

Gamification in EFL Class Using Quizizz as An Assessment Tool

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ABSTRAK

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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.

Keywords: *Assessment, Gamification, Quizizz*

Introduction

The rapid development of technology has a positive impact on various fields. In the world of education there are a number of applied technologies that support the teaching and learning process in the classroom. 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. Fouts (2000 cited in Amalia: 2020) also states that the use of technology is very commonly applied in various sectors in the world today. It shows that the use of technology has been a new trend in various aspects of life, including the world of education.

The application of information, communication, and technology (ICT) tools in the field of education is increasingly widespread. Its use is obviously to support students' abilities during the learning process. The use of ICT in education has evolved since the mid-20th century and is promoting e-learning as an alternative tool to facilitate student learning (Bury, 2017). Both teachers and students can easily access or use ICT tools in the classroom. Moreover, they can access it independently. Thus, it indicates that the ease of using technology for the learning process has a very positive impact.

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).

Gamification is the term which came popularly in 2010 and there are many experts

discuss about the use of gamification in education such as the use of gamification to engage students learning motivation. According to De Byl (2013) the popularity of gamification is indicated in 2010 by Google search tool. Landers & Callan (2011) give definition on gamification as the use of elements associated with game such as game mechanics to an educational purpose to create more learning engagement (Lestari et al., 2023). Additionally, Gamification is able to enhance 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 which can be included are Badges, Achievements, Avatars Content Unlocking, Leader Board, Points, Virtual Goods, Teams and Levels (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. Discussion

2.1. Quizizz for a Fun Assessment

According to Quizizz website, the app was created in 2015 by two Indian teachers, Ankit and Deepak, who designed the system considering their background in teaching mathematics at a school in Bangalore, India. Nowadays, Quizizz is used by millions of teachers and students in more than 100 countries and has offices in Bangalore and Santa Monica, United States. Zhao (2019) states that Quizizz is an educational game-based app, which allows multiplayer activities in simultaneous and convert classroom exercises into a more interactive and fun experience. When using Quizizz, students can apply the knowledge acquired in the classroom, recurring to their own electronic devices.

Quizizz is an online assessment tool that can be downloaded and used free. This application can be used as assessment tools that can be created based on the curriculum. Rahayu and

Purnawarman (2018) states that Quizizz is a great online assessment tool that can help students to not only check their knowledge but also their progress in learning English. Rahayu and Purnawarman (2018) also states that by using Quizizz, teachers not only can give tests but also can assign homework to the students as additional practice. The order of the question is put randomly for each student in the classroom. The type of the question in Quizizz is multiple choices which have at least two possible answers, and four as the most possible answer.

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 pictures with memes to tell whether the answer is right or wrong. This is a treat to students (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. Prior studies describe different ways of applying Quizizz. It can be used to organize classroom activities and prepare tests (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 they use Quizizz and other educational apps to help students recognize the difference between productive and nonproductive questions. 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://www.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 digital resources in the classroom can increase the interest of students, besides facilitating the understanding of various phenomena and theoretical aspects that would be more complex to assimilate without the use of those technological devices (João: 2020). Even though ICTs have brought benefits for education, there is still a need for adopting them as a long-term planning methodology or strategy, so then

educational objectives can be satisfactorily achieved.

Hamilton Hankins (2017 cited in Prasongko: 2021) introduce Quizizz in an English Language Arts Classroom and find it has a positive impact on student engagement. 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, the students feel excited and motivated to do the task because the display of the application was very interesting like playing a game (Irwansyah: 2021). Students also responded positively to the use of Quizizz in the classroom (Munuyandi et al.: 2021). Using Quizizz in the accounting classroom helps stimulate students' interest and improve students' engagement (Zhao, 2019).

Like any other application, Quizizz has several advantages and disadvantages, the following are the advantages and disadvantages found by Jaoa (2020) while using Quizizz:

1. The possibility of using only mobile devices in the classroom, without needing any data projector nor computer, this is because the quiz can be accessed via cell phone or tablet;
2. It is a multiplatform system which can be used in computer labs, conventional computers or through mobile devices (cell phones and tablets);
3. It is available in both operational systems, iOS or Android;
4. It allows individual and collaborative work, as students are able to access the quiz on their own devices and share it with a team;
5. There is no need to download any application to use the quiz. By using the page [joinmyquiz.com](https://www.joinmyquiz.com) and the code provided by the teacher, the students can access the questionnaire;
6. It is possible to create quizzes for students to answer homework assignments, establishing a deadline with day and time;
7. Quizizz has a game-based design and recurs to

gamified mechanics such as music, rankings, scoreboard, avatar time, etc. These elements are mind activators and motivate individuals to remain active in order to be successful;

8. It allows the creation of short or long questions, stipulating a time to answer between 10 seconds to 15 minutes;
9. It allows the creation of public (shared with everyone) and private quizzes (only accessible to those who have a code);
10. It allows the insertion of images or videos related to the questions, and to use formulas and symbols;
11. It allows searching for ready-to-use quizzes and ready-made questions from several quizzes that are open-access in the database;
12. It analyses the performance of each student or the entire group using an Excel spreadsheet, it also imports students' grades into an electronic or physical diary.

Meanwhile, some disadvantages are mentioned as follows:

1. The fact that the platform is available only in English is a limitation for teachers who do not speak the language;
2. The use of the platform is only available online, so it is needed internet connection for creating and responding to the quiz;
3. For each quiz question is only accepted one answer to be registered as the correct one.

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.

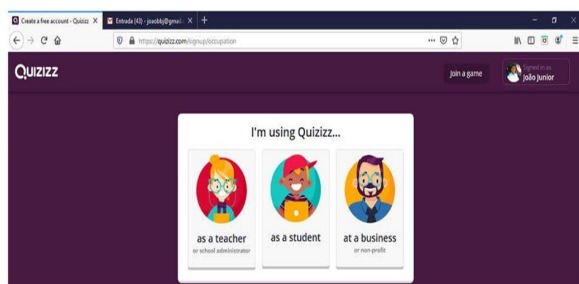


Figure 1. This figure shows the display of Quizizz.

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 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.

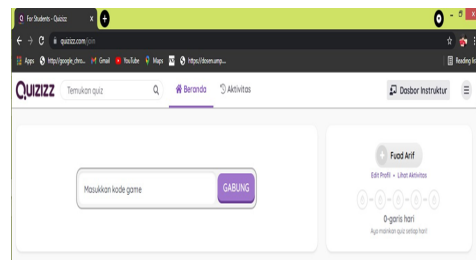


Figure 2. This figure shows how to join the quiz using the code

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.

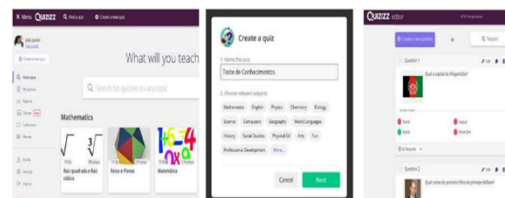


Figure 3. This figure indicates that Quizizz can be used for many subjects.

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. 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.

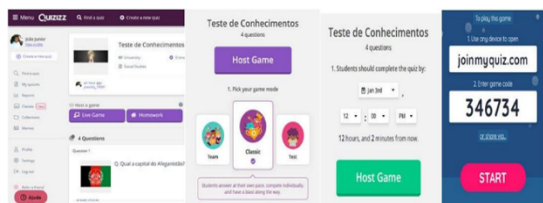


Figure 4. This figure shows how to set and join the quiz.

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.

Louis Henry, a 31-year-old business executive from London, arrives at her desk and turns on her computer. She is happy as she is expecting a message from her new best friend Juanita, a museum worker who lives in Vancouver, Canada.

Who is Juanita?

5. Text 2.

Louise and Juanita email every day, and by doing this they are part of a new social trend that is spreading around the world. From London to Sydney, New York, to Singapore, you don't have to live in the same city to make new friends, or even on the same continent. You can form new friendships on the internet.

In the past, there were pen pals. Now there is friendster.com, which has over 1.5 million members. And a British service, everyonesconnected.com, has over 500.000 members and more are joining every day. These new websites are based on the 'small world hypothesis'* developed by an American sociologist, Stanley Migram, in the 1960s.

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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