

## Gamification in Efl Class using Quizizz as an Assessment Tool

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### ABSTRACT

The teaching and learning process today is no longer carried out traditionally using books only, but many technologies are used to obtain a better teaching and learning process. The application of information, communication, and technology (ICT) tools in the field of education is increasingly widespread. This article discusses about the use of Quizizz as one of the learning media which can be used as an assessment tool. It has particular characteristics and advantages which can help students in reducing the anxiety in doing the exam or text. Therefore, the use of gamification, particularly Quizizz, can be used as the assessment tool during the classroom activity.

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### 1. INTRODUCTION

The development of technology gives many benefits which can be implemented in various fields of study. In particular, there are also many technologies which support education. Thus, they can be media which help teachers and learners to achieve their learning objectives. Traditional teaching and learning process where books are the main learning source for the students looks less sophisticated in this modern era. Fouts (2000 cited in Amalia: 2020) also states that the use of technology in various fields around the globe is a normal phenomenon in this era. It shows that the use of technology has significantly changed various aspect in human life, including the world of education.

The use of information, communication, and technology (ICT) tools in education has increased rapidly around the globe. Its use is obviously to support students' abilities during the learning process. The application of ICT in education has begun in the middle of 20th century. E-learning has become an alternative way to support students' learning (Bury, 2017). In this case, both teachers and students can use ICT tools in the classroom as their learning media nowadays. Moreover, they can access it independently. Thus, it indicates that technology gives a significant benefit to education.

In particular, many English teachers use application and website-based technology during the process of teaching English. The use of web-based games such as Kahoot, Quizizz, Quizlet, Edupuzzle is also increasingly massive (Munuyandi et al.: 2021). The use of which in English class is one of the strategies or methods that can be used by teachers to avoid boredom during the learning process. In addition, the ICT tools can be used not only for the teaching and learning process, but also possibly be used as an assessment media. Many researchers have

revealed that the use of web-based games or gamification positively affect the learning process. Furthermore, the use of gamification as a medium in doing assessments or exams can reduce students' anxiety levels while working on questions (Pitoyo et al.: 2019).

Students' anxiety levels often rise during the process of learning English, especially during exams. Test anxiety is a major issue for many students since it will be an impediment to achieving their objectives (Ergene, 2003 in Pitoyo et al., 2019). Moreover, Exams are becoming increasingly difficult and anxiety-inducing (Putwain, 2014 in Pitoyo et al., 2019). The use of gamification is considered as one of the solutions to reduce students' anxiety levels during the exam process. In particular, gamification is very suitable to be used as a medium for doing assessments (Pitoyo et al.: 2019).

The term of gamification became a popular term in 2010. It is used specifically for educational purposes. Moreover, it is used to engage students' motivation. According to De Byl (2013) also stated so. This term was known for the first time in Google search machine in 2010. In this case, Landers & Callan (2011) give definition on gamification as the use of elements which function like a game. Yet, the implementation of which is to help teachers and learners to create more effective learning process. Additionally, it is able to develop students' engagement, motivation, and instruction (Kim: 2015).

Gamification is a medium, which can be in the form of web-based games, and it is designed using game design elements that are applied to non-game contexts (Pitoyo et al., 2019). However, it is not completely a game. Even though there are many elements in the game used make gamification looks like a game in general, but it is not. In this case, the game elements in quizizz include music, score bonus, avatar, memes teams, levels, etc. (Werbach and Hunter in Cheong, 2014).

Based on the background, the writers will discuss the use of gamification as a medium for doing assessments or exams. It is a solution for students so that they do not experience anxiety during the process of doing assessments or exams. Specifically, the writers discuss the use of Quizizz as a medium for doing fun assessments or exams.

## **2. METHOD AND DISCUSSION**

### **2.1. Quizizz for a Fun Assessment**

Quizizz was created by two Indian teachers in 2015. They background are mathematics teachers. This web-based game is significantly helping the teachers to obtain fun learning, not only for mathematics subject but also other subjects. Currently, the users of which are millions of teachers and students from hundreds of different countries. Thus, it indicates that this web-based game is successfully designed for educational purposes. In particular, Zhao (2019) gives his opinion that Quizizz is an educational game-based app. A number of users can use it simultaneously in a multiple player mode. The users can access it from their own devices wherever and whenever they are as long as they have the internet connection.

In this case, the users are able to use Quizizz in a free version or in a full version. The full version requires the users to pay some amounts of money in certain period of time. However, the users can use more features provided by the in the Quizizz. On the other hand, the free version does not require anything. Yet, the users cannot use all features and items. Thus, its use as an assessment tool can be adjusted with the needs of the users, whether it is in a free version or full version, as long as the users can use it appropriately for their learning purposes. Rahayu and Purnawarman (2018) also give their opinion that this web-based game is a good assessment tool which cannot only be used to give more knowledge to students, but it also to see their learning progress. So, the teachers are able to check students' works after there are accessing quizzes. They also state that Quizizz is possibly set as an assignment. So, the students may have additional practices which can be done in certain period of time set by the teachers. In particular, quizizz provide many types of questions such as multiple choice, essay, polling, etc.

In addition, Quizizz is a web-based game designed for a learning enhancement. There are many game elements that are used in this gamification, such as avatars, music, pictures, earning points, and others. It will show funny pictures in the form of memes after answering the question which triggers students' interest (Miller, 2017). Attractive and varied design become the characteristics of this web-based game. It obviously makes the quiz participants feel more interested and avoid feeling bored.

### **2.2. Characteristics of Quizizz**

The use of Quizizz is also quite flexible. It has an easy access for both teachers and students. They can access it using smartphones or laptop/PC as long as there is an internet connection. Other researches also revealed that quizizz could be used in different ways, such as for organizing students' activity and preparing exams (Dean, 2017; MacNamara & Murphy, 2017 in Prasongko, 2021). This web-based game can be used directly in class as part of class activities. It is one of the ICT tools that teachers can use to facilitate the teaching and learning process of students. In addition, Quizizz can also be used as a test, either used as a live quiz or used as homework. This is

also one of the advantages of Quizizz, which can be designed as homework. Thus, students can continue to access Quizizz outside of class hours within a certain period of time in accordance with the time set by the teacher. Quizizz can also be used as a medium to increase students' critical thinking level. Teachers can apply Quizizz to the class activities they have designed. Thus, the learning process will be more effective to improve students' abilities. On the other hand, Boulden, Hurt, and Richardson (2017 cited in Prasongko: 2021) also said that the use of gamification, particularly quizizz, will allow the students to understand many types of questions they face in a test. It shows that this ICT tool can be used for various classroom activities with different purposes.

As a game, Quizizz can be accessed in a live mode or designed to be a homework. Basically, the two methods are the same. The only difference is the time access. If the user starts the Quiz as a participant, he/she does not have to create an account first. Participants only need to join the quiz by clicking [joinmyquiz.com](https://joinmyquiz.com) and then enter the access code given by the teacher or quiz maker. Afterwards, the participants only need to choose the correct answer in accordance with the given questions.

Another thing that makes Quizizz tend to be more interesting is its appearance, which is designed as a web-based game. In addition, there are several bonus rounds that give participants additional scores. Thus, participants do not feel the pressure when they are working on the questions, but rather playing a game. Moreover, there are various additional features such as choice of music background and quiz themes. It allows participants to customize the look and music they want.

Quizizz also has other characteristics, including various kinds of memes that are being displayed during the quiz, interesting sound effects, and automatic voice note reading by the system. These three things make the quiz more sophisticated. So, the participants do not have anxiety while working on the questions. These characteristics are not only to beautify Quizizz but also to provide convenience for users.

The teacher can determine the subjects will be given to students. Afterwards, he/she determines the design of the activity or question to be given. The fields or subjects that can be chosen are: Maths, Famous people, Animals, Geography, General knowledge, People of the world, Historical events and places, Performing arts, Language, The environment, Sport, Literature, Technology, and Our body.

### 2.3. Advantages and Disadvantages of Quizizz

The use of ICT tools in learning process can attract students' interest. So, the students are eager to participate actively during classroom activity. Moreover, the ICT tools as the learning media may assist the students to understand the theoretical aspects effectively (João: 2020). However, the teachers must have a good learning strategy in implementing ICT tools as learning media in their classroom. There are many benefits if ICT tools, yet using the ICT tools and considering the appropriate learning strategy in the classroom will make the teachers achieve the learning objectives efficiently.

Hamilton Hankins (2017 cited in Prasongko: 2021) stated that Quizizz is a web-based game which possibly trigger students' engagement during learning process. It shows that the use of Quizizz, which is applied to the class activities appropriately, can support student performance. On the other hand, Zuriyah and Pratolo (2020) mention that the positive impact of using Quizizz as an assessment media is because it is an interesting tool, it possibly encouraged students' confidence, it increases students' motivation, and it improves reading ability. Rahman et al. (2019) also stated that the results of his research showed that students were very responsive to Quizizz which was arranged for the medium to do the midterm test. Thus, it shows that students will still feel happy to take the Quiz even though it is an exam. In addition, since the display is interesting, it will make the students enjoy the exam or test. It also may reduce their pressure in conducting the test (Irwansyah: 2021). Moreover, the students will feel positive during the classroom activity (Munuyandi et, al.: 2021).

Applying quizizz for educational purposes also give many benefits, the following are the benefits found by Jaoa (2020) while using Quizizz:

1. It is easy to access quizizz. The users possibly access it using their own smartphones. Moreover, they do not need to connect it to LCD projector.
2. The use of quizizz is flexible. It can be set in multiplatform system where it can be used in computer labs.
3. It is available for Android and iOS.
4. The users can access it individually or in a team by sharing the device.
5. The students do not need to download the application. They only need to go to [joinmyquiz.com](https://joinmyquiz.com) and enter the code to join the quiz.
6. The teacher can set the quizizz as an assignment or homework. So, the students can do the homework whenever they want within the time set by the teachers.
7. Quizizz provide many features which includes scoreboard, avatar time, memes, music option, theme option, etc.
8. The teachers can set the time limit in answering the questions. The limit ranges from 20 seconds to 15 minutes.

9. The users can do the quiz individually or in a team.
10. The teachers are able to insert pictures, and audio for full version, to make the quiz looks more interesting.
11. The teachers can evaluate students' performances through the excel obtained from the evaluation mode for teachers.

On the other hand, this web-based game also has weaknesses. Here are some weaknesses of Quizizz.

1. Quizizz is set using English as the only language of the platform. So, the users have to master English language to have better understanding related to the quizizz.
2. This is a web-based game. It means that the users have to use devices which have internet connection.
3. The teachers can only set one correct answer in a question.

## 2.4. The Application of using Quizizz

### 2.4.1. Procedure

There are several procedures that users must do in using Quizizz for the first time. If the user is a teacher, so he/she must first create an account. In addition, he/she can create the materials and questions. The figure 1 below is the display when a new user accesses Quizizz for the first time. Users will have three choices, namely as teachers, students, or business parties.



Figure 1. This figure shows the display of Quizizz.

However, if the user is a student or just wants to take a quiz, the user does not need to create an account. Their procedure is simply to log in to [joinmyquiz.com](https://joinmyquiz.com) or use the link provided by the question maker. Participants must also input the access code before accessing on the questions. The display is seen the figure below.

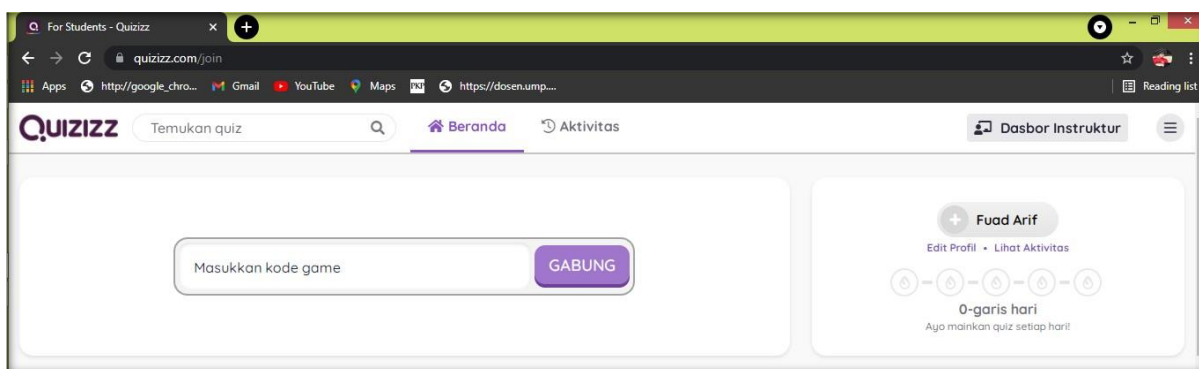


Figure 2. This figure shows how to join the quiz using the code.

Basically, Quizizz is designed not only to be used in English classes, but it can also be used in other subjects such as mathematics, art, geography, and others. So, when the teacher designs activities or questions that will be given to students, the teacher must also determine the subject matter. The users will find a list of subjects.

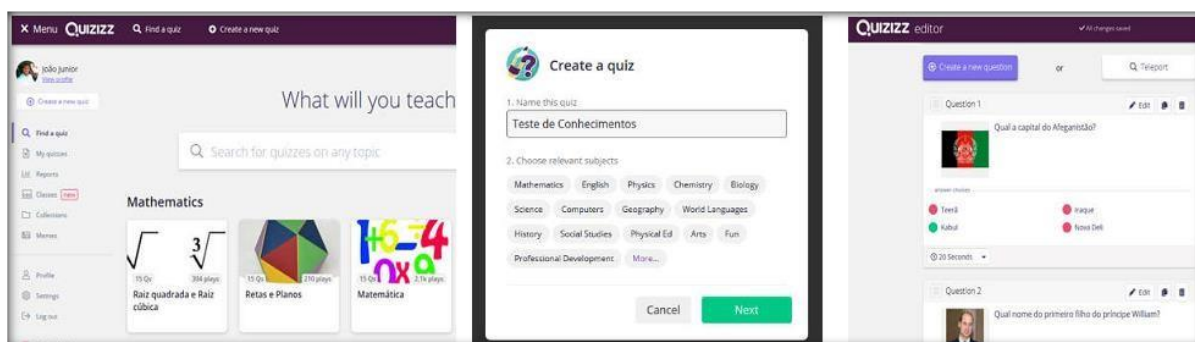


Figure 3. This figure indicates that Quizizz can be used for many subjects.

In addition, the users can also set Quizizz activities as homework. They can simply select the homework option which is available in the menu settings. Afterwards, participants can access it through a special link or through [joinmyquiz.com](https://joinmyquiz.com). The duration of accessing the activity can also be adjusted. Thus, the teacher still has the authority to regulate the access to the questions. If the activity or question is done live, the teacher can arrange the activity as an individual activity or group activity.

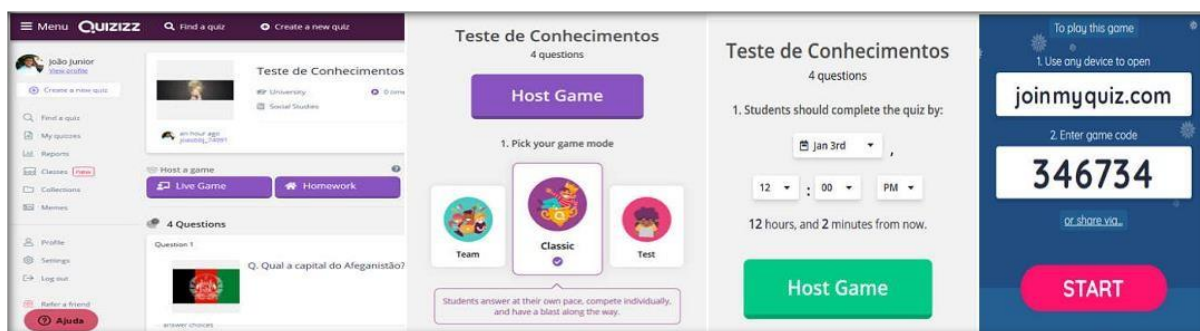


Figure 4. This figure shows how to set and join the quiz.

Each quiz is made up of a variety of question types. Half of the questions for each quiz use prompts to help students find the correct answer. The question types using prompting are:

1. multiple choice
2. missing words (e.g., 'A meat-eating plant is the Venus ...')
3. true or false
4. first letter provided (e.g., 'What, starting with 'w', is a unit of electrical power?')

#### 2.4.2. Sample of material

The teacher or question maker can determine in advance the type of question desired. If the desired question is a multiple choice, the question maker can provide several answer choices (>2 multiple choice). In addition, the question maker can also make essay description questions. Furthermore, the teacher can also set Quizizz to practice reading questions by including the reading text.

1. If you are from Poland, what is your nationality?

A) Polandian      C) Polisy

B) Polish      D) Polandese

2. How do you call people from UK?

A) Englese      C) Britain

B) England      D) British

3. Javier is from Mexico. He is ...

4. Text 1.

Indro Warkop, a comedian from Indonesia, arrives at the office and begins to interview some young comedians. He is happy to have this kind of job. As senior comedian, interviewing young comedian is something interesting to him. He hopes that he can find many talented young comedians who can internationalize Indonesian comedy.

Who is Indro Warkop?

5. Text 2.

Online learning is a new trend in this pandemic. The shift from offline to online learning is as the result of threat of Covid-19 transmission. Then, people try to use many media for online learning. There are several platforms that are popular among teachers and students, such as Zoom, Gmeet, Webex, Google classroom, Schoology, etc. Those platforms are the current solution that we have to carry out online learning.

How do Louis and Juanita keep in touch?

### 3. CONCLUSION

The writers conclude that based on various literature sources, it is stated that Quizizz can reduce students' anxiety levels in doing assessments or exams. Therefore, the use of Quizizz is recommended especially during daily or weekly assessments. Quizizz also has various advantages such as easy access, an attractive appearance, and various additional features that can help participants in working on questions. Although it has various advantages, Quizizz still has disadvantages such as having to always be connected to the internet. Moreover, there are some paid features that cannot be enjoyed for free. However, the use of Quizizz is very enjoyable for students, and they do not feel anxious in answering the questions through Quizizz.

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