Utilization Of Using Quizizz As An Online Quiz In Arabic Language Learning

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Abstract

The difficulty of students in understanding learning makes students understand the lesson less, due to the lack of innovation in learning at school. This study aims to describe the use of Quizizz for Arabic language learning, especially mufrodat reading skills. The method used by researchers is quantitative the research subjects are students. the data collection techniques are interviews, questionnaires and observations and the data analysis is data collection. The utilization of Quizizz as an online quiz in Arabic learning provides an interactive and effective approach for students. The platform allows teachers to create engaging quizzes with diverse Arabic content, motivate students' participation and monitor their progress in real-time. With this, learning Arabic becomes more interesting and efficient in developing speaking, listening as well as Arabic text comprehension skills. The conclusion of this study are The implementation of Quizizz in Arabic language teaching is an effective step in enriching student learning. Through this platform, teachers can create interactive quizzes with diverse Arabic questions, facilitate independent learning, and measure students' understanding thoroughly. This allows students to learn actively, improve their Arabic language skills, as well as motivate them to participate in learning. the quiz app can increase students' enthusiasm i.e. Active Participation, Increased Score and Longer Learning Time for learning and can test students' abilities, especially in the ability to read mufrodat. The limitation of this study is that the researcher only conducted research at one institution, the researcher hopes that there will be similar research, but on different learning other than Arabic language learning so that it can increase the reader's understanding of the problems to be studied later. This study also recommends to future research to make it a challenge in utilizing the use of Quizizz in Arabic language learning.

Keywords: Arabic Language; Platform Quizizz; Online; Quiz

INTRODUCTION

Entering the 20th century, known as the main foundation in various aspects of life, is called the century of knowledge (Burgarella et al., 2019). The century of science has had a huge impact on the world of education (Dziuban et al., 2018). Educators not only master academic knowledge but must also master knowledge of modern technology. Technology is a science that applies systemic and systemic behavior as a way to solve problems properly. In this day and age, technology has developed rapidly, educators must use this opportunity to make the best use of the Quizizz application as a medium for learning ijg Arabic (Nur Ismiatun et al., 2021). The positive impact of using

technology today is that it makes it easier to access all information, whether in the form of learning or knowledge. While the positive impact of technology in the future is to facilitate obtaining the dissemination of information, increasing the ease of communicating properly and facilitating the exchange of scientific data. With the development of technology, human life has become easier, because of the rapid exchange of information and the many modern tools that make it easier for humans to get all their needs. Therefore, use this opportunity to improve the quality of student learning. A technology is said to be sophisticated if educators use technology correctly and will get accurate results. Everything that we cannot avoid in life because the advancement of technology goes hand-in-hand with the advancement of science today is the advancement of technology. In this era, technology is developing rapidly and touching all aspects of human life.

Broadly speaking, the use of technology today can have many positive impacts on students. Especially to increase the use of the quizizz application for students (P. Cui et al., 2019). Technology is useful as a means of facilitating a job at this time so as to produce something better (Donahue et al., 2019). Technology acts as a way of forming collaborative relationships and building a meaning that is easier to understand. Education is an effort made by someone consciously and planned to help students in the teaching and learning process with a conducive atmosphere (Wirtz et al., 2018). The development of science at the present time has greatly influenced human life (Bers et al., 2019). The function of education is to build and develop the interests and talents of students for personal and public interests. The benefits of using technology are as a means of support for students and educators to access broader information. At this time it really helps us in doing everything, because with communication we can increase knowledge. Humans can also communicate with anyone around the world through various means of communication, for example video conferencing, video calls without any obstacles. The development of science and technology in Indonesia has several influencing factors, namely the flow of globalization, the role of government, the emergence of new inventions, the emergence of new theories and quality human resources. Technology science is able to shorten time, facilitate processes to reduce the amount of costs needed to complete a job. The positive impact of technology is to facilitate communication and facilitate work. While the negative impact of technology is growing anti-social attitudes, slander and individualism. The role of technology for human life is to facilitate human work, for example during a pandemic student's study remotely or online, with the existence of sophisticated and advanced technological tools in the field of communication, students can carry out distance learning, but without sophisticated technology it will difficult to do distance learning.

The important role of using the Quizziz application in Arabic learning media is one way to make it easier for educators to deliver learning material (Nur Hidayat et al., 2020). Learning media is one of the supporting learning processes needed by students to add to the understanding and experience learned (Wolraich et al., 2019). At the tertiary level, educators usually use modules to assist the learning process. The module functions to clarify and facilitate the delivery of material so that it is not too verbal (McKenzie et al., 2021). Making modules aims to train students to be able to learn independently with the guidance of educators and to train student honesty. Contains complete, clear, easy-to-understand material descriptions and has clear sources are the characteristics of the

module. Such as the use of modules in Arabic language learning courses with material for utilizing the use of Quizizz as an online quiz.

Quizizz is an application that is used for learning in the form of an interactive quiz game used in classroom learning (Wang et al., 2019). The use of the quizizz application is one way to develop learning media by using an application which is in the form of a game so that students do not get bored in the learning process (Rohde et al., 2019). Quizizz functions as a means to increase student learning motivation, with the Quizizz application it can make students focus on learning (Zhang et al., 2020). With quizizz, students can be challenged in working on it because there is time to work on quizizz, so they can compete in a healthy manner (Brennan et al., 2019). With the quizizz application it can make it easier for students to learn and certainly more practical and easy to carry everywhere (Y. Cui et al., 2019). Learning with the quizizz application has very important benefits so that it should be used and considered by educators as an effective learning medium.

The quizizz application is more developed nowadays, because it is more practical and can be used directly on cellphones (Williamson et al., 2019). The benefit of using the quizizz application is that it can foster student enthusiasm, so that the material in the quiz can be understood properly and correctly. Quizizz is used by students as a digital-based learning medium (Zhu et al., 2020). One study stated that the use of the quizizz application is very valid in learning Arabic (Asfar & Asfar, 2020). Good retention will make it easier for students to achieve a good learning process (Richardson et al., 2019). In using the quizizz application, students should answer each question honestly, so that no one cheats or hacks the website (Kim et al., 2019). It requires statistical calculations of 80% obtained from material experts, 75% from media experts, 70% of the percentage scores from individual testing and 65% field trials.

The quizizz application is more developed nowadays, because it is more practical and can be used directly on cellphones (Salas-Rueda et al., 2020). Providing reliable data, increasing student enthusiasm for learning is an important role in learning Arabic (Xiao et al., 2021). The characteristics of learning media are that the material is presented clearly, the learning objectives are clear, the flow is clear and not long-winded (Fuse et al., 2019). The purpose of using the quizizz application is to make it easier for educators to test students (Gaspar et al., 2020). Educators only need to send quizizz to student cellphones. In the current era, students use the internet more, therefore the use of the quizizz application is very much needed nowadays (Park et al., 2019). With the quiz application it can make the learning process more interesting and practical (Bacciu et al., 2020). This is expected to increase student enthusiasm for learning, especially in Arabic language learning media courses through the use of the quizizz application.

According to P. Cui et al. (2019), stated in their research entitled Evaluation of Arabic language learning based on Quizizz e-Learning that this research aims to determine the advantages and disadvantages of the Quizizz application. According to Cameron (2022) stated in his research entitled Application of the quizizz application in online learning in the covid era that this application has the benefit of increasing students' mastery and motivation in learning Arabic using the quiz application during a pandemic. Meanwhile, according to Singal et al. (2021) states their research entitled Analysis of internet-based learning media in accounting learning that this application is used to find out what are the benefits of the quiz application in accounting learning. The difference

between this research and previous research is the difference in the manual part of the application, while the use of the Quizizz application refers to modern technology. Previous studies still used paper to test students, while this study used the modern quizizz application.

This study seeks to re-examine the effect of using the quizizz application as an online quiz, by using the quizizz application educators can more easily test Arabic language learning to students. The use of Quizizz has many significant benefits, so it should be considered for use by educators as a medium for learning Arabic. The purpose of the quizizz application is to make it easier for students to understand learning and make it easier for educators to test students and make it easier for educators to test student honesty in taking exams. Based on the explanation above, it is necessary to take action to overcome problems in learning media, therefore the researchers developed a quizizz application as an online quiz to help the learning process of Arabic language education students.

METHOD

A quantitative research approach is a part of a systematic investigation of a phenomenon by collecting data and then calculating or measuring it with computational and mathematical statistical techniques (Chan et al., 2019). Quizizz learning media was developed according to research procedures using quantitative methods (Park et al., 2019). Quantitative research is a systematic scientific study of parts, phenomena and causality of their relationships (Hartmann et al., 2019). The numbers included in this research are not just mathematics, but this research examines a problem that can be measured with numbers. The types of quantitative approach methods are comparative causal, descriptive, comparative and experimental (Drgoňa et al., 2020). Quantitative research designs or models are to develop theory, gain security, social complexity and describe reality, while qualitative research designs or models are to test theories, generalize social phenomena and explain relationships between variables.

Figure 1. Research Flowchart
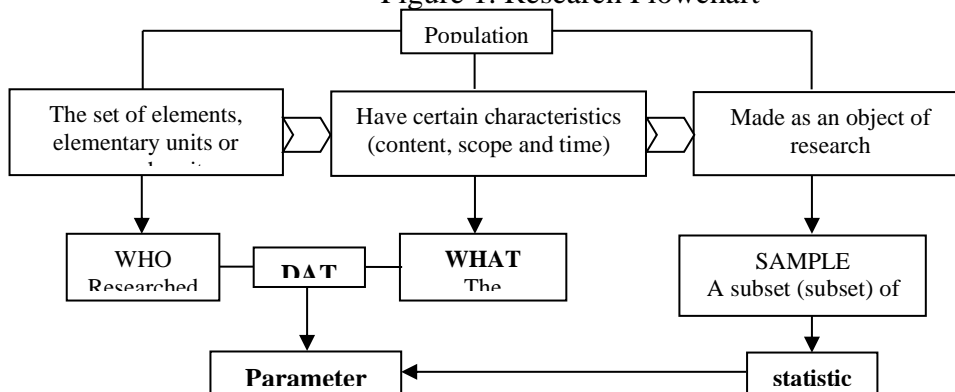
The time and place of the research was carried out at Mahmud Yunus Batusangkar State Islamic University. The object of this study is the feasibility of the quizizz application as an online quiz in learning Arabic (Park et al., 2019). The method used in this study is a quantitative method. The place of research is usually carried out at a school or college institution. data collection used in this study were questionnaire interviews (carried out by distributing questionnaires to students with the aim of finding out what percentage of

the media's eligibility for students) and observation (carried out by knowing the knowledge first, determining the object to be observed, knowing the purpose of problems to be made, preparing observations, determining the necessary secondary data and recording the results of observations (Campbell et al., 2019). An example is conducting research at Islamic elementary schools, tsanawiyah madrasas, aliyah madrasas and at the tertiary level.

The technique used by researchers in collecting data is to collect all information that can be measured, compared and calculated on a numerical scale (Xu & Duan, 2019). The process of processing data that has been collected from field observation respondents feels data analysis techniques in quantitative research (Zhang et al., 2019). For example, a data processing process based on the type of respondent, calculating hypothesis testing and making tabulations (Barron et al., 2020). In quantitative research, there are usually statistical tests, namely inferential statistics (very suitable for use when random data collection techniques and when the population sample data is clear) and descriptive (used to analyze data by describing and describing the collected data without changing the data source). , in inferential statistics there are two parts, namely parametric statistics (has strong power if all assumptions can be fulfilled) and non-parametric (data commonly used in statistics are nominal and ordinal data).

RESULTS AND DICUSSION
The result of this research is the use of Quizizz as an online quiz in Arabic language learning. The implementation of Quizizz for Arabic language teaching is to increase students' ability to be responsible for what they learn in a fun way. besides that, it is also to train learning concentration and involve students in the learning process. The use of quizizz media greatly facilitates students in understanding the learning that has been taught by educators. The impact of using Quiz on student enthusiasm in learning Arabic is that students can understand learning by using the quizizz application and can improve the quality of student learning and can also be used as an interesting and fun learning evaluation media. The quizizz application is very suitable for use by students. The use of quizizz applications can attract the attention of students in the learning process at school, especially students who are lazy in doing school assignments. This quizizz learning media as an online quiz uses quantitative research methods. Quantitative methods are a series of investigations by collecting data and then measuring it with computational or mathematical statistical techniques. The quantitative data collection process is known as questionnaire, interview and observation data collection techniques. Research in the form of numbers and numbers that can be calculated is also called quantitative research. Quantitative research methods are obtained through questionnaires as research tools or can use questionnaires. Quantitative research according to Sugiono is a method that uses a positive philosophy used to research on certain samples or populations. Quantitative research methods are divided into two, namely inferential methods and descriptive methods. One example of quantitative research is the use of the quizizz application on online quizzes in Arabic language learning and many other examples.

Table 1. Distribution of Statements to Respondents

No	Statement	Data validity
1	Utilization of the use of online quizizz in learning Arabic can encourage students' curiosity	0 - 50
2	The quizizz application is a practical online application	0 - 42
3	The material in Quizizz is very interesting and easy for students to understand	0 - 50
4	The material contained in this quizizz application can make students think critically	0 - 45
5	The material contained in the quizizz application is very suitable for all learning styles of students	0 - 40
6	The use of online quizizz makes students more creative and innovative	0 - 45
7	Quizizz is fun learning for students	0 - 60
8	The use of the quizizz application can increase curiosity and respect the opinions of others	0 - 65
9	The use of the quizizz application can train students to think critically and be able to explain answers	0 - 50
10	An example of research on the quizizz application learning media is very clear	0 - 45
11	The questions tested on Quizizz are very accurate and reliable	0 - 50
12	The material in using Quizizz is in accordance with the learning being taught	0 - 65
13	The quizizz application is a means to facilitate learning for students	0 - 45
14	The Quizizz application is very practical so that it becomes a technology tool that is popular with students	0 - 50
15	The quizizz application is needed by students, especially in learning Arabic	0 - 45

In the table above there are statements of some of the questions in the online quizizz that were researched by researchers at Islamic elementary schools. Statements generated from several questions in Quizizz really help researchers in researching the use of Quizizz online for students at Islamic elementary schools. The questions tested in this study were 15 questions containing quizizz statements about the benefits, purposes and functions of using the quizizz application for students at primary schools. The statement containing the benefits of using quizizz obtained a percentage of 50% in the strongly agree category. A statement containing that the quizizz application is a practical and interesting online application with a percentage of 42.1% in the strongly agree category. This study also examines how the quizizz application can make students think more critically by obtaining a strongly agree category which obtains a percentage of 45%.

This statement on the quizizz application states that the use of the quizizz application can respect the opinions of others with a percentage of 65% and obtain a strongly agree category. The statements contained in this study show examples of very clear quizizz learning media by obtaining the strongly agree category so that a percentage gain of 45% is obtained. Questions that state the statement that quizizz media can facilitate learning which results in a percentage of 45% in the strongly agree category. Likewise with other statements that also received the category of strongly agree. The table above shows that the online quizizz application is very popular with students so that it obtains the highest category of strongly agreeing with a percentage of 65% and obtaining the category of strongly agreeing with the lowest percentage of 40%. Research using quizizz media can make it easier for participants to study at home or at school.
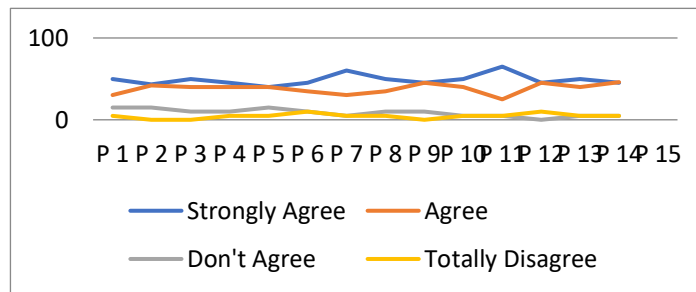
Figure 2. Graph of Filling in the Questionnaire

In the picture above there is a graph from quizizz online. Data from the results of testing questions on this online quizizz are as follows: there are 30 students who the object of the research are. In this study, researchers used 15 questions to test students' ability to answer quizizz questions. the highest research results of students obtained a percentage of 65%, based on the research results, the category of strongly agree (SS) was obtained. The results of the second highest research percentage obtained a percentage of 60%, with the strongly agree category (SS). In the third highest research result, a percentage of 50% was obtained, with the category of strongly agreeing. The lowest quizizz research results were obtained by the strongly disagree category with a percentage of 0%. In the research results of the second lowest quizizz application, the category strongly disagreed with a percentage of 5%. This shows the category strongly agree as the highest category.

Data on the results of the Quizizz application research test on Islamic elementary school students can be explained as follows: in the strongly agree category there is the highest percentage gain of 65%, this strongly agree category is the highest percentage gain from several existing categories. While the acquisition of the lowest percentage in the strongly agree category obtained a percentage of 43%. The second percentage gain is in the agree category with the highest percentage gain of 45%, while the lowest gain in the agree category obtains a percentage of 20%. In the disagree category, the highest percentage is 15%, while the lowest is 5%. The acquisition of the next category is the strongly disagree category which obtains the highest percentage of 5%, while the lowest percentage is 0%. Based on the overall results of the study, students who strongly agree with the questions contained in the quizzes obtained the highest percentage of 65%. While students who do not like diquizizz questions get a percentage of 5%.

Mufrodat reading skills

Figure 3. Creating Questions on the Quizizz Platform

In the picture above there is an online quizizz application. The form of the quizizz application is in the form of questions related to science, especially education. This media is in the form of a tool that can be downloaded on Android students and easy to carry anywhere. The questions in Quizizz are usually intended for students or students. the use of the quizizz application is very influential on students, especially students of Arabic language education, Islamic religious education and. Because with the quizizz online application it can make it easier for students to access a number of questions from the lessons they have learned. Lecturers or teachers are also helped by the quizizz application because lecturers or teachers do not need to manually create questions to be tested on paper, but teachers or lecturers can type any questions that will be tested on students or students in the online quizizz application. So that it can facilitate access to learning in schools. This online quiz can also help educators to find out the level of understanding of students from the material that has been taught online. Quiz can also make learning fun or interactive, because it allows students to answer questions on time and get results quickly. Quiz is also called an online application that facilitates exams, quizzes or work on questions.

The characteristics of this learning media are that the material in the Quizizz application is presented clearly, not to beat around the bush, the objectives of Quizizz learning are clear, the instructions for using the tools are clear and the learning flow is clear. At present the use of the Quizizz application is very necessary, because students and students are now more inclined to the internet than answering questions on manual paper, using Android students or students are more helpful, especially teachers or lecturers are helped by the online Quizizz application. The use of the quizizz application has its own charm for students. The positive impact of the quizizz application is that it can make it easier for students to access learning and be able to keep up with developments in today's modern era. Therefore, students must be able to use quizizz online properly and correctly. So that students can make their parents proud, especially the school. Educators can use the Quizizz application in the following way: the first step is that educators can enter via Google to www.quizizz.com account, click log in, then click teacher as teacher in the application, educators can enter their identity in the form of a username, e-mail and password, if the entry text appears, educators can create a quiz on the words Create a Quiz, after that the Create a Quiz display appears. While students can use the following method to be able to join the online quiz, the first step is asking students to enter the game code and enter a name. Students who have joined will be seen on the laptops of the teaching staff, the quiz can be started after all students have joined the quiz, after that the educators only need to click start, the online quiz can begin.

The results of this study are the utilization of the use of quizizz as online quizizz in learning Arabic. The use of the quizizz application is used to make it easier for students to test the abilities of the lessons they have learned. The use of the quizizz application can also make it easier for teachers to test the extent to which students' ability to understand a lesson that has been studied. The use of quizizz media is very suitable for use by students, especially in learning Arabic. The advantage of this quizizz application is that it is easy to carry anywhere, a fun, real time, effective application and more importantly this application is very practical. The use of quizizz online is very influential on students, because initially students are not enthusiastic about working on exams with the Quizizz application can increase students' learning enthusiasm to answer

questions according to subjects in Madrasah Ibtidaiyah. This learning media is very interesting for students. The drawback of the quiz application is that this media depends on the internet network, if the internet network is good then the use of the quiz can run smoothly but if the internet network is bad then this application cannot be used and the quizizz application cannot revise the answers because they are filled in automatically.

The research that was examined in the Quizizz application is that there are many students who like learning using the Quizizz application. the method used in this study is a quantitative method that uses numbers or symbols in a study. This quantitative research method is obtained by collecting the amount of data obtained by the researcher by going directly to the research location which aims to find research data that comes from the source and is valid for truth. By using quantitative methods, researchers can explain in detail how many people or how much data has been studied. This method also makes it easier for researchers to make scientific work using tables, bar charts, pie charts, line charts or graphs in scientific work using clear data sources and provisions based on what is in the research area. The advantages of this quantitative method are that the results obtained are more accurate when used in accordance with the rules, can simplify complex and complex problems in a model, can utilize existing theory, this method is more specific, clear and detailed. And the size of this study is large. While the shortcomings of this method are that it cannot guarantee assumptions if the reality that occurs is distorted, it cannot be used for small sample analysis, data collection is from the highest value and this method is not subjective.

The use of quizizz media is one of the evidences for increasing students' learning competence in a collaborative and interesting way according to learning. Online quiz media is very suitable for distance learning which can be used by entering an email. This media is an application that is provided free of charge that can be used as easily as possible for both students and educators. The types of questions in the quiz are multiple choice, fill in the blank, check box and selection. In the quiz application, the number of participants who can join the live quiz reaches hundreds of participants or can reach 500 participants. The purpose of this research is to facilitate educators and students in the learning process. Most schools already use this online quizizz application, but a small number of schools also use the manual method to test students' abilities. Schools that do not use the Quizizz application are usually schools in remote areas where sophisticated and modern technological tools have not yet been explored, while schools that have used this application are usually schools whose areas have developed modern and sophisticated technological tools. so it is hoped that the government can provide modern facilities for schools that have not yet implemented this quizizz application. So the researcher hopes that future researchers will be able to help schools that cannot yet use quizizz media as online quizizz so that they can use this media easily in accordance with today's developments.

CONCLUSION

Based on the research discussion above, it can be concluded that the quizizz application learning media as quizizz online can be a reference for students to make it easier for educators and students to test the learning that has been carried out through the tests contained in this online quizizz. The results of the research that examined 30 students were that there was a graph explaining what percentage of students agreed,

strongly agreed, disagreed and strongly disagreed with online quizizz learning media and there was a table containing statements about questions that had been tested by research on learners. So based on the results of the research, the achievement of online quizizz learning media is included in the very suitable category to be used as a learning media that can help students understand a lesson and can increase students' learning motivation.

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