

Analysis of the Role of the Quizizz Application in the Digital-Based PAI Learning Process

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Abstract

This study aims to analyze the role of the Quizizz application in the digital learning evaluation process by examining the need for innovation in digital learning evaluation. The research method used a qualitative approach based on library research, focusing on the role of the Quizizz application in the digital learning evaluation process. The results of the study show that Quizizz is very important in increasing student interest, encouraging active participation through interactive game systems, and providing quick feedback to teachers and students. This conclusion confirms that Quizizz makes a significant contribution to improving the digital learning evaluation process, making it more interesting and enjoyable. The implications of the research results emphasize the importance of utilizing interactive digital applications to help improve learning assessment and encourage educators to use technology in more innovative and efficient ways. It can be concluded that the use of the Quizizz app can enhance students' learning comprehension and have a significant impact, such as making students more active during classroom instruction. Additionally, the Quizizz app can increase student participation and create a fun and engaging learning experience.

Keywords: Quizizz; Role of the Application; Learning Process; PAI.

Abstrak

Penelitian ini bertujuan menganalisis peran aplikasi Quizizz dalam pembelajaran digital, sekaligus mengeksplorasi kebutuhan inovasi pada proses pembelajaran. Penelitian menggunakan metode kualitatif berdasarkan studi pustaka dan observasi di lapangan, dengan fokus utama pada kontribusi Quizizz dalam evaluasi pembelajaran digital. Temuan menunjukkan bahwa Quizizz sangat membantu

Artikel Info

Received:
December 26, 2025

Revised:
January 23, 2026

Accepted:
March 22, 2026

Published:
June 10, 2026

dalam meningkatkan minat belajar siswa, mendorong partisipasi aktif melalui elemen permainan interaktif, dan menyediakan umpan balik instan untuk guru serta siswa. Kesimpulannya, Quizizz memberikan dampak positif yang besar terhadap pembelajaran digital yang lebih menarik dan menyenangkan. Hasil penelitian menunjukkan bahwa memanfaatkan aplikasi digital interaktif sangat penting untuk meningkatkan penilaian pembelajaran dan mendorong para pendidik menggunakan teknologi secara lebih inovatif serta efisien. Dapat disimpulkan bahwa, penggunaan aplikasi Quizizz dapat meningkatkan pemahaman belajar siswa dan memberikan dampak yang signifikan seperti, membuat siswa lebih aktif saat pembelajaran di kelas. Selain itu, aplikasi Quizizz dapat meningkatkan partisipasi siswa, menciptakan pengalaman belajar yang menyenangkan dan tidak monoton.

Kata Kunci: Quizizz; Peran Aplikasi; Proses Pembelajaran; PAI.

A. Introduction

The transformation of education in the digital age has shifted the conceptual framework from conventional learning toward a more participatory, dynamic, and student-centered digital learning approach. In the context of Islamic Religious Education, digitalization serves not only as a supporting tool but also as a primary means of gaining a deep understanding of Islamic values in a way that aligns with the characteristics of today's generation.

The use of the Quizizz app as an interactive learning and assessment tool represents one of the latest developments. Deductively, constructivist theory which

emphasizes students' active participation in developing knowledge and digital learning theory which emphasizes the relevance of active participation, feedback, and gamification in enhancing learning motivation can both be used to examine the role of this application.

In this modern digital era, education has undergone major changes, particularly in the aspect of learning assessment. Based on survey data from the instruments that have been collected, 25% 'strongly agree' that using the Quizizz application can increase learning motivation. And 45.8% say they 'agree' that using the Quizizz application is more fun than conventional methods. Using the

Quizizz application can increase student enthusiasm in the learning process (A. Maulida, 2023).

Theoretically, these findings align with the Self-Determination Theory (SDT) approach, which posits that when the learning process incorporates elements of satisfaction, challenge, and autonomy, it leads to an increase in students' intrinsic motivation. Students' active participation in the digital-based PAI learning process is driven by Quizizz's interactive and entertaining features, which include leaderboards, instant feedback, and competitive elements. This is reinforced by the study "Revitalising learning in three university contexts: Unleashing the power of the Quizizz app to increase self-efficacy, intrinsic motivation, satisfaction, and performance," which suggests that through gamification techniques, Quizizz significantly increases students' intrinsic motivation, learning satisfaction, and engagement (Hernanz et al., 2024).

Quizizz is one of the popular applications often used as a means of digital learning evaluation (Zaeni, 2022). As an interactive quiz platform, Quizizz offers features such as real-time quizzes,

automatic grading, leaderboards, and attractive displays (M, 2025). Recently, Quizizz has continued to grow in popularity because it is effective in increasing student motivation and engagement. This is reinforced by a study entitled 'Impact of Quizizz on Cooperative Learning in English Reading Classroom: A Qualitative Analysis Using the UTAUT Framework', in which several students said that Quizizz is a good application for increasing their engagement and learning outcomes (Thamrin et al., 2025).

This study aims to analyse the role of the Quizizz application in digital learning, especially in Islamic Education subjects. By examining previous studies and collected data in greater depth.

This study shows that students prefer digital-based learning over conventional learning, because conventional learning is often considered monotonous and boring (Syam et al., 2025). Through the interactive features available in the Quizizz app, learning becomes more exciting and attracts students' attention (Masnu'ah et al., 2024). With Quizizz, students can play

an active role in learning (Humairoh, 2023).

Digital transformation in education allows teachers to use technology as a learning medium to transfer knowledge (Salsabila, 2021). In addition, there are studies that say that the use of digital learning has several problems, such as poor internet connection, difficulty in accessing applications, and limited technological capabilities (Nova et al., 2023). Other issues, such as a lack of understanding in using the Quizizz application, have also become new problems and challenges.

The solution is for teachers to utilize the Quizizz application in paper mode to combine conventional learning with digital-based learning (Yusuf et al., 2023). The paper mode feature is an interactive quiz that can be applied offline using a QR code as a worksheet that can be scanned by teachers (Wahyu Utami et al., 2024).

Theoretically, this study is expected to broaden the understanding of the digital learning process framework by adding elements of experience and social interaction. Practically, the results of this study provide a comprehensive

understanding of the digital-based learning process. Furthermore, this study also aims to provide guidance for educators, educational institutions, and policymakers in designing a digital evaluation system that is more fair, inclusive, and meaningful.

Based on the introduction, this study aims to analyse the role of the Quizizz application in the digital learning process through a literature review. With this approach, it is hoped that this study can provide theoretical benefits in the form of contributions to the field of education, particularly Islamic religious education, as well as practical benefits by producing an understanding of gamification-based digital evaluation.

B. Method

This research was conducted through field observation and library research. Data was obtained from observations, which were then analysed descriptively to provide a specific description of how the Quizizz application was used in the digital learning process. The research was conducted at SMK Muhammadiyah 9 Jakarta, Kebayoran Lama Subdistrict,

South Jakarta City. Data collection used primary and secondary data. Primary data was obtained from questionnaires distributed to 12th grade students. Secondary data was obtained from books, articles, and other literature sources (Tusyani et al., 2022).

Secondary data was obtained from books, articles, and other literature sources. Secondary data collection was conducted by analyzing articles and other literature sources to gain an in-depth understanding of the role of the Quizizz application in the digital-based PAI learning process.

C. Results and Discussion

Based on data collected in the field, it has been proven that the Quizizz application plays a very helpful role in the digital learning process. Here is the diagram:

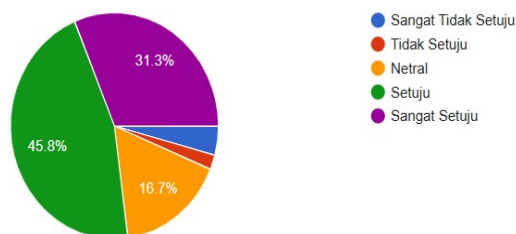


Figure 1. Quizizz helps in the learning process in a fun way

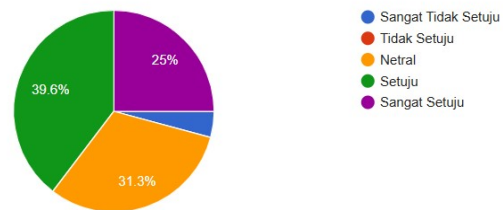


Figure 2. Using digital media motivates students to learn more

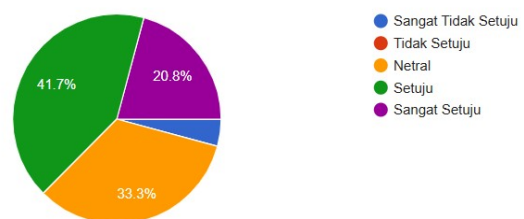


Figure 3. Quizizz helps students understand the material well

The diagram above shows the results of a research questionnaire distributed directly to students during the learning process. The results show that the Quizizz application can be used effectively in the learning process, especially in Islamic Education subjects. Students feel that learning using the Quizizz application is more enjoyable than using conventional methods. Digital learning apps like Quizizz also offer a variety of features that can be used to make learning more enjoyable (Setiani, 2024)

Based on data obtained from field observations, it can be concluded that the

Quizizz application greatly assists students in the learning process. However, the use of the Quizizz application in learning must be directed and controlled by teachers. Without teacher supervision and guidance, this can cause new problems and challenges in education. According to a study by (Halimah, Lokot., 2023), when using the Quizizz app, students encounter several issues, such as difficulty using the app, poor signal reception, and a lack of interaction between teachers and students

Learning with the Quizizz app is more engaging and enjoyable, incorporating games into learning materials or assessments (Suwarni et al., 2023). Based on field data, 31.3% stated that they 'strongly agree' and 45.8% stated that they 'agree' that using the Quizizz application makes learning very enjoyable and not monotonous. It can be concluded that 77.1% of students responded positively to the use of the Quizizz app as a fun and engaging learning tool. This indicates that student satisfaction is a crucial component of the effectiveness of digital-based learning, not merely a trivial matter. These findings are consistent with a study

(Ramadhani et al., 2025), which revealed that the use of Quizizz can increase student motivation.

The use of the Quizizz application in the learning process has a positive impact, such as improving student understanding and active participation in class (Ulfa et al., 2025). Based on field data, 29.2% stated that they 'strongly agree' and 33.3% stated that they 'agree' that by using the Quizizz application, students find it easier to understand the material because the questions presented are highly interactive. These findings indicate that interactive features in test item design play a significant role in students' thinking processes, particularly in terms of comprehension. In line with the research (Iswanda et al., 2025), shows that the use of the Quizizz app elicits a positive response to its interactive features, helps foster students' enthusiasm for learning, enhances their understanding, and builds their self-confidence

Secondary data was obtained from books, articles, and other literature sources. Secondary data collection was conducted by analyzing articles and other literature sources to gain an in-depth

understanding of the role of the Quizizz application in the digital-based PAI learning process.

Several articles were analyzed and served as the subject of the study:

Table 1. Analysis of scientific articles regarding the role of Quizizz Application

Num ber	Author & Year	Article Title	Research Results
1	Muh Adim Sri Wandani (2025)	The Use of the Quizizz Application as a Digital-based PAI Learning Innovation for Grade XI IPA Students at MAN Palopo	The Quizizz application is one example of an innovation that can enhance the learning experience. The high percentage results show that the Quizizz application can be used as a digital-based PAI learning innovation.
2	Lisa Afriza (2025)	The Use of the Quizizz Application in Islamic Education at Indra Jaya 1 Public Elementary School	Quizizz is a web-based platform that can be used both inside and outside the classroom. In addition, Quizizz offers interesting features that can be used

			to attract students' attention when doing practice questions or during the learning process.
3	Septya Azhari Zamzam Mustofa (2025)	The Use of Quizizz Media in Increasing Learning Activity in PAI BP in Grade VII at SMP Negeri 1 Jenangan Ponorogo	In PAI BP learning, most teachers still use conventional methods that make students bored while learning. Quizizz provides a new strategy to encourage student participation through exciting quizzes that hone their skills.
4	Ratih Sukma Wirdati (2023)	The Effectiveness of Quizizz Learning Media on the Learning Activity of Grade XII Islamic Education Students at SMAN 1 Lareh Sago Halaban	Quizizz is one way to overcome conventional learning problems by combining digital-based learning, which will help increase student enthusiasm and motivation. The use of Quizizz

			media is considered one strategy to attract students to enjoy PAI learning.				students to access a variety of information sources anytime and anywhere, without the constraints of time or space.
5	Aufa Fauzilla Rido Putra (2025)	The Transformation of Quizizz as a Learning Medium in Islamic Education	Quizizz was initially used as a learning evaluation tool, as it takes the form of interactive quizzes that students enjoy. Not only that, Quizizz can also be used by teachers as a learning medium to deliver material interactively. With its adaptive features, teachers are able to create an exciting learning process.	7.	Al Fajar Jasiah (2025)	Development of a Quizizz-Based Assessment Tool for Islamic Education to Enhance Student Motivation and Learning Outcomes	One effective educational technology is Quizizz, an interactive game-based assessment app with a variety of engaging features that make the assessment process more enjoyable and less monotonous.
6.	Iqbal Syahrjia r Ildira Az Zahra Dkk (2023)	Digital-Based Islamic Religious Education	The digitization of learning through e-learning enables the creation of flexible digital learning environments, allowing	8.	Yana Puspita Rahmat Hidayat Gusman eli (2025)	The Use of Digital Media as an Active Strategy in Islamic Education in the Society 5.0 Era	The use of digital media opens up opportunities for da'wah and social transformation among students, where, in the Society 5.0 era, students play an active, creative, and responsible role in spreading

			Islamic values through the digital world.
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The findings of this study reveal that the role of the Quizizz application in the digital-based PAI learning process is very effective and has a positive impact on students. In line with several recent studies. A study (Salma et al., 2025) titled “The Use of the Quizizz App as an Interactive Learning Medium” suggests that student enthusiasm increases, their active engagement is encouraged, and their understanding of the material becomes deeper when the Quizizz app is used as an interactive teaching tool. Furthermore, according to (Cahyadi et al., 2024) in their study titled “The Effectiveness of Using Quizizz in Enhancing Student Motivation and Engagement in Learning,” the use of the Quizizz app is capable of increasing students’ active participation, making the learning process more engaging, and fostering student independence.

These findings are based on field results collected through observation and document analysis, which provide an in-depth view of the role of the Quizizz

application in the digital-based PAI learning process.

Role of the Quizizz Application

The current digital era has changed the development of all institutions, including educational institutions. With the rapid development of digital technology, teachers are required to be able to use digital-based learning applications. By using digital-based learning applications, it is hoped that students will have a more enjoyable learning experience.

One digital-based learning application that teachers can use is Quizizz. Quizizz, a quiz-based learning application, makes the learning process more interesting by incorporating elements of gamification (Azhari et al., 2025). The Quizizz app is a digital educational platform based on game-based learning, designed to support a participatory, dynamic, and student-centered learning and assessment process. Quizizz is a versatile educational game app. Quizizz can also be used as a fun and interactive learning assessment tool, as well as a means of distributing learning materials (Agnes, 2024).

Conceptually, Quizizz incorporates game features such as points, leaderboards, time limits, and challenges into an educational context to integrate gamification into the learning process. The goal is to boost students' intrinsic motivation through an engaging and competitive learning experience (Nugrahani et al., 2026). From a learning theory perspective, the use of Quizizz aligns with constructivism, which posits that students actively construct knowledge through interaction and experience, as well as self-determination theory, which emphasizes the importance of autonomy, competence, and social relationships in enhancing learning motivation.

The Quizizz app offers several engaging features, and it is these features that set Quizizz apart from conventional learning platforms. First, Quizizz incorporates visually appealing elements that capture students' attention, such as real-time scoring, leaderboards, rewards, and cute avatars, all of which motivate students to compete (Wiradana et al., 2025).

With the help of the Quizizz online learning application, users can design

interactive quiz games for use in classroom teaching, including formative assessment (Ratih, 2023). Quizizz's ability to provide instant feedback to students by automatically calculating and summarizing results is a positive impact that helps teachers speed up the assessment process (Fajar, 2025).

In addition, the Quizizz application has many advantages, including motivating students to learn and maximizing learning outcomes. Quizizz is a game that incorporates elements such as creativity, learning exploration, and entertainment, which can trigger positive responses to learning (Sattar, Muhammad., 2023).

The use of the Quizizz app can also increase students' enthusiasm for learning, as they feel motivated to answer questions (Haddar & Juliano, 2021). The findings of this study are also consistent with the research by Gunawan (2025), which indicates that the use of educational media can boost students' enthusiasm and motivation to learn while maximizing their academic performance (Gunawan et al., 2025). Another advantage of the Quizizz application is that it makes it easier for students to

understand and master learning materials, thanks to its selection of innovative media for students (Perta et al., 2024).

However, the Quizizz application also has several drawbacks, including students becoming dependent on the internet. The Quizizz application is used online, which requires a stable connection to complete the quiz questions (Zaeni, 2022). In addition, the disadvantage is that when taking evaluation quizzes, some students cheat or copy from others. Students have the potential to open new pages while completing the learning evaluation quiz (Rahmania S., Soraya I., 2023).

Field data shows that 35.4% 'strongly agree' that the leaderboard feature can motivate students to learn better. The use of Quizizz supports teachers' needs in the student evaluation process, increases student participation, creates a more exciting learning atmosphere, and helps achieve teaching objectives (Agnes, 2024). Quizizz has a leaderboard feature that displays the positions or rankings when the game starts (Saripaini, 2024). Quizizz can make learning more exciting, as it features points and leaderboards, which

generate healthy competition among players (Della, 2025).

Other empirical findings also confirm that the Quizizz app can be used as an engaging tool for assessing learning, as it features virtual avatars, interesting themes, memes, music, and unique characters that can entertain students during classroom tests (Haryanti & Azizah, 2025). This indicates that Quizizz incorporates an element of competition through the use of game-based methods, thereby enhancing students' intrinsic motivation to participate in learning.

The Quizizz app also has a paper mode that makes it easier for teachers and students to use the Quizizz app. The adaptive visualization of the Quizizz app can increase student motivation when completing assessments given by teachers (Yusuf et al., 2023). Student achievement and engagement in learning are positively influenced by the use of the Quizizz program in paper mode, which also encourages students to compete and provide accurate answers (Tarsono, Amelia F., 2024). In practice, Quizizz paper mode is used flexibly, providing a positive, challenging experience that

includes questions packaged in the form of games (Yusuf et al., 2023).

Field data shows that 31.3% 'strongly agree' that Quizizz can help them learn in a fun and engaging way, indicates a significant tendency toward positive responses to gamification-based media. This finding aligns with gamification theory, which states that the use of gamification-based learning methods can enhance the learning experience through the aspects of enjoyment and students' emotional engagement (Aini & Husna, 2025). The Quizizz app has unique features such as characters, themes, and music that can liven up the atmosphere during the teaching process (Haerani & Usman, 2024). Quizizz provides opportunities for students to play an active role during learning (Magfirah et al., 2025). One learning tool that can be used is the Quizizz application. The use of the Quizizz application can be used as another option for designing teaching materials that can attract students' attention (A. Maulida, 2023). In line with the teacher's goal of creating an interactive classroom atmosphere that encourages critical thinking among

students, learning activities become more valuable and dynamic (Anggraini et al., 2025).

The use of the Quizizz app can improve student learning outcomes by integrating data-driven assessment, accessibility, and interaction into a single, integrated solution. By following a systematic approach starting with accessing the website, logging into an account, and entering a join code to take the quiz, students can directly engage in a participatory and responsive learning process.

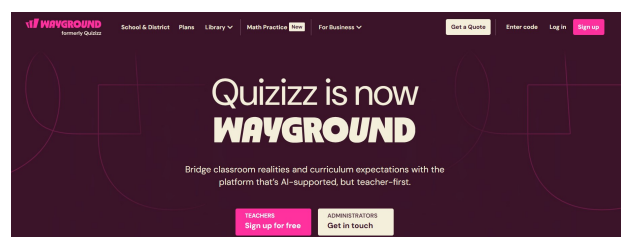


Figure 1. Quizizz Home Screen

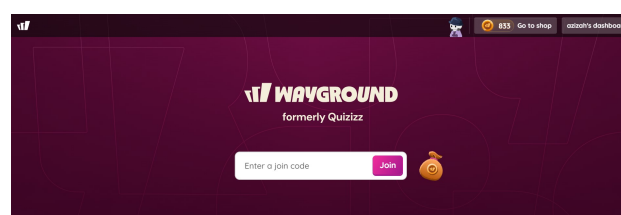


Figure 2. Enter the Join Code Game

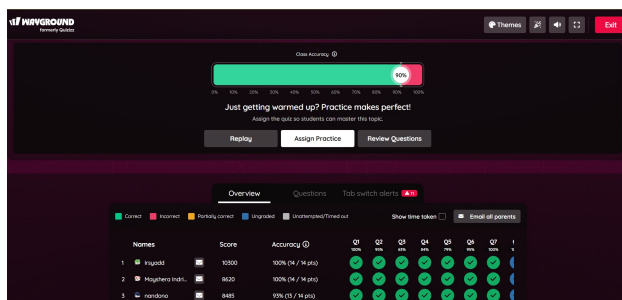


Figure 3. Leaderboard Display

Features such as instant feedback, real-time scoring, and gamified elements like leaderboards and points can boost students' motivation while enhancing their memory retention. Additionally, the student-centered learning approach is supported by the website's ease of access no installation is required enabling flexible learning anytime and anywhere.

Therefore, the use of the Quizizz application is very useful in the digital-based PAI learning process, because Quizizz has interesting features that can attract students' attention and make them more active during learning.

Digital-Based Islamic Educational Learning Process

The era of digital transformation has caused a significant paradigm shift in Islamic Education learning, from conventional methods to digital methods (Nasruns, 2025). Digital-based PAI learning promotes ease of access to

teaching materials anytime and anywhere. Through the use of digital tools such as interactive applications, PAI learning becomes more interesting. Digital application-based learning not only presents material, but also involves students in various activities that can motivate them to think rationally, solve problems, discuss, and explore Islamic principles in their daily lives (Sari, 2025).

One such digital-based application is Quizizz, which stimulates a strong desire and interest in learning during the learning process (Syahrijar et al., 2023). The Quizizz app offers a variety of learning media, such as short tests, daily quizzes, formative assessments, and summative assessments (Della, 2025). Quizizz is an application that contains innovative and exploratory elements, which can increase learning motivation (Sattar, Muhammad., 2023). Quizizz's diverse elements create an exciting learning atmosphere, generating positive responses and support when completing evaluations (Perta et al., 2024).

Teachers' proficiency in utilizing Quizizz is essential in designing assessments that are aligned with the prepared learning outcomes. Various

elements that can be used in the Quizizz application play a significant role in the PAI learning process, which can be adjusted to the grade level (Anggraini et al., 2025). The Quizizz app has features that can provide an enjoyable educational experience for students (Haddar & Juliano, 2021). The level of achievement in the learning process cannot be separated from students' interest in learning. Student motivation to learn does not only come from individual factors, but can also come from external factors, one of which is an enjoyable learning experience

Field data shows that 45.8% agree that the Quizizz app can motivate students to compete positively with their peers. The Quizizz app is an app that opens up opportunities for students to collaborate and learn through enjoyable experiences (Nasution & Asriati, 2024). Using the Quizizz app is exciting and efficient because it is digital-based and competitive with interesting methods (Latifa et al., 2024).

Field data shows that 41.8% agree that digital learning applications such as Quizizz can help students understand the material. The Quizizz application

promotes a variety of elements that can be used to maximize learning. With quick feedback, it gives students the opportunity to learn from their mistakes (Fadillah, 2025). The use of learning applications such as Quizizz not only encourages students' enthusiasm, but also makes it easier for them to master the material taught through methods that are more exciting and less monotonous (Safira et al., 2025).

Field data shows that 29.2% 'strongly agree' and 37.5% 'agree' that Quizizz is suitable for use in all subjects, including Islamic Education. In today's digital age, there is a growing demand for collaborative learning tools, and Quizizz has emerged as an alternative that can ease the burden on teachers in the learning process and provide an enjoyable educational journey that hones students' skills (Darmawan & Sulistyowati, 2025). The use of the Quizizz application motivates students to take a more active role in learning, enabling them to understand, remember, and explore all subjects, including Islamic Education (Della, 2025). By utilizing digital-based learning media such as the Quizizz application, students

are expected to have an enjoyable learning experience, without feeling monotonous or bored during the learning process.

D. Conclusion

Based on the research results obtained, it can be concluded that: The use of the Quizizz application can improve student learning comprehension, as seen from the data, 45.8% agree that Quizizz can help make the learning process more enjoyable and less monotonous. The use of the Quizizz application has a significant impact, such as making students more active. The data shows that 39.6% agree that the use of digital media can increase learning motivation. The Quizizz application is an application that can combine conventional learning with digital learning, because there is a “paper mode” feature that can make it easier for students to learn.

The role of the Quizizz application is to support the needs of teachers and ease their work in the digital-based PAI learning process. Additionally, the Quizizz app can increase student participation, creating a

fun and non-monotonous learning experience. Furthermore, the Quizizz app can also help students understand, remember, and explore lessons from easy to difficult. Therefore, the role of the Quizizz app is very beneficial in the digital-based learning process in all subject areas, including PAI lessons.

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