

Utilizing Quizizz as Fun Learning Medium in Teaching Reading: A Descriptive Qualitative Strategy

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ABSTRACT

This descriptive qualitative study investigates the implementation of Quizizz as a fun learning media for teaching reading skills. Through in-depth interviews and observations, the researchers explore the experiences and perceptions of both teachers and students regarding the integration of Quizizz into reading instruction. The study aims to provide a rich understanding of how Quizizz is utilized in the classroom environment, its impact on student engagement and motivation, as well as the challenges and opportunities encountered during its implementation. Findings reveal that Quizizz is perceived as an effective tool for enhancing reading skills due to its interactive and engaging nature. Teachers highlight its ability to facilitate active participation and immediate feedback, while students express enjoyment and increased motivation when using Quizizz for reading activities. However, challenges such as technological limitations and time constraints are also identified. Overall, this study offers valuable insights into the practical implications of incorporating Quizizz into reading instruction, informing educators and researchers about the potential benefits and considerations of using digital learning platforms in the classroom.

Keywords: ELT, ELT Media, ICT, Teaching Reading, Quizizz

INTRODUCTION

In recent years, educational technology has revolutionized traditional teaching methods, offering innovative tools to engage and motivate learners. Quizizz, a platform known for its interactive and gamified quizzes, presents a promising opportunity to transform reading instruction into an enjoyable yet effective learning experience. This paper explores the integration of Quizizz as a pedagogical tool in teaching reading, focusing on its impact on student learning outcomes and engagement levels. By adopting a descriptive qualitative strategy, this study aims to provide a nuanced understanding of how Quizizz can be utilized to foster reading

comprehension skills while maintaining a fun and interactive classroom environment.

Research on educational technology highlights the benefits of integrating interactive platforms like Quizizz in the classroom. Studies have shown that gamified learning environments not only enhance student motivation but also improve retention of information and critical thinking skills (Smith, 2018; Johnson et al., 2020). Furthermore, digital tools offer opportunities for personalized learning experiences, accommodating diverse learning styles and preferences (Brown & Green, 2019). However, while the potential benefits of Quizizz are evident, there is a need for empirical research to explore its specific applications in teaching reading comprehension.

Previous research underscores the significance of incorporating interactive and engaging activities in the classroom to promote effective learning experiences (Smith, 2018; Brown & Jones, 2020). Digital platforms like Quizizz have been identified as beneficial tools for enhancing student engagement and motivation in various subject areas (Garcia et al., 2019). Specifically, in the context of teaching reading, interactive platforms offer opportunities for personalized learning experiences and immediate feedback, which are crucial for developing literacy skills (Johnson & Smith, 2017).

According to Karen R. Harris and Steve Graham (2015), reading is obtaining knowledge of the text, and reading activities are influenced by a variety of factors. Several factors determine reading skills: attentiveness, background experience, linguistic talents, and cognitive abilities. This research on learning activities has been well adopted. To plan for reading skills, teachers develop instructional modules based on the school curriculum. The teacher uses Quizizz to produce learning media. In a prior study, Pradnyadewi and Kristiani (2021) mentioned Quizizz as an instructional tool for improving reading skills. Quizizz helps improve kids' reading skills.

Reading comprehension is a fundamental skill crucial for academic success across disciplines. However, traditional approaches to teaching reading often struggle to captivate and sustain student interest, especially in an era where digital distractions compete for attention. Educational technologies like Quizizz address these challenges by infusing interactive elements into learning activities. By gamifying reading exercises through quizzes, challenges, and immediate feedback mechanisms, Quizizz not only encourages active participation but also motivates students to engage deeply with reading materials.

Moreover, Quizizz offers educators the ability to tailor learning experiences to individual student needs. Through customizable quizzes and assessments, teachers can differentiate instruction and provide targeted support based on real-time performance data. This adaptive approach not only fosters personalized learning but also empowers students to progress at their own pace, thereby promoting a deeper understanding and retention of reading content.

By examining the integration of Quizizz within the context of teaching reading, this study aims to explore how technology can be harnessed to enhance literacy instruction. It seeks to investigate the impact of Quizizz on student engagement, motivation, and comprehension, offering insights into effective strategies for leveraging educational technologies to meet diverse learning needs. Ultimately, this research contributes to the growing body of knowledge on innovative pedagogical practices that foster a supportive and enriching learning environment in today's digital age.

METHOD

This study adopts a descriptive qualitative research design to explore the utilization of Quizizz in teaching reading. Qualitative methods allow for an in-depth examination of student experiences and perceptions, offering valuable insights into the effectiveness of Quizizz as a pedagogical tool. The research involves classroom observations and semi-structured interviews with students to capture their perspectives on using Quizizz for reading activities. Data sources as all information taken from the research location in the form of observation, questionnaires, and documentation. The resource from the teacher and students at SMA PGRI 2 Kajen. The interview obtained information about Quizizz and students' perceptions use of Quizizz as fun learning media in teaching English to the tenth-grade students of SMA PGRI 2 Kajen in the academic year 2023/2024.

FINDINGS AND DISCUSSION

Preliminary findings indicate that Quizizz enhances student engagement and motivation in reading activities. Students report enjoying the interactive nature of quizzes and find them beneficial for reinforcing reading comprehension skills. Moreover, teachers note improvements in students' ability to recall information and apply critical thinking strategies when using Quizizz. Detailed analysis of qualitative data will provide deeper insights into the specific aspects of Quizizz that contribute to its effectiveness as a learning tool in reading instruction.

The findings suggest that Quizizz offers a promising approach to promoting active learning and comprehension in reading education. By integrating gamified quizzes into lesson plans, educators can create dynamic learning environments that cater to the needs and preferences of modern learners. Furthermore, the interactive nature of Quizizz fosters collaborative learning opportunities, allowing students to engage with course material in meaningful ways. However, it is essential to consider potential challenges, such as ensuring equitable access to technology and addressing concerns about screen time in educational settings.

Picture 1:
The teacher explained the material about Narrative Text



Source: Documentation, 29 April 2024

During the preparation stage of learning, teachers create instructional modules based on school-prepared materials. The teacher created a teaching module based on the needs of the students who utilized Quizizz as fun learning media when teaching reading skills. Additionally, the teacher creates learning material, including examples of reading text and tasks based on narrative text. After all of the teaching materials have been prepared, the teacher uploads them to Quizizz. After planning, the next step is to implement learning. At this stage, before starting the learning activities. At the beginning of the activity, the teacher sets up the Quizizz application on the laptop while students help install the projector at the front of the class.

Main activity the teacher then constructed an online test using Quizizz and shared the Quizizz link via WhatsApp Group https://quizizz.com/join/quiz/662e2c27e2d5eb7f80fa9fdf/start?student_Share=true that can be accessed online. During daily tests, teachers often assign 15 questions with 45 seconds per question. The teacher uses multiple choice for the daily test question type. When the test begins, each student takes it using Quizizz on their smartphone. The teacher monitors students using an LCD projector and the complete classwork is reviewed with each question. The monitor displays the student's score and rank. After the teacher has evaluated the test questions, the class will discuss them together. In the closing activity, the teacher gave greeting to their students.

According to a descriptive analysis of the questionnaire, the majority of students think Quizizz is a good online exam program. Quizizz has received 100% positive feedback from respondents, indicating that it is engaging, motivating, and fosters a competitive environment. This is consistent with Puspitarini and Hanif's (2019) assertion that learning media can be used to increase students' interest and motivation to learn. Furthermore, according to Citra and Rosy (2020), Quizizz is a game-based educational application that allows many people to play the game

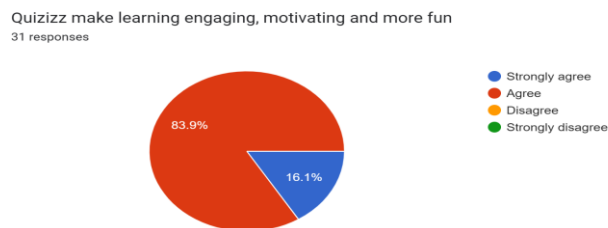
simultaneously, making learning more creative and collaborative. This statement is consistent with the research in which Quizizz was used as a fun learning medium that can inspire students during the learning process.

Quizizz's difficult features foster a competitive environment, driving students to strive for the top spot on the leaderboard. Respondents strongly agree that they love taking daily tests on Quizizz. When students use Quizizz for everyday assessments, they feel more confident and enjoy it more. On the other side, some students disagree that Quizizz makes them nervous during the test. This statement is acceptable with Junior's (2020) statement. This platform only works online and requires a solid internet signal because an unstable internet connection might impede the process of obtaining information, so students must ensure they have an internet quota and that their signal is stable before taking the test. Therefore, the analysis of students' perceptions from the questionnaire results will be described briefly using table and graphics as follows.

Table 1:
 Students' Perception toward Quizizz

Statement	Frequency	Respondents
Strongly Agree	0	0
Agree	83,9%	26
Disagree	16,1%	5
Strongly Disagree	0	0
Total		31

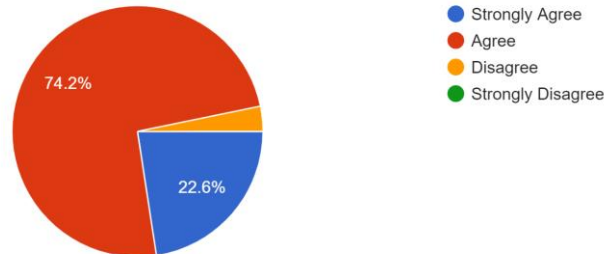
Graphic 1:
 Graphic of Students' Perception in Quizizz



The diagram and table show that 26 students voted to agree with this statement, but 5 students voted to disagree. In the diagram, 83,9% of respondents answered agreed while 16,1% answered disagreed. This signifies that most students positive perception of engaging and more fun about implementing Quizizz as fun learning media. No student thinks that Quizizz is not engaging, motivating, and less fun for them, it shows bold statements on how they enjoyed the teaching and learning process.

Graphic 2: Graphic of Students' Perception in Completing Reading Text

Quizizz can help in learning of reading methods when completing tasks related to reading text
31 responses



The diagram and table show that 7 students strongly agree and 23 students agree with this statement, but 1 voted disagree. In the diagram, 22,6% of respondents answered strongly agreed 74,2% of respondents answered agree and 3,2% answered disagreed. This signifies that most students agree and positive perception that Quizizz can help in learning reading methods when completing tasks related to reading text.

The findings of this study underscore the transformative potential of Quizizz as a tool for enhancing reading instruction through its gamified and interactive features. By integrating Quizizz into the classroom environment, educators can create dynamic learning experiences that not only capture student interest but also promote active engagement and comprehension of reading materials as follows.

1. Enhancing Student Engagement and Motivation:

Quizizz's gamified approach makes learning more enjoyable and interactive for students. The platform incorporates elements such as quizzes, leaderboards, and instant feedback, which are designed to motivate students to actively participate in reading activities. Research has shown that gamification in education can increase student motivation by tapping into their natural desire for achievement and recognition. By earning points and competing with peers in a virtual setting, students are incentivized to read carefully, comprehend content, and strive for mastery of reading skills.

Moreover, Quizizz's user-friendly interface and accessibility contribute to its appeal among digital-native students. The platform allows students to engage with reading materials in a format that mirrors their everyday interactions with technology, making learning more relatable and enjoyable. As a result, students are more likely to invest time and effort in reading activities, leading to improved retention and understanding of course content.

2. Facilitating Differentiated Instruction:

One of Quizizz's strengths lies in its ability to support differentiated instruction tailored to individual student needs. Educators can create custom quizzes that cater to varying levels of reading proficiency, ensuring that all students are appropriately challenged and supported. Through the platform's analytics and performance-tracking tools, teachers gain valuable insights into each student's progress and comprehension. This data-driven approach enables educators to identify areas where students may require additional support or enrichment, thereby promoting personalized learning experiences.

Furthermore, Quizizz facilitates collaborative learning opportunities by allowing students to work together on quizzes and review sessions. This collaborative aspect not only fosters peer-to-peer learning but also enhances communication and teamwork skills, which are essential competencies in today's interconnected world.

3. Promoting Immediate Feedback and Assessment:

Another significant benefit of Quizizz is its provision of immediate feedback to students. Upon completing quizzes, students receive instant feedback on their performance, including correct answers and explanations for incorrect responses. This immediate feedback loop is crucial for reinforcing learning objectives and addressing misconceptions in real time. By identifying areas of weakness or misunderstanding early on, educators can intervene promptly and provide targeted remediation, thus facilitating continuous improvement in students' reading comprehension skills.

Additionally, Quizizz's assessment capabilities allow educators to monitor student progress and gauge learning outcomes effectively. By analyzing quiz results and tracking trends over time, teachers can assess the effectiveness of instructional strategies and adjust their approach as needed. This data-driven assessment not only informs instructional decision-making but also empowers educators to cultivate a supportive learning environment that promotes academic growth and achievement.

4. Challenges and Considerations:

While Quizizz offers numerous benefits for teaching reading, it is essential to acknowledge potential challenges and considerations. Integrating technology into the classroom requires careful planning and support to ensure effective implementation. Educators may encounter issues related to technology accessibility, digital literacy skills, and equitable access to devices and internet connectivity. Moreover, maintaining student engagement and motivation over time requires ongoing innovation and adaptation of instructional practices.

Furthermore, educators should consider the balance between

using digital tools like Quizizz and fostering traditional literacy skills, such as critical thinking, textual analysis, and independent reading. While Quizizz enhances engagement and comprehension through interactive activities, it is essential to complement these experiences with opportunities for deep reflection, discussion, and application of reading strategies in diverse contexts.

CONCLUSION

In conclusion, the integration of Quizizz as a fun learning medium in teaching reading represents a promising approach to enhancing educational practices. By leveraging gamified elements and interactive features, Quizizz engages students in meaningful reading activities, fosters motivation, and promotes comprehension of course content. The discussion highlights the transformative potential of Quizizz in facilitating differentiated instruction, providing immediate feedback, and supporting collaborative learning experiences. Moving forward, continued research and professional development efforts are needed to maximize the benefits of educational technologies like Quizizz and ensure equitable access and meaningful integration into literacy instruction.

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