

PROMOTING STUDENTS AUTONOMY THROUGH QUIZLET App Review

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Abstract

21st century era offers the ease of internet access and information accessibility which then demands people to be autonomous in all aspects, not limited to the English teaching-learning context. Quizlet is a digital app which considered as an influential and authentic tool to promote students autonomy as it is multimodal. This paper is aimed to review the Quizlets multimodality which considered promoting students autonomy in learning English. Quizlet provides auditory and visual inputs through its features to build up students autonomy.

Keywords: students autonomy, digital app, Quizlet

Introduction

Digital apps employment signifies the new fashion of teaching-learning activities in the digital era. Unlike the traditional teaching, 21st century teaching fashion promotes students' autonomy through the method of autonomous learning model (ALM). The concept of ALM is firstly developed by George Betts and Jolene Kercher. ALM is designed to give students more power. According to Betts (n.d.), the purpose of this concept is to "take the power to learn away from the teacher as a dispenser of knowledge and give that power to the students. Students will develop responsibility, positive self-esteem, decision-making and problem-solving skills, interpersonal skills, critical and creative thinking skills, and a passion for areas of learning that interest them". In addition to Comprehension questions help students attend the materials at hand. Egbert (2007, 2009) asserts that letting the students be autonomous can develop not only higher order thinking skills but also critical thinking skills.

Numerous digital devices and apps are utilized to support the ALM. Quizlet is supposed to be one of the digital apps promoting autonomous learning. Quizlet is a multimodal mobile and web-based study

app. Quizlet consists of Auditory inputs and visual input which allow the students to explore the learning materials by themselves. Quizlet provides a new experience of learning in an online atmosphere which is interactive and fun which might not be found in an offline learning model.

Methodology

This paper summarizes methods for the evaluation of the applicability of the application. There are several aspects of being highlighted namely access, features, feedback, and engagement.

1. Access

Quizlet can easily be accessed using either personal computer (PC) or mobile devices. Users need to download the app from the app stores or play store. However, users simply need to click quizlet.com to access the Quizlet from the web browser if they use their personal computer or laptop as it is also categorized as a web-based app.

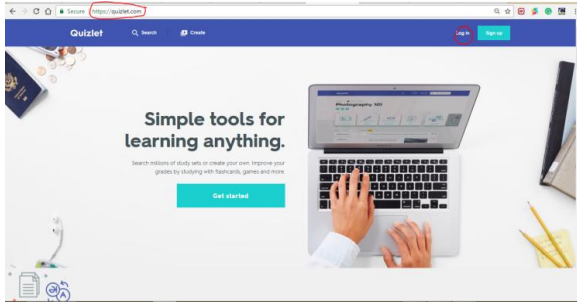


Figure 1. Access

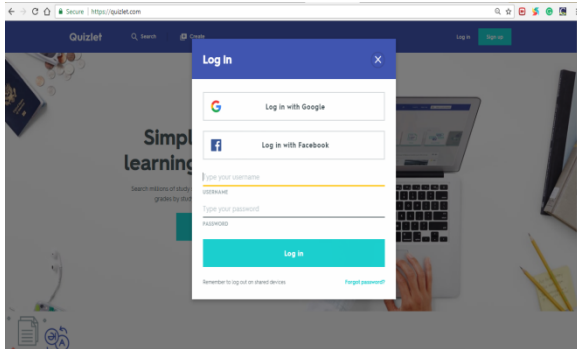


Figure 2. Log-in

Once the users click quizlet.com, the users will directly go to the app as it is shown in Figure 1 above. To access Quizlet, users are required to log-in by using the Quizlet account. Quizlet offers a sign-up feature to allow the users to create their own account. Users can also use their Google account or Facebook account to access the app (see Figure 2).

English for Midwifery

Technical terms dealing with woman's reproduction system for the first-semester students of Midwifery Department

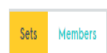


Figure 3. Accessing the course

To access the class, the teachers are supposed to copy the link of the class that they have designed and the students simply need to navigate their cursor to click the link shared by the teacher (see Figure 3).

2. Features

Quizlet provides two major activity modes that are study-mode and game-

mode. Those two modes are designed to facilitate the students to learn the materials in an interesting and fun ways.

a. Study-modes feature

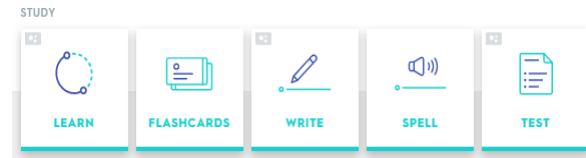


Figure 4. Study-mode

Figure 4 depicts the interface of each feature which can be accessed by the students. By looking at Figure 4 above, it can clearly be seen that the study-mode features contain as follow: Learn, Flashcard, Write, Spell, and Test. Those features are perfect to be used to help the students learn vocabularies for instance.

i. Learn

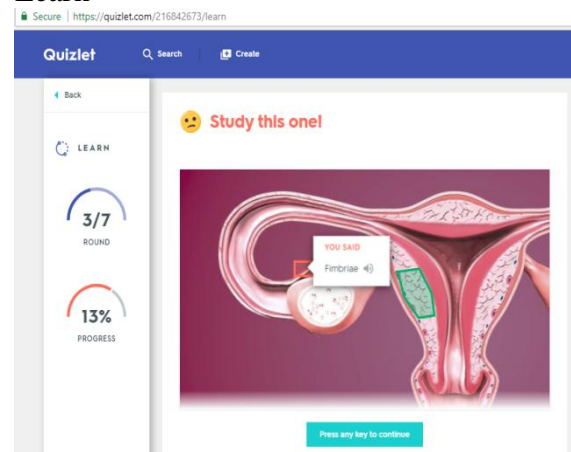


Figure 5. Learn feature Sample for Vocabulary learning

This feature allows the students to learn terms and definitions related to the materials the teacher delivers to them. The feature stimulates the students to actively think as the feature allow the teacher to set “fill in the blank”. In this way, the students are encouraged to find the definition which matches to the term. After inputting their answer, the students can see if their answer is correct or not. Learn feature also provides the automatic grading so he students can do a self-evaluation of their mastery on vocabularies that the teacher has taught.

ii. Flashcard

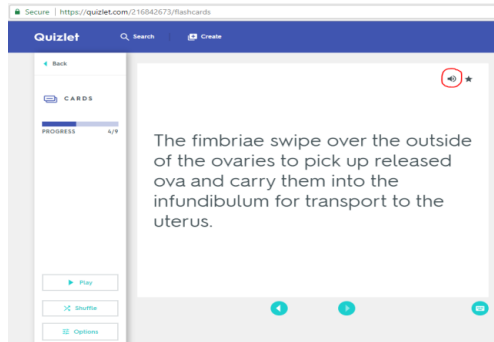


Figure 6. Flashcard feature

Another feature in the ‘study-mode’ is Flashcard. When the students click Flashcard, there will be some a card with a word that the teacher already wrote on. The students can click the card to flip the card or use their arrow keys in the keyboard.

iii. Write

This feature help improves their writing skills as the feature requires the students to write the vocabularies. The feature also offers “don’t know” feature which provides the answer. Once the students click “don’t know” button, the pop up will appear on the picture showing the correct answer (See Figure 7 and 8 below).

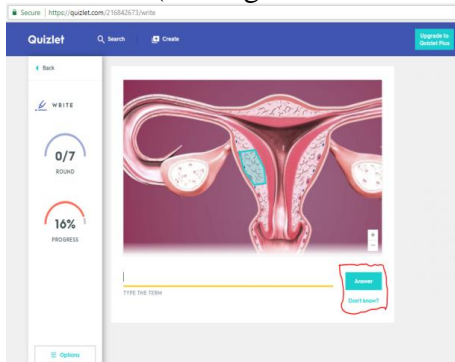


Figure 7. Write mode

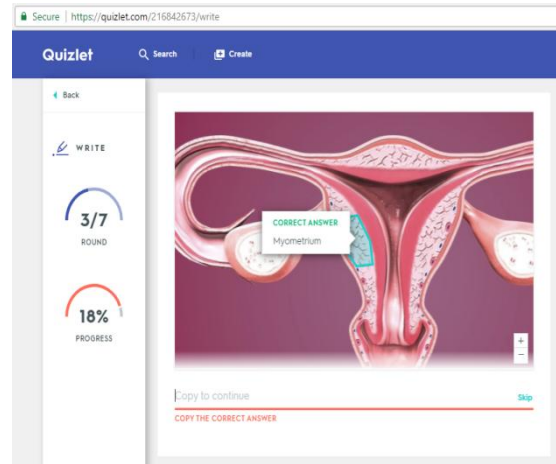


Figure 8. Write mode showing the answer to the students

Once the right answer pops up, the students can copy the answer to the box.

iv. Spell

This feature helps improve students’ listening skills. Once the students click auditory input symbol, they will hear the vocabulary mentioned by the narrator. The students can type the vocabulary mentioned from the auditory input relating to the definition. The interface of the Spell feature is depicted by Figure 9 below.

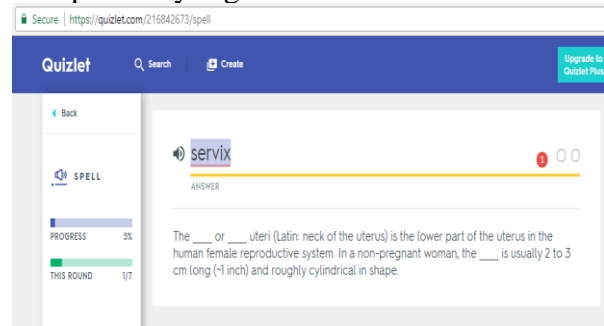


Figure 9. Spell feature with auditory input

v. Test:

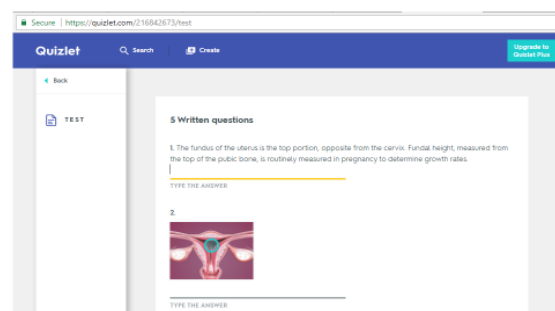


Figure 10. Test feature

This feature is good to be employed to check the students' understanding towards the vocabularies already learned.

b. Game-mode features

There are two pre-eminent modes in game-mode features namely Match and Gravity which are elucidated by the Figure 5 below.



Figure 5. Game-mode

The two game-modes features are basically offers the students amusing learning atmosphere as they learn as if they are gaming.

i. Match:



Figure 11. Match

The students learn the vocabulary through a matching game as illustrated by the Figure 11 above. The students are required to choose the correct term in accordance with the pointed picture.

ii. Gravity

Gravity offers a true gaming atmosphere as the difficulty level of the game can be set to give a challenge sensation to the students. There are easy, medium, and hard which are illustrated by the Figure 12(a) and (b).

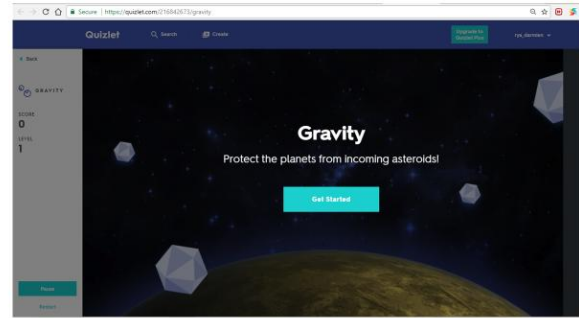


Figure 12(a). Gravity interface

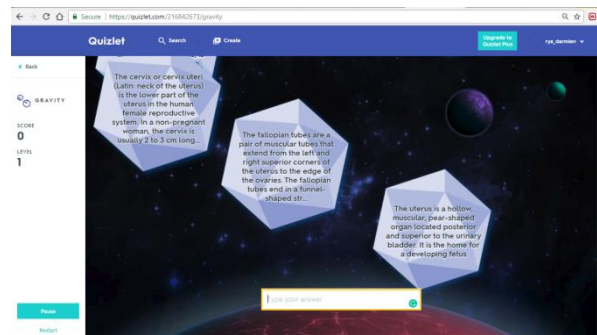


Figure 12(b). Gravity interface

Gravity is one of game-mode in Quizlet. In this study mode, definitions scroll vertically down the screen in the shape of asteroids. The user must type the term that goes with the definition before it reaches the bottom of the screen.

To sum up, the features both study-modes and game-modes features provide various interactivities which help students learn in autonomous ways.

3. Feedback

The app offers simple features, yet interesting to help students learn, for instance, the English terms. The students can choose how they would like to study (fun way by using game-mode) or a bit challenging way by using study-modes. The feedback is an auto-graded in which the students can view their progress directly once they, for example, input their answers. In this way, the students themselves can measure their study progress.

4. Engagement

Quizlet is interactive app which offers sufficient engagement as it is in a

conventional learning model. Engagement, according to Egbert as cited by Shahrokni (2018), deals with the activity reception and the “motivation” to perform the activity. The tasks in Quizlet features offer some engaging aspects as follows:

- a. Authenticity: It is original which the students can learn from it
- b. Social interaction: It allows the students to interact with the peers during the learning process. The students can discuss the answer with the peers when they choose any mode of learning.
- c. Challenge: It provides a challenging study atmosphere. For example, the students need to solve the answer in the game mode. The students are also required to measure their skills in accomplishing, let say, gravity or match.
- d. Feedback: The feature provides sufficient feedback which measures the students’ mastery. Quizlet has an auto-grading feedback which provide a quick measure to the students over their mastery over the learning materials. Auto-grading allows the students to know immediately which point they need to improve without waiting for the delayed-feedback from their teacher.

Conclusion

Quizlet is a recommended app to be employed for the teaching-learning activities due to the certain extent. First, the app is a user friendly as it provides simple navigation. Second, it helps promote students’ autonomy in learning activities through its various interactivities. Last but not least, the app helps the teachers manage the learning material effectively anywhere and anytime. Although the app is considered as the beneficial app, the users (either the teachers or students) need to make sure about the internet availability as it requires the users to possess good internet access.

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