

Quizalize: A Dynamic Tool for Fostering 21st Century Digital Literacies in Education

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ABSTRACT

The use of technology is now a crucial component of education both inside and outside of the classroom. It is required of teachers to have innovative approaches to teaching. Educators must keep utilizing technological technologies as a medium to evaluate content through quizzes. Quizalize is a digital tool that improves learning through interactive tests. The quiz results indicate how well students have grasped the material, which ones need more work, and which ones require a more individualized approach. The researchers recommend using it as an interactive quiz, particularly for material revision.

Keywords: Quizalize, AI, quiz, learning

INTRODUCTION

Technology use is now a crucial component of education both inside and outside of the classroom. Most language classrooms make use of technology in one way or another. Language learning has benefited from and been enhanced by the use of technology. By utilizing technology, teachers can personalize their lessons and improve the process of language acquisition (Ahmadi, 2018). One of the key factors influencing cross-border communication activity is language. For their competency and communication, students use a variety of English language abilities, including speaking, listening, reading, and writing (Grabe & Stoller, 2019).

It is required of teachers to have innovative approaches to teaching. Students are now expected to actively express their thoughts and engage in critical thinking concerning the course material, rather than just being given assignments to listen, write, and complete. from traditional techniques to approaches that encourage critical thinking in students. As a resource for its implementation in the classroom, the teaching strategy should be combined with relevant media (Halimah, Lustyantje, & Ibrahim, 2018 et al.,).

To enhance the representation, adaption, presentation, and interaction with social studies content, educators must keep utilizing technological technologies. Several teaching approaches, styles, tactics, and applications are used to build educational resources for an effective visual presentation to facilitate the teaching and learning of a subject matter (Ivanović et al.,2018)..

Teachers can utilize quizzes to assess students' level of material mastery. The quiz serves as a guide for teachers in choosing the best teaching strategy or as an opportunity to reflect on them to enhance their current approach. Determining the level to which students have mastered the content is highly helpful. Put

otherwise, you can utilize the quiz for reviewing the content. Reviewing information is typically done at the start or the end of the educational process. The purpose of the pre-class review is often to refresh students' memories of prior material.

Regardless of the goal of the final class review was to highlight the required portion of every topic covered that day, Teachers frequently use summaries or brief responses to questions about the content during evaluations. The teacher can use a lot of different elements to create a fascinating review. Thus, there will be strong student motivation for participating in the review. Digital technology is being used by one of them. In the educational process, digital technology can be employed as media for any reason.

Indonesia is also living in the "4.0" digital era, in which technology serves as a tool that supports all areas of life, including education. Students can use an abundance of websites and tools to help them in their learning. Internet-based educational applications facilitate virtual classroom interactions between students and teachers, hence enhancing the students' willingness to learn (Fatimah & Santiana, 2017; Alvarez, Dal Sasso, & Iyengar, 2017, 2018). As a result, educators can utilize digital technology as a medium to evaluate content through quizzes.

QUIZALIZE

Through interactive tests and quizzes, Quizalize is a digital tool that improves learning. It features a user-friendly interface, allowing educators to design exciting quizzes for formative assessments, student evaluations, and knowledge reinforcement. With the use of multimedia components like pictures and videos, Quizalize aims to make quizzes more dynamic and interesting for students. It enables prompt interventions and individualized help by giving teachers and students real-time feedback. The Quizalize program is similar to Kahoot which is also a free app and requires minimum instruction on the side of the professor and the students (Plump & Larosa, 2017). By importing resources onto the platform,

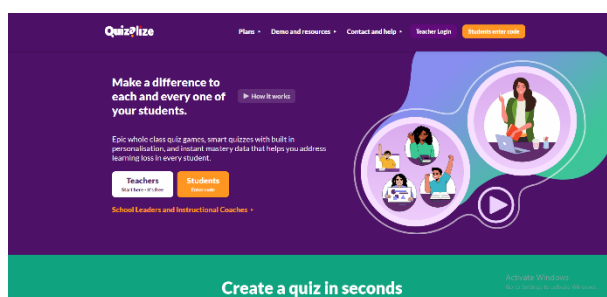
teachers can also utilize the Quizalize application to provide educational materials to their students. The Quizalize app can be accessed through a computer or smartphone, just like Kahoot!

Moreover, Quizalize has adaptive learning capabilities that modify question difficulty in response to each student's performance. Teachers can examine assessment findings to discover areas that require more support with the help of data analytics tools, which are frequently included. To simplify the process of teaching, Quizalize has the potential to be integrated with Learning Management Systems (LMS). It adds gamification components to make learning more entertaining and approachable. According to Elmahdi Al-Hattami & Fawzi (2018), it improved students' learning outcomes as an assessment tool and had a favorable effect.

3. Implementing Quizalize in Educational Purpose

In this part, the procedure using Quizalize will be divided into two; as a teacher and as a student. The procedure using Quizalize for teachers as follows:

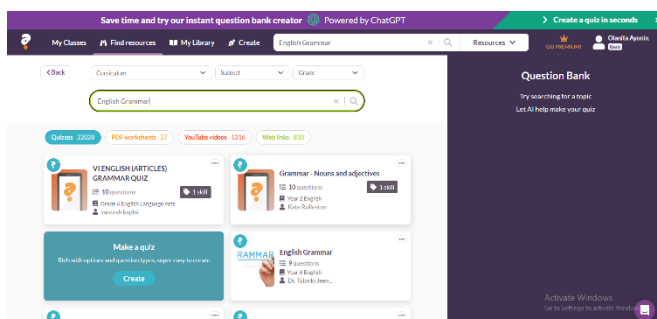
The teacher goes to <https://www.quizalize.com/> and login as a teacher.



If the teacher wants to find materials related to the subject they want to teach, the teacher can write the subject in the search bar. For example, teacher wants to teach English, then write “English Grammar” in the search bar, and the materials will appear with

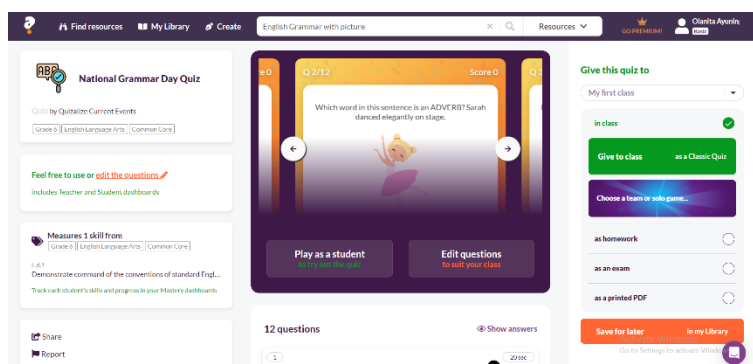
many choices. Teachers can choose the materials with quiz format, pdf, YouTube, or web links. The materials will inform the teacher about many

how the

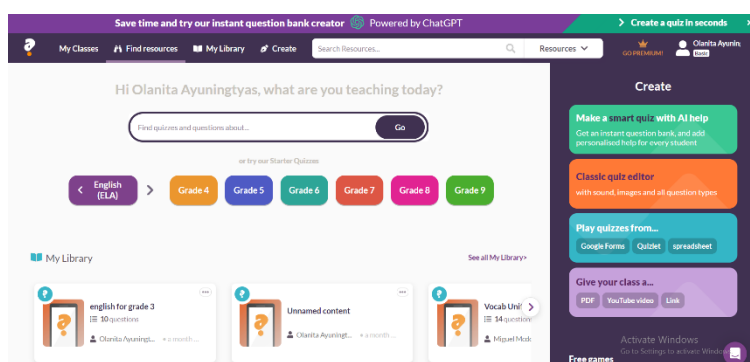


questions are, the grade, and the author.

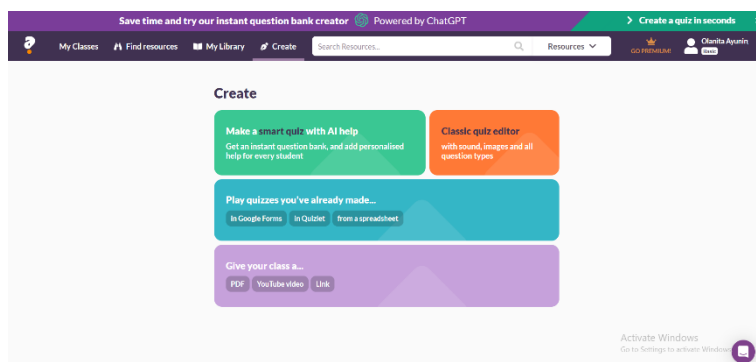
Teachers also can add the word “picture” in the search bar for specific requests. If the teacher chooses the materials, the teacher can directly share them with the classroom on the right side either only for classic quizzes or games. And if the teacher wants to share this material later, the teacher can choose to save it for later and it is automatically saved in the teacher’s library.



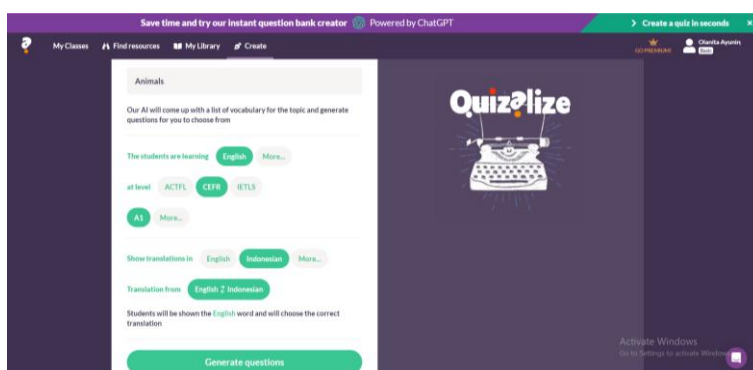
The teacher also can directly click one of the bubbles under the search bar and choose the grade to match your classes.



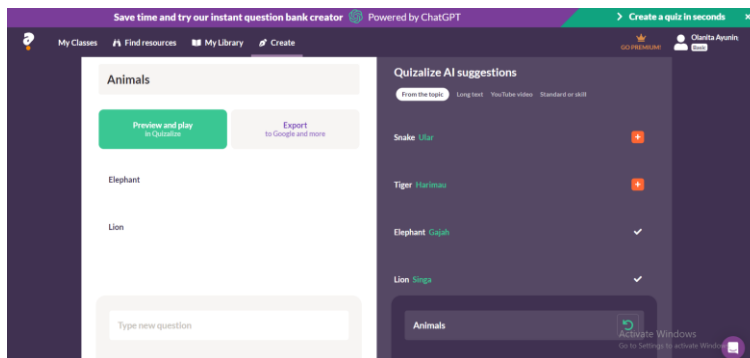
To make the teacher's questions, the teacher can choose to make a smart quiz with AI help or a classic quiz editor. If you already created the questions in other platforms, such as Google Forms, Quizlet, or Spreadsheet, the teacher just clicks on one of them and Quizalize will bring over your multiple-choice and short-answer questions.



This is the view if the teacher wants to ask questions with AI. For example, teacher wants to teach vocabulary about animals, just write down the topic they want to teach, and the grade, and AI will generate the questions automatically and just wait till generate process done.

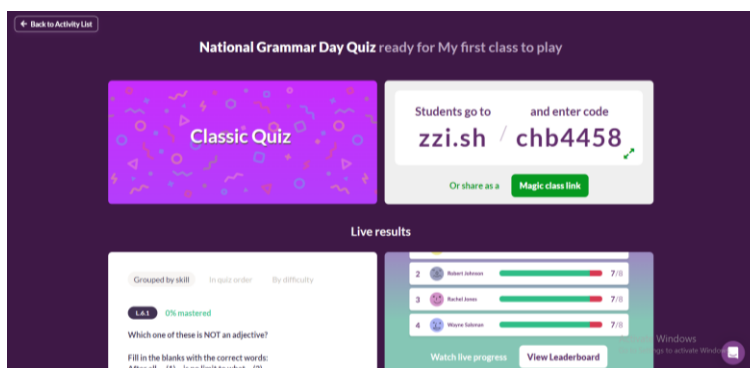


Teachers choose which questions they want to add to the quiz. It can also be removed if the questions are not relevant to the materials.

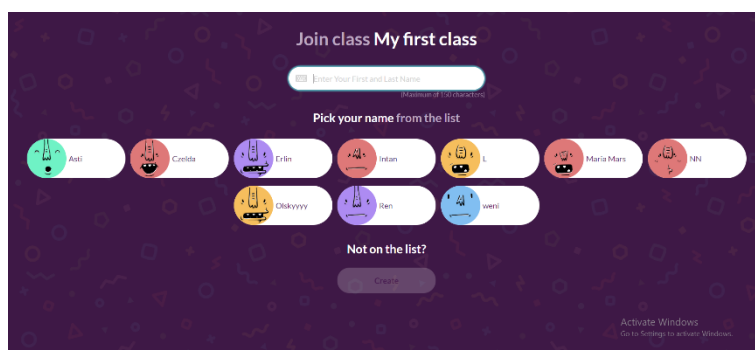


All the questions are done, and ready to share with the class. Teachers show the code or link that students must log in to take the quiz. The teacher is the one who created the class.

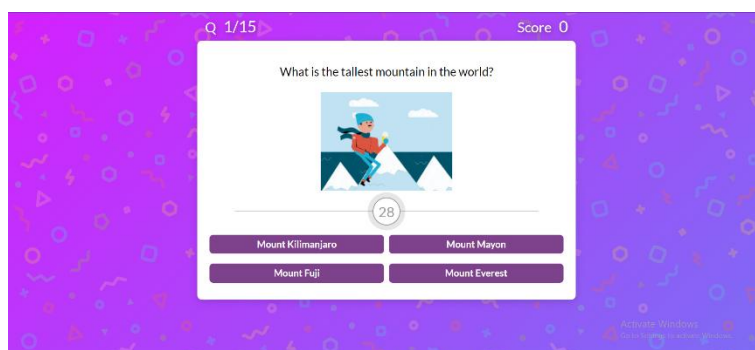
There is a quiz in class that the student needs to complete. The quiz cannot be accessed by someone who does not know the class code.



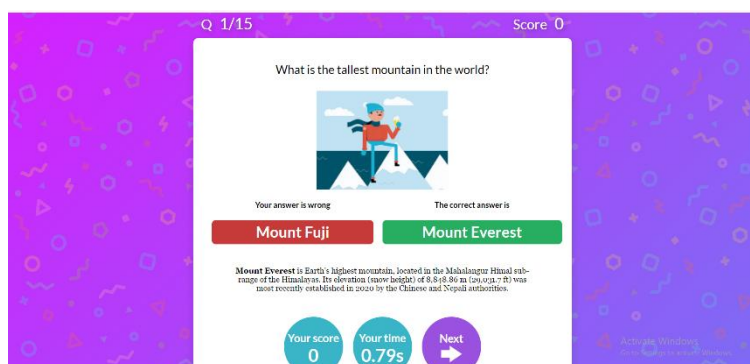
The guidelines for making questions for the students are already shown in the pictures above. Next, how to implement Quizalize to the students. As the first step, students must log in as students through the link. If at the previous time students already joined the class, the name will appear here, and students choose the name of him or herself. If a student's name did not appear on one of them, they can create their name by clicking the create bubble.



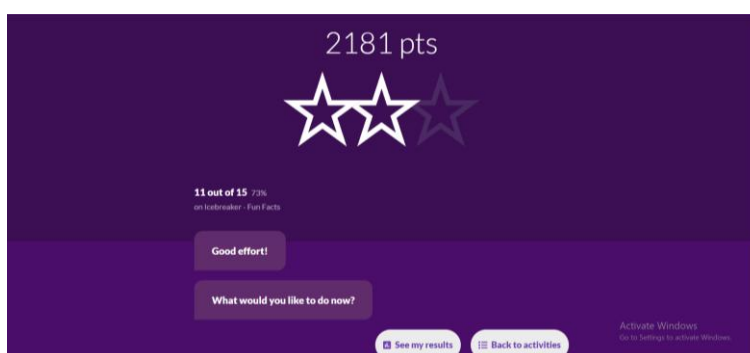
The question has a fascinating animation. Q 1/15 can be seen in the upper left corner. It indicates that out of the 15 questions, this one is number 1. The acquired score is presented in the upper right corner. The amount of time given to answer the question is number 28 in the middle. As students take their time responding, the count continues.



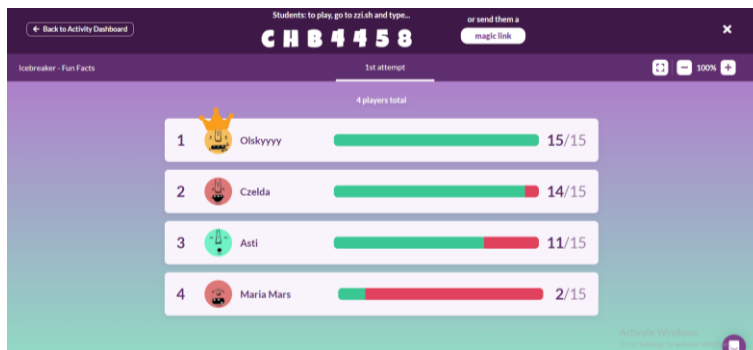
Students will not receive a point when the allotted time has passed. There will be music and stars to applaud the children when they answer the question correctly, and there will be a correction if they respond incorrectly. Students will immediately recognize the right response even if they choose the incorrect response. Along with the time it took the students to answer the question, it also explains the right response.



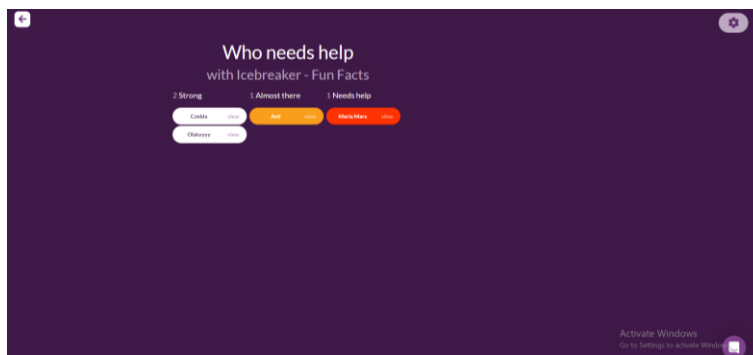
At the end of the quiz, students will get points that accumulated from the first questions until the last questions.



The result can be viewed in the leaderboard to show who is the leader in answering the quiz.



The student in need of help is indicated by the red one on the right. The student who receives a red box is advised to put in more study time. She still needs more practice with the subject. When a student receives a yellow box, it indicates that she is getting close to her goal. They merely need to do better in this area. The students who received a white box are the last group. It indicates that they have sufficient strength in this substance. They are now proficient in the topic. To pass the material, students must correctly answer at least fourteen questions. Pupils who score eleven right answers are classified as "almost there" students. Students who receive "need help" have two to zero right answers. Every student's wrong response is listed in the result table.



The table shows the average score for this quiz which is 70%. This table also shows how many correct numbers the students can answer. Like the red box, Maria Mars (The name of the student) gets 2/15. It means that she only gets 2 correct answers from 15 questions. The sentences that are standing above are the questions. The red X indicates which questions the students get the wrong answers. Maria Mars (The red box) answers incorrectly on the numbers 1,2,3,4,5,6,7,8,9,10,11,12 and 13. He answers correctly on the numbers 14 and 15.

Results Table
Average score: 70%

Attempt	Completed	Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Attempt 1	Completed	2/15	X	X	X	X	X	X	X	X	X	X	X	X	X	✓	✓
Attempt 1	Completed	11/15	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Attempt 1	Completed	14/15	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Attempt 1	Completed	15/15	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Questions (from top to bottom):
 1. What is the tallest river?
 2. What is the longest S?
 3. A parafidow is a word?
 4. The largest dinosaur, I?
 5. Where does it go?
 6. Humans share 98.8%?
 7. What is the most popular?
 8. He's one of the most famous?
 9. No words perfectly fit?
 10. Which country comes?
 11. The Summer Olympics?
 12. Who is the author of it?
 13. The color came or clear?
 14. From 0 to 1,000, the an?
 15. What is the national dish?

As previously said, Quizalize has a lot of good aspects. The teacher can upload additional images to the questions, which makes the visual quite engaging. The question can be changed by the teacher to make it as engaging as feasible. The image and the question are connected. Packed with engaging questions, students will be inspired to read and respond to the questions. The amount of time that students have to respond to the question can also be decided by the teacher.

The quiz's direct results are available through Quizalize. The teacher can identify the students based on this clear outcome. The quiz results indicate how well students have grasped the material, which ones require more work, and which ones require a more individualized approach. Teachers no longer take the time to go over each student's performance one-on-one. The teachers are most

assisted by the clear outcome, which indicates which discussions require additional explanation and which ones do not.

The discussion questions that require further explanation are the ones that students typically answer wrong. The discussion questions with adequate explanation are the ones that students mostly answer properly. The results table demonstrates that teachers don't have to be concerned about which questions students get wrong. While the quiz numbers will vary for every student, Quizalize offers a breakdown of each question and displays the names of the participants. When this program alone evaluates the outcome, teachers are forced to work twice to determine the student's final score.

Quizalize makes it easier for teachers to rapidly determine each student's score, particularly when they are teaching a large number of students from multiple classes. Undoubtedly, manual correction of the quiz will require more time. In addition to providing teachers with a tool to generate quizzes, Quizalize helps students realize the content they have mastered and the areas they still need to study more. Additionally, it displays the comprehensive solution for every question, along with the number of times pupils must answer it. Both the teacher and the students have access to it through their Quizalize accounts.

CONCLUSION

Teachers can include digital media in the teaching and learning process, according to the researchers' findings and debate. One digital tool that teachers might use is Quizalize. Quizalize provides a presentation of engaging questions together with clear outcomes. It may increase the efficacy of learning. Teachers can creatively organize their quiz reviews with Quizalize.

It helps the teacher identify which students are struggling and which ones have mastered the content. Students can also view their results with Quizalize. Taking into account Quizalize's advantages, the researchers advise using it as a digital quiz, particularly for material revision.

By documenting real-world practices and challenges, this study contributes to a deeper understanding of how innovative, blended pedagogical models can be applied in EFL contexts particularly within higher education settings aiming to foster 21st-century skills. Future research may expand this work by investigating learner outcomes quantitatively or exploring long-term impacts on language proficiency and learner autonomy.

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