

THE EFFECTIVENESS OF USING QUIZZIZ-BASED LEARNING MEDIA ON STUDENT LEARNING MOTIVATION ON PAI LEARNING MATERIALS

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Abstract: Islamic Religious Education (PAI) itself has an important role in shaping student character based on Islamic values. However, the challenges in learning PAI in the digital era are increasingly complex, especially in maintaining students' learning motivation. Therefore, innovation in learning is an urgent need to increase students' interest and motivation to learn. Quizizz is one of the gamification-based platforms that allows students to learn through interactive quizzes with an attractive appearance, automatic scoring system, and competition features that spur the spirit of learning. The type of research method used in this research uses a qualitative approach with a qualitative descriptive method. The subject of this research is the informant, in this study the primary subject is the PAI maple teacher at Aisiyyah Private Mts North Sumatra and 7th grade Mts students. The secondary subject is literature study. Based on the results of the research and discussion that has been presented, it can be concluded that the application of quizizz-based learning media to 7th grade students of Aisiyyah North Sumatra Mtss in PAI subjects is going very well and satisfying. The PAI teacher concerned and his students responded to the use of quizizz-based learning media with great enthusiasm. This can be seen from the increase in understanding and response from students in the observation results.

Keywords: Effectiveness, Quizizz Application, Student Learning Motivation

INTRODUCTION

Islamic Religious Education is one form of effort to prepare the creation of a perfect and happy human being. Perfect here means perfect manners, love for the homeland, physical stature, clean and organized mindset, professional in work and polite in speech. The main function of Islamic religious education is to prepare the next generation of the nation with the necessary abilities and skills in order to have the ability and readiness to plunge into a community environment based on the Qur'an and As-Sunnah. Teachers as one of the educational components in the learning process, have an important role to educate and guide students. Teachers must always make good preparations strategies, methods and several learning tools so that the learning process achieves an active, effective and communicative atmosphere (Dalimunthe, 2024).

Islamic Religious Education (PAI) itself has an important role in shaping student character based on Islamic values. However, the challenges in learning PAI in the digital era are increasingly complex, especially in maintaining students' learning motivation. One of the problems that often arise is the lack of student involvement in the learning process, which can be caused by uninteresting and monotonous teaching methods. Therefore, innovation in learning becomes an urgent need to increase students' interest and motivation to learn.

As a professional educator, educators must have bright and creative ideas to achieve the goals of learning. One way to achieve this goal is by offering various types of learning that can facilitate student learning. This will produce satisfactory results, of course, if accompanied by the effectiveness and efficiency of the learning. It is hoped that these concepts can be applied to all subjects, especially Islamic religious education. The role of educators is very important to ensure that the learning taught is truly structured and can provide clear understanding to students.

Along with the development of information and communication technology and innovation in the learning process, teachers and students must be able to use technological advances that are developing today, this is clearly something we cannot deny and avoid anymore, where technology is one of the learning media used in the learning process in helping students improve their understanding of the subject matter. Changes in information that enter the world of the digital era allow technology to build IT-based learning, one example is learning with the quizizz application (Astuti, 2022).

Quizizz is a gamification-based platform that allows students to learn through interactive quizzes with an attractive appearance, automatic scoring system, and competition features that spur the spirit of learning. This application also provides flexibility for teachers to design materials according to learning needs.

In this quizizz application, learners can see the rankings achieved so that this can spur and motivate students to achieve more satisfying learning results. Quizizz can be used easily as a good and fun learning strategy without losing the essence of learning. The features contained in quizizz allow educators to study the material that will be delivered to students and make it easier for educators to create questions (Siska, 2021).

Various studies show that gamification approaches, such as those offered by Quizizz, have the potential to increase student motivation and engagement in learning. However, there have not been many studies that specifically highlight the effectiveness of using Quizizz in learning PAI. With this being the case, it is important to explore the extent to which the use of this application can affect student learning motivation, especially in PAI subjects. This study aims to measure the effectiveness of using the Quizizz application on student learning motivation in PAI learning. Through this research, it is expected to contribute to developing technology-based learning strategies that are relevant to the needs of modern education and can improve the quality of PAI learning in schools.

LITERATURE REVIEW

In modern times like this, technology is utilized rapidly. The use of the internet is useful to facilitate humans in completing tasks. The development of Technology and Information can improve performance and enable various activities to be carried out quickly, precisely, and accurately including in the field of education (zahra, 2024).

In order to realize the maximum learning process, learning strategies are needed. Advances in science and technology have a major influence in implementing learning strategies. With a learning strategy that has been prepared by the teacher, it is arranged by utilizing learning media. By utilizing technology in the use of learning media, it can be done with the aim that the learning process carried out can be carried out effectively and efficiently (Amany, 2020).

One of the efforts that can be made to help teachers improve the quality and attractiveness of the student learning process is by presenting ICT-based learning, namely the

learning model using the Quizizz application (Dalimunthe, 2024).

Quizizz application is an application that supports learning, from creating materials, exercises, and quizzes with attractive visuals. Making exercises or quizzes with visuals means that teachers can add images to the questions. The addition of images in the questions makes students understand the material better and easier answer. In this quizizz application, students can also see the rankings achieved so that they can motivate students to achieve satisfactory learning results (Rajagukguk, 2021).

The use of digital-based learning applications, such as Quizizz, is effective in increasing student motivation and learning outcomes. these results are also in accordance with Munawaroh & Yusuf's research, (2023) which states that applications such as Quizizz are able to encourage increased student learning outcomes, although there are technical obstacles that can be overcome. The results of using the Quizizz application in learning Islamic Religious Education (PAI) at SMAN 1 Gondangwetan have shown positive results. This application increases interactivity and motivation of students to learn through various types of questions, such as multiple choice and short form, as well as live game and homework features that enable effective evaluation of learning outcomes. In addition, Quizizz makes it easier for educators to understand the material and provides useful feedback for students, such as a review feature that shows the correct answers after the quiz (Fajri, 2024).

METHODS

The type of research method used in this research uses a qualitative approach with qualitative descriptive methods. Qualitative research methods are research methods used to research on natural object conditions, (as opposed to experiments) where the researcher is the key instrument, data collection techniques are triangulated (combined) (Azhar, 2024). Qualitative descriptive method is a method that describes, describes, and describes what is the case of the object under study based on the situation and conditions when the research was conducted (Sugiyono, 2017).

Research subjects are the main source of research data. Research subjects are divided into primary subjects and secondary subjects. The subject of this research is the informant, in this study the primary subject is the PAI maple teacher at Aisyiyah Private Mts North Sumatra and 7th grade Mts students. The secondary subject is the literature study, which is a research method that relies on the collection, analysis, and interpretation of data derived from various library sources such as books, journal articles, research reports, official documents, and other digital sources. The main focus is to obtain relevant and reliable information to answer research questions. The data collection technique in this research is to conduct in-depth interviews with informants or research subjects.

RESULTS and DISCUSSION

In this modern age of technology, technology is often utilized rapidly. The use of the internet is useful to facilitate humans in completing tasks and human affairs. The development of Technology and Information can improve performance results and allow various activities to be carried out quickly, precisely, and accurately including in the field of education.

In order to realize the maximum learning process, innovative and effective learning strategies are also needed. Advances in science and technology have a major influence in implementing learning strategies. With a learning strategy that has been prepared by the teacher, then arranged by utilizing learning media. By utilizing technology in the use of

learning media, it aims to make the learning process carried out effectively and efficiently (Amany, 2020).

Islamic Religious Education (PAI) itself has an important role in shaping student character based on Islamic values. However, the challenges in learning PAI in the digital era are increasingly complex, especially in maintaining students' learning motivation. One of the problems that often arise is the lack of student involvement in the learning process, which can be caused by uninteresting and monotonous teaching methods. Therefore, innovation in learning becomes an urgent need to increase students' interest and motivation to learn.

Of the many online-based learning media that are often used by educators in this digital era, if it is related to students' habits, namely how their interaction in using cellphones and also their pleasure in playing games, then the use of Quizizz is deemed more suitable for use in the learning process, due to the very attractive application design. The Quizizz application can be interpreted as a game-based application that is educational and presents games for more than one player in the classroom (Ahmad, 2020).

However, while the use of technology in learning has many benefits, some challenges also arise. One of them is the limited access to technology in some areas. Some students may not have access to the necessary technological devices in their homes, thus having difficulty in following technology-reliant learning. In addition, technical glitches such as slow internet connection or broken devices can also hinder the learning process (Alimuddin, 2023).

Use of Quizizz App in Learning

Media gives students the freedom to learn at their own pace and can be accessed anywhere, allowing them to study independently without being limited by time and place. Quizizz is one of the effective learning media in helping teachers create an interactive learning atmosphere and increase student participation and understanding of learning materials (Masnu'ah, 2024).

A game-based educational software called Quizizz brings multi-player activities into the classroom and exercises created in the classroom are made into engaging entertainment. Students have the option to use their mobile devices for in-class activities using Quizizz. Unlike other instructional apps, this one incorporates game aspects such as avatars, themes, memes, and entertaining music into the teaching process. In addition, Quizizz offers students the opportunity to compete with each other, which motivates them to learn. In class, students take the quiz simultaneously and see their scores on the scoreboard. Teachers can supervise the procedure and request results at the end of the test to assess students' performance. Quizizz software can help students pay more attention and show more interest (zahra, 2024).

Based on the results of an interview with one of the PAI teachers at Mtss Aisiyah North Sumatra, he revealed that "the use of the quizizz application in learning can increase their learning ability from 60% to 80%, the quizizz application is also able to change the learning atmosphere into a fun game" (interview with Nur silni zein, PAI teacher at Mtss Aisiyah on Thursday, January 9, 2025). The use of educational games, especially Quizizz, has had a positive impact in increasing students' motivation and understanding of learning materials. Quizizz attracts students' interest and provides a fun learning experience. With interactive game elements, Quizizz succeeds in creating an interactive learning experience. Healthy competitive atmosphere in the classroom, encouraging active participation from all students. They engaged enthusiastically in the game and showed increased learning motivation. Students actively strived to answer the questions correctly and achieve the highest

score, indicating that the Quizziz successfully generated a positive competitive spirit among them.

However, although in its use quizzizes have proven to be effective in increasing student motivation and understanding, in this case, challenges were also identified. One of them is the need for additional time for the preparation and execution of the game. Teachers have to spend time preparing questions that are appropriate to the learning material and ensuring that the game runs smoothly in the classroom. In addition, the use of Quizziz also requires good classroom management skills from teachers. In a competitive atmosphere, teachers need to ensure that all students get equal opportunities to participate and feel comfortable in expressing their opinions.

Another obstacle was also conveyed by Nur Silni Zein in an interview session, she said "The obstacles that often occur when using the quizziz application are like internet connections, sometimes application errors or error problems, and problems when logging in" (interview with Nur Silni Zein, PAI teacher at Mtss Aisyiyah on Thursday, January 9, 2025).

The use of educational games such as Quizziz has had a positive impact in improving student motivation and understanding at Mtss Aisyiyah SUMUT. However, to maximize the effectiveness of its use, it is necessary to ensure the readiness and good classroom management skills of the teacher. Thus, Quizziz can continue to be one of the effective learning tools in improving the quality of learning in this school.

Effectiveness of the Use of Quizizz Application on Student Learning Motivation in PAI Subjects

Learning motivation is a motivation that is present in students so that it can create a sense of interest, enthusiasm and pleasure in the learning process. In this study, learning motivation becomes one of the aspects studied in the learning process using quizizz-based learning media.

The use of the Quizizz application as a learning media is certainly expected to provide benefits for teachers in the success of the learning process carried out. Success in the learning process can be seen through student interest in learning when participating in learning. Learning interest is a feeling of pleasure and interest in the learning process carried out by knowing the behavior of students who are eager to learn. Interest in learning can also be interpreted as the tendency of attention and interest in activities, which includes both physical and mental which leads to human growth and development which includes creation, taste, karsa, spiritual, knowledge, and skills of body and soul (Wijayanti, 2022).

Motivation to learn in secondary school students has more complex obstacles than students at kindergarten and elementary school levels. This is because high school students are in the adolescent development phase which is more inclined to oppose something (Oktaviani, 2021).

Indicators of student motivation can be measured by several things below, including:

1. Desire and desire to succeed
2. The existence of encouragement and needs in learning
3. The existence of future hopes and aspirations
4. Rewards for learning
5. The existence of interesting activities in learning
6. There is a conducive learning environment (Muhamad Raihan, 2024).

Based on the results of an interview with one of the PAI teachers at Mtss Aisyiyah North Sumatra, he revealed that "Quizizz can save time in making questions and increase interaction with students and can increase student learning motivation, especially in PAI subjects" (interview with Nur Silni Zein, PAI teacher at Mtss Aisyiyah on Thursday, January 9, 2025).

Quizizz application is an online evaluation platform that is useful for students, teachers and lecturers because it can provide test results quickly and present the analysis accurately. This application can also increase students' motivation and interest in learning. In line with this, the quizizz application proves its benefits in improving the ability of students and enriching the experience of an educator in using learning media effectively, so that their competencies continue to develop and be honed (Aniyatussaidah, 2022).

The results of interviews with 7th grade students of Mtss Aisyiyah North Sumatra, he revealed that "Learning using quizizz is very fun and exciting, we can learn while playing, because it is very colorful, lots of funny cartoons so it makes you interested. Then at the end of the game there must be a determination of who wins and gets the highest score, because it makes it even more enthusiastic about learning".

In an interview session conducted with other grade 7 Mtss Aisyiyah students, one said "Yes, I feel more motivated to learn, I can be more skillful. Because using the application is so exciting, like learning while playing". In addition, other students also commented on the same thing "I feel very happy when learning using quizizz, like a healthy competition and a form of appreciation that can increase my motivation to learn. I can also work more cooperatively with friends".

Based on the results of the interview above, we can conclude that quizizz offers sophisticated and flexible features that make it easier for students to solve problems where and when they want. The use of quizizz makes learning becomes fun and not boring and can make it easier for students to master the subject matter (Khulud, 2024).

Quizizz has various advantages that make it an effective tool to increase student motivation. With a gamification-based approach, Quizizz brings a fun and interactive learning atmosphere through features such as points, leaderboards and power-ups. This encourages a spirit of healthy competition among students, making them more enthusiastic about learning. Moreover, its flexibility allows students to access quizzes anytime and , either individually or with their friends in a live game mode.

Feedback provided in real-time helps students understand their mistakes and motivates them to improve future results. Support for multiple question types, including text, images, and audio, also ensures that every student, with diverse learning styles, can feel engaged and challenged. With its attractive design, easy accessibility, and ability to support teacher creativity, Quizizz not only makes learning more interesting but is also effective in encouraging students to be more motivated in learning.

CONCLUSIONS

Based on the results of the research and discussion that has been presented, it can be concluded that the application of quizizz-based learning media to 7th grade students of Mtss Aisyiyah Sumut in PAI subjects is going very well and satisfying. The PAI teacher concerned and his students responded to the use of quizizz-based learning media very enthusiastically and satisfactorily. This can be seen from the increase in understanding and response from

students in the observation results. The use of quizizz helps create a fun and interactive learning atmosphere, which ultimately increases student motivation and learning outcomes. So from this it can be concluded that there is a significant effect on the application of Quizizz-based learning media on student learning motivation in PAI subjects in class 7 Mtss Aisyiyah Sumut.

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