) preparing the design, 3) collecting information, 4) analyzing and interpreting information, 5) making a report, 6) managing the evaluation, 7) evaluating for evaluation. Edwin also stated that evaluation implies an action or process in determining the value of something. M. Chabib Thoha, also defines that evaluation is a planned activity to determine the condition of an object using instruments and the results are compared with measuring instruments to obtain conclusions (Magdalena et al. 2023). From the definition above, we can conclude that evaluation is a systematic process for determining the value of something based on certain criteria.

Evaluation is carried out deliberately and has a purpose. The evaluation carried out by the teacher aims to find out whether the teaching materials delivered and the learning carried out are in line with expectations or vice versa. According to Sudirman N, et al., there are several evaluation objectives including (Magdalena et al. 2023):

1. Make decisions about learning outcomes
2. Understanding students
3. Improve and develop teaching programs

Evaluation can also be used to make decisions regarding student learning outcomes. And evaluation is also a necessity for an educator in order to know the success or vice versa of the learning process carried out. The failure of a learning process is caused by several factors including:

1. Students' abilities are low

2. The quality of teaching materials is not appropriate to the age of students
3. High level of difficulty but not enough time
4. Components of the learning and teaching process that are not in accordance with the goals set by the teacher himself.

Learning evaluation includes measuring and assessing. Measuring is the activity of comparing something with one measure. Judging is the activity of making a decision about something with a measure of good and bad. According to Sunarto, evaluation has several functions including (Moh Soheh 2019):

1. Evaluate the curriculum being implemented
2. As consideration in decision making and policy determination
3. To find out changes and developments in students
4. Accredited educational institutions, namely schools
5. Assessing the development of teaching materials
6. Assess the learning process from start to finish, namely the assessment results

The benefits of evaluation include:

1. Performance results report
2. Improvement and development
3. Coaching
4. Basis for decision making
5. Policy determination

An evaluation needs to fulfill several requirements before being applied to students and then being reflected in the form of behavior. There are several evaluation principles that are important to know, including (Nuriyah 2014):

1. Practicality/Practicality

What is meant by practicality is that the costs of organizing it are not expensive, it does not take a long time, it is easy to do, and the preparation does not take a long time.

2. Reliability/Realibility

Reliable means consistent and reliable, which means that if you give the same test to the same students and the results are relatively the same, the

test can be said to be reliable. Reliability includes inter-rater reliability and implementation reliability.

3. Validity/Validity

Validity in question is the extent to which the assessment we obtain from the test carried out is accurate and meaningful in accordance with the desired assessment objectives. In other words, the test created must be able to measure the aspect you want to measure.

4. Authenticity/Authenticity

This means that assessment by educators is an inseparable component of learning activities. Assessors must be open, meaning that the assessment procedures, criteria and basis for decision making can be known by interested parties, both teachers and students.

Instructional Media

According to Falahudin, learning media has an important meaning in the world of education, especially for teachers, because media can channel all forms of material and messages to students through various media that the school has (Falahudin, 2014). Of course, the presence of media can support the formation of a conducive learning process, as well as active learning and provide comfort for students because it is fun, so that students' interest in learning will increase and then will have a good effect on the students' learning outcomes themselves.

When choosing learning media, there are provisions that must be considered. These provisions can be categorized based on aspects that can encourage learning progress, including:

1. The media is selected according to the objectives that have been previously formulated, with these adjustments it can support the achievement of the objectives better.
2. Learning media is adjusted to things that make it easier to improve academics.
3. Learning media does not depend on the personal needs of each student

The use of the Quizizz application as a learning medium is included in the learning pattern category which places the media as a component of the learning system on a par with other components. The interactive multimedia learning pattern is a pattern that is empowered by using the Quizizz application. There are

advantages to the Quizizz application, namely in its easy use which can be used as learning media and learning evaluation material, this can be shown through statistical calculations regarding student performance in the learning process from which conclusions can be drawn to describe the extent of student understanding. to a material. And this statistical data can later be used as measuring material for overall learning evaluation. So, it can create new things in the assessments carried out by teachers and create enjoyable learning patterns for students.

There are various other features besides online quizzes that teachers can use to provide school assignments and homework in the Quizizz application. The Quizizz application not only introduces students to doing assignments, but introduces an atmosphere of doing assignments that is more enjoyable without having to think about the answers, because the Quizizz application presents the form of questions with a display that is rich in creative and innovative elements, adopting an adventurous atmosphere. pleasant. In this way, Quizizz can certainly foster positive motivation for the desire to learn from each student and help realize learning goals and objectives concretely and evenly.

Using Quizizz is very easy, in this Quizizz there are 4 – 5 answer choices including the correct answer choice. When used, you can also add images to the background of the question. And the settings for questions can be adjusted according to the wishes of the question maker. When the quiz is ready to use, the teacher can distribute the quiz to students with the 6 digit code generated from the interactive quiz. Quizizz can be used as a fun learning medium but does not lose the essence of the learning taking place. However, the benefits are better than normal strategies because they can involve students' active participation from the start (Noor, 2020).

Quiz

Quiziz is an online learning media that is easy to use in creating and designing questions with animations of various characters and interesting interactions. The Quiziz application can be accessed at www.Quiziz.com, making it easier for students to learn and work on exam questions and practice questions created with Quiziz.

The characteristics of quiziz itself are; Interesting and fun avatars, themes, memes and music. On the other hand, quiziz can also increase students' interest in learning because students can find out their abilities and understanding from the scores they get.

Quiziz can also be called an educational game to test each student's ability to do assignments and quiz questions with an unlimited number of questions and various forms of questions that can be made, including description questions, multiple choice, drop and drag, guess the picture and types. other matters. Each question created can be in the form of an image accompanied by interesting audio and video, quiziz can also include an answer key along with points that can be set by the teacher. Teachers can also arrange quiziz games according to the teacher's needs and desires. Quiz can be done by the teacher sharing an access code or scanbarcode.

Steps to create a quiziz; 1. Prepare for learning by creating an account on Quiziz on the website ww.Quiziz.com 2. Log in to your account with Google or Gmail 3. Then select a role according to your profession (teacher) and complete the data on your quiz account 4. To create an account, click open quiziz creator then fill in the name as needed, after that create a question by typing manually or exporting from a document that has been prepared by the teacher, select the answer, set the correct answer "question preview", click on finished if the question is appropriate 5. Give questions to students to done by sharing an access code or scanbarcode 6. Teachers can see student activity with registered accounts, students who have started, student errors and students with the highest and lowest scores.

Steps for students to do the quizz well and correctly;

1. Students can open Google then type join.quiziz.com in the student's cell phone or laptop browser
2. Log in according to the code
3. After joining students can start working on questions when the teacher has started quiziz.

The advantages of quiziz as a learning medium are;

1. The quiz has a time limit so that students learn to think quickly when working on questions.

2. The answers will appear on the screen so that students can see whether their answers are correct.
3. Students don't need to wait for other participants when the quiz has been started by the teacher.
4. There is no word limit in answering. description question 5. Reintegration with Google Classroom.

The disadvantages of quiziz as a learning medium are; The game cannot stop once it has started and all the questions have not been answered.

CONCLUSION

From the statement above, it is increasingly clear that the choice of learning media in the classroom greatly influences a child's interest, motivation and learning outcomes. Creative teachers must be able to be clever in choosing interesting learning media, in this case learning that is more directed towards the world of IT in accordance with development. Nowadays, because most children prefer to learn by using gadgets, teachers are also good at taking advantage of all the changing situations that exist. This theory is in line with what Ruth Lautfer said that learning media is one of the teaching aids for teachers to delivering teaching material, increasing student creativity and increasing student attention in the learning process. With interesting learning media, students will be enthusiastic about learning and more effective in taking quizzes. Students take quizzes at the same time as class and see their live rankings on the leaderboard. Instructors can monitor the process and download a report when the quiz is completed to evaluate student performance. Using the quiziz application can help increase student interest and increase concentration. Thus it is concluded that using appropriate and efficient learning media is expected to increase students' interest in learning. Efforts to use the application Quizizz is predicted to be an alternative learning medium, which prioritizes creativity, time management, and independent evaluation of students. By empowering the Quizizz application as a learning medium, education in Indonesia seems to be quite calm in carrying out evaluations, as has been explained. Where in the Quizizz application, teachers can carry out more precise assessments or evaluations. However, apart from all that, the use of the Quizizz application as an

effective learning medium can be achieved if the teacher pays attention to the needs, shortcomings and differences of students or students. Apart from that, it is not only focused on the Quizizz application, but also empowers other applications to support the continuity of the learning process.

Based on the research results, you can conclude that the use of the application Quizizz is effectively used by teachers as a medium learning as well learning evaluation, because Quizizz is an application that can create fun learning with a more interesting and innovative form of assessment strategy for teachers and students.

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