

The Using of Paper-mode Quizizz in EFL Classroom

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ABSTRACT

With the quick growth of information and communication technology (ICT), many different types of technology are now available to help and expedite the teaching and learning process. One game-based learning platform that provides a variety of methods for evaluating students' learning progress is Quizizz. Quizizz introduced a paper mode as new feature. Paper-mode Quizizz is a game-based learning platform that provides a variety of tools to enhance student engagement and make studying English in the classroom enjoyable and dynamic. The aim of this literature review is to explore what present literature reveals about the using of paper-mode Quizizz in the English language learning and teaching. The result showed that the using of paper-mode quizizz in ICT and non-ICT classroom has some benefits in improving students' English learning.

Key words: ICT, Paper-Mode Quizizz, English Learning

INTRODUCTION

The use of technology in the classroom is becoming more and more common these days. To help students acquire a second language, like English, teachers frequently use mobile-assisted teaching and learning technologies (Huyen, 2022). The field of English teaching and learning has been significantly impacted by the advancement of information and communication technology (ICT). Technology is now ingrained in many aspects of human endeavours, including language education (Heriyawati & Elfiyanto, 2023). With the rapid development of ICT, a wide range of technological tools are available to enhance and ease teaching-learning activities, including game-based learning. According to some studies, game-based learning is a useful tool for teaching language subject and improving students' motivation, satisfaction, and involvement throughout the process (Putra, 2023).

The learning process can be aided by the integration of game-based learning. Game-based learning is the process of combining problem-solving areas and challenges that provide students with a sense of achievement with game material and play to achieve predetermined learning outcomes (Groening & Binnewies, 2019). Moreover, Lopez & Toker (2019) add that game-based learning has been shown to boost student engagement and motivation by boosting their desire. Students' critical thinking abilities are supported and developed, it is more interesting, and it boosts their enthusiasm to learn in the context of the twenty-first century.

There are some kinds of game-based learning that can be used in English learning, one of those is Quizizz. According to Nabila et al., (2023) Quizizz is game-based educational tool that may be used to attract students' interest and motivate them to engage in the learning process. Quizizz is one of the learning media in the form of an application-based quiz game. Unlike other programmes, this one is designed for learning. With the help of this programme, students may respond to tests or questions with an engaging, basic presentation. Students will find it more difficult to finish it given the

time constraints (Ningrum, 2022). Not only that, Quizizz can also be used to assess students' learning performance and achievement. According to Fazriyah et al. (2020) Quizizz is a mobile learning tool that may assist teachers in developing their instructional strategies. It will make the evaluation process simpler and boost the motivation of both teachers and students to study when applied in the classroom.

Moreover, Ningrum (2022) adds that to use Quizizz in the classroom, it is required a smartphone with an internet connection. Unfortunately, not all schools allow students to use smartphones in class, even for learning activities. There are some schools that still prohibit students from carrying smartphones in this digital era. To solve this problem, quizizz as a big online platform launched the new fitur that blend online and offline media. It called paper-mode quizizz (Heriyawati & Elfiyanto, 2023). According to Putra (2023), Quizizz offers paper-mode quizzes with printed paper, similar to a fast-response code. The multiple choices A, B, C, and D are printed on the paper code. Throughout the process of teaching and learning, teachers will pose certain queries. After the students have rotated the code to reveal their response, their teacher will use the Quizizz app on a smartphone to scan all of the response codes. As a result, students may actively respond to the questions given and view their scores and responses at that time. Teachers can undertake media-related activities offline with great benefit from the paper-mode feature. Furthermore, it benefits students who do not have access to smartphones, computers, or internet connectivity.

The aim of this literature review is to explore what present literature reveals about the using of paper-mode Quizizz in the English language learning and teaching as a useful learning tool. The impacts of Quizizz in paper form will be highlighted by the researcher's expertise gleaned from researching the literature. To gain understanding of the use of paper-mode Quizizz, it is necessary to research the relevant literature.

METHODOLOGY

In order to get comprehensive data about the usage of Quizizz in paper mode for English language learning, literature review techniques were chosen for this study and carried to. Therefore, to be a

ble to collect the data, the researcher searched the key words “Paper-Mode Quizizz”, “game-based learning”, “gamification”, and “educational tool” on Google Scholar. After collecting some articles, the researcher read the articles that have been downloaded. The researcher skimmed and scanned the data, then making notes. A summary of the key points, the study strategy, and the conclusions was recorded in a Word document

1. The Using of Paper-mode Quizizz in English Language Learning

The followings were the steps in using paper-mode Quizizz in English learning including signing up, creating questions, printing Q-cards, and starting and scanning the Q-cards.

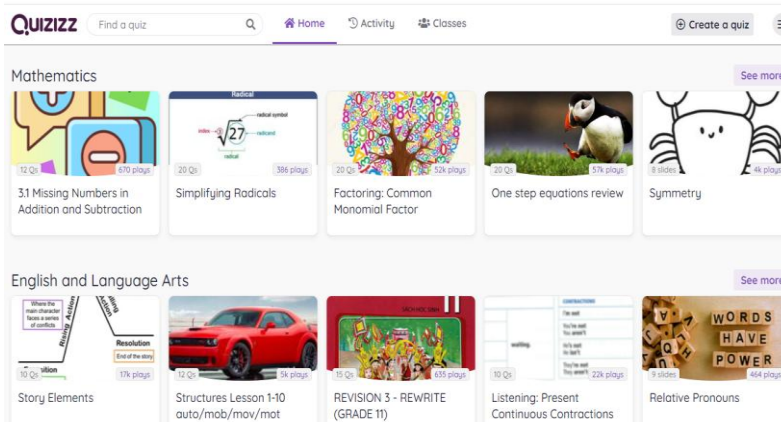
The steps to register for Quizizz are as follows:

- a) Open the browser, then type Quizizz.com



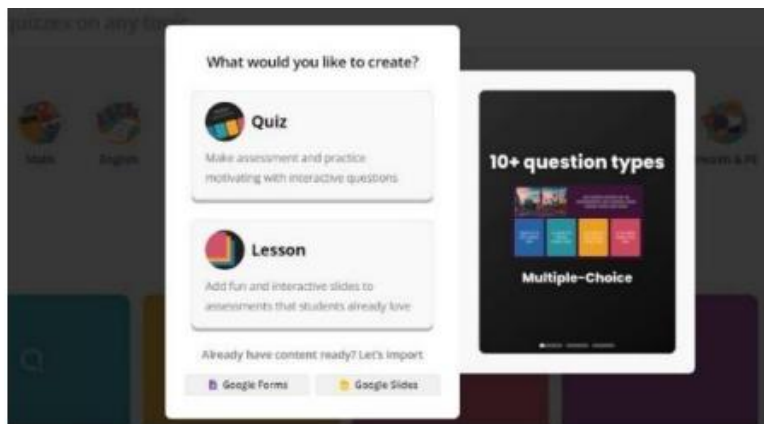
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- b) Click the “Sign Up” in the corner
- c) Next, go clicking “Continue with Google” button
- d) Choose and go to your Google account, click “next”, type your password
- e) Click “next” again, then you are now signing Quizizz



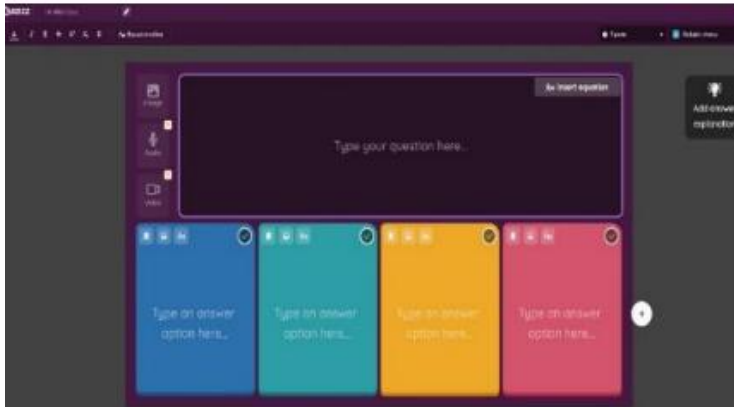
The next steps in order for creating questions are as follows:


- a) After signing Quizizz, click “create” menu
- b) Next, choose and click “Quiz” button



- c) Then, choose and click “multiple choice” button

d) Type the questions and the answers. You can also insert the images on the questions and answer if you want to.



a) Finally, choose the right answer and  click button.

In addition, the following actions must be taken in order to print the Q-cards:

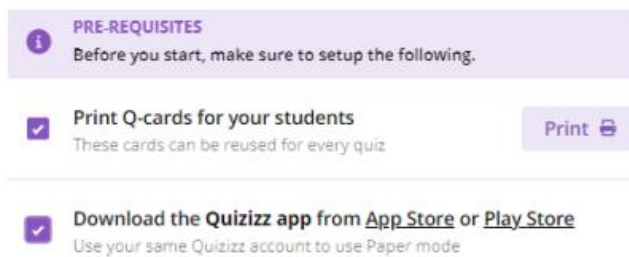
a) Go to the library by clicking "my library" button on the left-side Quizizz display

b) After that, choose the quiz you have made, and click



button to create the Q-cards

Tick the following options before printing the Q-cards



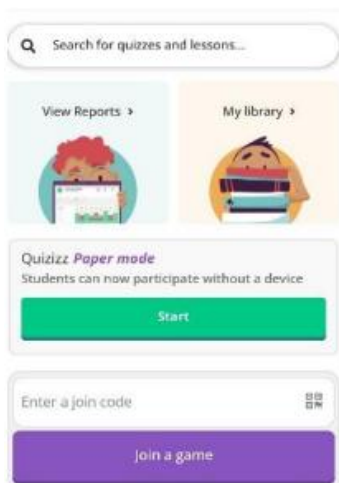
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- d) Then, click the [redacted] button to print the Q-cards.
- e) Finally, you can print the Q-cards.



The steps below can be used to begin the quiz and scan the Q-cards:

- a) Using your laptop or computer, go to the library and click “my library” button
- b) Select the quiz you have made, and click [redacted] button
- c) Make sure you have thicken the following items, then click “start” button to run the quiz
- d) Open your Quizzz apps on your smartphone, click “start” button Quizzz paper mode on your smartphone.



- e) Before running the quiz, then choose the quiz you have made.

- f) After the quiz running and, let the students answer the questions, then scan the students' codes by clicking "Scan responses" button on your Quizizz app.
- g) Verify that the cards are displayed, then use the Quizizz app on your smartphone to scan the students' cards. Using your smartphone, you may move it to pick up the Q-cards.
- h) The indications will then appear; red indicates the incorrect response and green indicates the correct answer.
- i) Click "Submit" button, then the results will be displayed on the live-view screen.

There are some studies about the use of paper-mode quizizz in English language learning and teaching. Firstly, Al Husnah et al., (2023) aimed to unveil the unique insights and experiences of students regarding Quizizz Paper Mode as a tool for language assessment. This study used descriptive analysis as a qualitative method. Semi-structured interviews were used to acquire data from a wide range of pupils. Students from a diverse range of backgrounds set out to collect a broad range of data samples. Their unique motivation and level of activity during their English language acquisition expanded the study's reach. According to the research gathered, students view Quizizz Paper Mode as an engaging instrument for language evaluation that boosts their self-esteem, drives them more, and improves their reading comprehension.

Rizal Wahid Permana Putra (2023) also carried out the study about paper-mode quizizz. His study aimed to investigate the use of Paper-Mode Quizizz to improve students' vocabulary at eighth grade students. He used Classroom Action Research as the research methodology. The data demonstrated that the usage of paper-mode Quizizz dramatically increased the eighth-grade students' vocabulary proficiency. Additionally, using paper-mode Quizizz to acquire new vocabulary increased the students' enjoyment, participation, motivation, and engagement. Lastly, Khadijah

Maming et al., (2023) aimed to evaluate if using Quizizz in paper format, an engaging and interactive medium, will help junior high school students improve their vocabulary scores. According to this study, paper-mode Quizizz is a useful tool for helping students become proficient in English vocabulary. The results revealed that paper-mode Quizizz considerably increased students' vocabulary achievement compared to other similar programmes utilised in the control group.

4. The Benefits of Paper-mode Quizizz in ICT and Non-ICT Classroom for English Language Learning

Rukiye Degirmenci (2021) in her study states that Quizizz is useful and plays a significant part in English language learning and teaching. It also has a favourable impact in these areas, and both teachers and students have great things to say about Quizizz. Next, Iim Naila Faroh (2023) says that the use of paper-mode Quizizz gave a significant effect on students' grammar mastery. It helped students to be able to make sentences correctly. Then, Rizal Wahid Permana Putra (2023) adds that most students demonstrate favourable perceptiveness in utilising Paper-mode Quizizz for formative evaluation in teaching and studying English. Paper-mode Quizizz is described as being incredibly intriguing, demanding, pleasurable, and fun. The teacher will scan the code cards to display the findings in real time; the students just need to demonstrate and rotate their answers. Employing Paper-Mode Due to the real-time scoring feature on Quizizz, students were also more motivated. Additionally, the students were able to view their results instantly after completing each question thanks to the real-time scoring feature.

Lisa'adah Al Husnah et al., (2023) say that in ICT and non-ICT Classroom, paper-mode Quizizz has some advantages such as helping students view paper-mode Quizizz as an engaging instrument for language evaluation, boosting their self-esteem, boosting motivation, and improving their reading comprehension. It also provide valuable insight for educators seeking innovative

approaches to language assessment in the digital age. Moreover, Mohammad Yusuf Rizaldy (2022), in ICT and non-ICT classroom, paper-mode quizizz can be an alternative to manual assessment because it simplifies the entire process for teachers and students so that teachers and students can also evaluate students' understanding and learning outcomes.

5. The Limitations of Paper-mode Quizizz in ICT and Non-ICT Classroom for English Language Learning

The study was conducted by Lisa'adah Al Husnah et al., (2023) say that there were a number of difficulties with using paper-mode Quizizz as a language evaluation tool. The advantages made sure that all students, regardless of their level of internet access, could participate in examinations, especially for schools or other organisations with minimal technology resources. Due to technological limitations, no student was left behind due to technological restrictions. Students needed time to adjust to new habits before they could continue studying. One of the challenges that students have is directly adjusting to the usage of paper-mode Quizizz as a language evaluation tool because it was a new feature. Students' confidence in directly responding questions in paper mode is also indirectly impacted by this practice. Moreover, students may feel confused about how to play paper-mode quizzes and so do teachers. If this happens, it certainly affects learning time, it takes up time that could be used for learning.

6. Conclusion

Based on the above explanations, it can be concluded that paper-mode Quizizz is one alternate site that offers a variety of tools for English teaching and learning . Moreover, Paper-mode Quizizz, students' responses are delivered via printed code cards. After the students have shown and rotated their Q-cards, their teacher will scan each response card to provide the score and real-time answer. Besides that, paper-mode Quizizz is user-friendly, entertaining, challenging, and fascinating. The students are therefore more

inclined to take the Quizizz exam in paper mode. The using paper-mode Quizizz in ICT and non-ICT classroom has some advantages, they are, improve students' motivation, enhance students' confidence, improve students' vocabulary, help teacher in assessing students' learning outcomes.

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