

Implementation of *Quizwhizzer* Application on Social Studies Subjects at SMP Negeri 28 Pontianak City

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ABSTRACT

Basically, education cannot be separated from various elements of the development of the existing era, one of which is the development in terms of information and communication technology. So as to give birth to various innovations that can support the learning process and increase students' interest in what is being learned. Technology certainly affects human life and plays a role in the life of the wider community, especially the role of technology in the field of education. By supporting the learning process and increasing student interest, one of them is by providing interesting learning media. As with the Quizwhizzer app, it's a game-based educational app. The purpose of this study is to determine the planning and implementation of the Quizwhizzer application in social studies subjects at SMP Negeri 28 Pontianak City, and to find out the results of the application of the Quizwhizzer application in social studies subjects at SMP Negeri 28 Pontianak City. To achieve this goal, this research is conducted using qualitative research type with case study type. Data collection procedures are carried out using observation, interview and documentation methods. The results of its application are proven to bring better results, it looks like students are more excited and enthusiastic when using the Quizwhizzer application in social studies subjects.

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1. Introduction

Education in the era of globalization plays an important role in development. According to syarifuddin et al. (2022: 279) One of the objectives of education is to produce young people who have adequate abilities and skills in facing future challenges. In the implementation of education, it cannot be separated from the progress of technological development and the demands of the times. It can be seen from the rapid development of science and technology in the 21st century, which is marked by the birth of the era of industrialization and globalization.

In the field of education, the use of technology as a learning medium is no stranger, ranging from very simple technology to sophisticated technology. Technology can be used to attract students in learning so that learning becomes more effective and efficient. The development of science and technology encourages renewal efforts in the use of technological results in the learning process. Gultom (2010: 1) states that the media is an inseparable part of the teaching and learning process in order to achieve educational goals in general and learning goals in schools in particular.

Martinis Yamin (2008: 185) suggests that: "The use of modern media or aids in learning does not mean changing good teaching methods, but to complement and

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assist teachers in delivering material or information to students". The use of media is expected to occur interaction between students and between students and teachers. According to Santi & Al Bahij (2017: 151) argues that learning media has uses in learning, such as clarifying the presentation of messages so that they are not too verbalistic (in the form of written or spoken words behind) and overcoming the limitations of space, time and sensory power.

Along with the development of technology in the era of the Industrial Revolution 4.0, many *e-learning-based* learning media, in the era of the Industrial Revolution 4.0 requires teachers to be able to take advantage of advances in information technology to improve the quality of learning and prepare superior and competent human resources. According to Utomo (2019: 3) If the teacher is only limited to transferring knowledge to students in the classroom, the role of the teacher can be replaced by technology. Therefore, *e-learning-based* learning is the use of appropriate information and communication technology used to facilitate the learning process.

One of the *e-learning* learning media that can be used is *quizwhizzer*. According to Wahyuningsih, et al., (2021: 149) suggested that the *quizwhizzer* application is an educational game application that is narrative and flexible. This application, apart from being a medium for delivering learning materials, can also be used as an interesting and fun learning summative assessment media. With the ease of accessing current learning media, educators can use and then develop evaluation media through the *quizwhizzer* application so that they can achieve the goals of social studies education and learning.

Research on the use of *game-based* learning media has been conducted by Wibawa et al. (2021: 17) from this research it is proven that learning using *games* has great potential in building student learning motivation. In addition, game-based learning media has several aspects that are superior to conventional media and learning methods. In addition, another study has also been conducted by Vinidiansyah et al. (2021: 165), with the results of research showing that the use of *educational games* such as *Quizwhizzer*, *kahoot*, *quizizz*, and *educandy* in learning can create a more fun and challenging learning atmosphere, especially in history learning which is considered boring. In addition, the use of *educational game* learning media such as *Quizwhizzer*, *kahoot*, *quizizz* is also easier, fun and does not take a long time. Some students are not enthusiastic about participating in online learning activities because of internet signal. This result was in line with Bahri and Lestari (2021:292) that showed low of internet was the limitations during online learning.

Based on the results of previous studies, researchers realized that there were limitations to the object of research regarding the use of game media such as *quizwhizzer* in learning carried by previous researchers. So that researchers try to find new research by carrying out research focuses related to the Implementation of *Quizwhizzer* as a medium in social studies learning in class VIII at SMP Negeri 28 Pontianak City. In this study, researchers tried to see in more detail the use of *Quizwhizzer* as a learning medium applied in social studies learning in class VIII at SMP Negeri 28 Pontianak City. Related to the topic discussed, regarding the use of *quizwhizzer* media in social studies learning in class VIII at SMP Negeri 28 Pontianak City which is related to learning activities carried out by students based on the desire from within themselves to achieve a better future and be technologically literate, the formulation of the problem will be discussed at This research, namely how to apply *quizwhizzer* as a medium in social studies learning. In addition, it also discusses how the understanding and learning outcomes of social studies learning students in class VIII at SMP Negeri 28 Pontianak City by using *quizwhizzer* media during the learning process n. Thus, it is hoped that this study can contribute knowledge to further research, provide information to the public about the use of *quizwhizzer* media in social studies learning in class VIII at SMP Negeri 28 Pontianak City.

2. Method

This research method uses a qualitative approach with a type of case study research. This research was conducted at SMP Negeri 28 Pontianak City. This research uses data collection in the form of observations, interviews and documentation. Observations during the study, interviews with teachers and grade VIII students and documentation related to social studies learning using the *Quizwhizzer* application.

Qualitative data analysis is inductive, that is, an assessment based entirely on the information obtained, which will then be developed into a hypothesis (Sugiyono, 2012: 244). In analyzing the data, researchers used data analysis techniques with the Miles and Huberman model. The implementation of data analysis has four steps, including: data collection, data reduction, data presentation, and conclusions.

3. Result and Discussion

Planning the Use of the *Quizwhizzer* Application in Social Studies Subjects at SMP Negeri 28 Pontianak City

Learning planning can be described as a discipline of science, reality, systems, and learning technology that aims to make the implementation of learning run effectively and efficiently (Ananda, 2019:

7). In this case, learning planning at SMP Negeri 28 Pontianak City before conducting learning teachers prepare teaching modules and what material will be taught then determine the learning media to be used and appropriate to the material to be taught. Learning media is an integral component in the learning system in the classroom. Learning media serves as a means so that students are easier to understand the material presented (Mualimah et al., 2019: 204). Along with the development of science and technology in today's era, the learning carried out is also technology-based.

At the time of research conducted by researchers, teachers will discuss material about geographical factors affecting the diversity of natural resources. Teachers will also prepare questions and answer keys with material to apply to *Quizwhizzer*. The steps for using the *quizwhizzer* application according to Wahyuningsih, et al., (2021: 150) are:

1. If the user does not have a *quizwhizzer* application account, the user can visit the following page to register first <https://quizwhizzer.com/>
2. Then click *Try it for free* at the top right of the page
3. After that, a page will appear that displays two options, namely *I want to play a game* or *I want to create or host a game*
4. If the teacher wants to make a game, then the teacher will be directed to enter some information in the form of *your username / account name*, *Email address / email address* that will be used on the account, *Password*, *Confirm password*
5. If the teacher already has an account, proceed with making an assessment on the *quizwhizzer* platform.
6. Next will appear the dashboard display of *quizwhizzer*. To create an assessment click "*Make a game*".
7. Teachers can choose various features that suit their wishes on the right side of the page such as *Board*, *Question*, *Setting*, *Quality score*.
8. If the teacher has made a learning game according to what is needed in learning, users can specify the learning *game* to be used in a *Live Race* (live) or used as *Homework* (homework).
9. If so, the teacher has prepared a *game code* or *link* that can be shared with game players.
10. For students can click on the link shared by the user or can go to the [:https://app.quizwhizzer.com/play](https://app.quizwhizzer.com/play) page and enter the code that has been shared by the user.
11. Enter the 6 number codes given by the teacher if you want to start the *game*.
12. Next, students write their names, then click "*Start*".
13. After answering all the questions, students can see the scores obtained and the ranking of students who answered the quiz.
14. Players can use laptops or *mobile phones* to play this *game*.

Learning media also functions as a tool or media to help students so that the learning process can run smoothly and students can learn well, so that teachers can choose and develop the right learning media to be used in the learning process so that the learning process can run effectively and efficiently (Zahwa & Syafi'i, 2022).

Implementation of the *Quizwhizzer* Application on Social Studies Subjects at SMP Negeri 28 Pontianak City

The implementation of social studies learning is an operationalization of learning planning, so it cannot be separated from the planning that has been made. In its application, the use of the *Quizwhizzer* application is carried out at the end of learning for students to find out students' understanding of the material that has been explained. Before starting to use the application, the teacher will provide an explanation on how to use the *Quizwhizzer* application. The first step is for the teacher to share the *link* or game code then the teacher gives a command to the students to enter their names. Once the learners have joined, the next step is that the teacher will click start to start the game.

The *format of the Quizwhizzer* application is a *board game racing/competition/racing system*. If the learner answers incorrectly, it will resign. If they win, learners can move forward along the way. During the learning process when using the *Quizwhizzer* application, students are very enthusiastic which makes them happy and interested in learning. With the use of this *Quizwhizzer* application, students become more motivated because the results they work on will be seen on the leaderboard, meaning that diverse and attractive templates also make students not bored when working on problems.

This shows that students' learning motivation becomes greater when using the *Quizwhizzer* application because they get their own challenges when working on assessments. That way the implementation of fun and exciting education can be carried out. With the *Quizwhizzer* application, it is able to understand students in, especially in social studies subjects and can also spur students to be competent in achieving maximum

learning results. This will also enable the competence of students to compete healthily and increase student motivation in learning.

During the researchers conducting observations at SMP Negeri 28 Pontianak City, students were required to bring mobile *phones* (HP). That way it can carry out technology-based learning to the maximum. Especially in this day and age where everything also relies on technology which causes students to be accustomed to the existence of sophisticated technology.

But some teachers also still carry out learning using the lecture method. With teachers using the lecture method, even students will feel bored when learning takes place. This is very unfortunate because students become lazy in following learning with teachers who use this method. Therefore, the existence of the *Quizwhizzer* application in the implementation of learning will increase the understanding and interest in learning students.

Of course, in providing teaching materials that cover the three cognitive, psychomotor and affective aspects that require different approaches and methods to adjust to the times and the demands of society in order to support the achievement of success in the educational process (Musthofa, 2019: 137)

Learning media is anything that can be used to channel the sender's message to the recipient, so that it can stimulate the thoughts, feelings, attention, and interest of students to learn (Tafonao, 2018: 103).

Results of the *Implementation of the Quizwhizzer* Application in Social Studies Subjects at SMP Negeri 28 Pontianak City

The *Quizwhizzer* application is one of the online-based learning media that is interactive so it is considered effective enough to be applied to students, especially to provide a fun and exciting learning atmosphere and be able to foster student enthusiasm and motivation. With the increased enthusiasm and motivation of students, it is expected to equip students with an understanding of the material taught, especially in social studies subjects at SMP Negeri 28 Pontianak City.

With this *Quizwhizzer* media can help students to remember the material taught by the teacher because the *Quizwhizzer* application is equipped with interesting features and with quite a lot of templates so that students become more interested and not bored with social studies subjects. From the questions that have been made in the *Quizwhizzer* application, students get the opportunity to practice with these practice questions, students will become more familiar with the material that has been given.

To find out the results that have been achieved by students, the steps that can be taken by the teacher are to click *view result table*, then the results of the students will appear. The *Quizwhizzer* application is one of the interactive online-based learning media so that it is quite effectively applied to students, especially used to provide a pleasant learning atmosphere and increase the enthusiasm of students in learning. With a high enthusiasm for learning, it is expected to be able to provide students with an understanding of the material that has been taught, especially in social studies subjects.

From interviews with a number of students in class VIII, it can be seen that the *Quizwhizzer* application makes students become enthusiastic during learning and provides understanding to students in terms of material in social studies subjects because with the *Quizwhizzer* application learning also becomes more fun. Students are also very enthusiastic in using the application and make them more enthusiastic in learning.

In a learning application, there must be advantages and disadvantages, the advantage is that there are many templates that can be used and are very interesting, while the disadvantage is that players who can use this game are limited. Some additional features are also paid. Apart from the material side, teachers also prioritize personality values and the practice of religious values. Because if you have the desired values but are not balanced with morals and the application of religion, social studies learning will also not get maximum results. Learning outcomes in general are changes in the ability of knowledge, attitudes, competencies and behavior of students after learning things that must be done as the end result of an experience (Ilmiyah & Sumbawati, 2021: 47). Learning outcomes are the abilities that learners have after they gain their learning experience. Learning outcomes have a very important position in the learning process (Gustina, 2020: 2).

4. Conclusion

In planning before the teacher conducts learning, the teacher will make a design starting from the teaching module, the material to be taught to the learning media to be used. The learning media used is an interesting media for students so as not to get bored. One of the learning media used is the *Quizwhizzer* application. The *Quizwhizzer* app is a game-based learning app, which brings multiplayer activities to classrooms with game-based learning apps to make exercises interactive and fun. Before the teacher makes

a question in the Quizwhizzer application, the first step is to log in using e-mail first, then the teacher can create questions in the Quizwhizzer application with various templates.

In its implementation, the teacher will provide an explanation in advance how to use the Quizwhizzer application to students. The format of the Quizwhizzer application is like a board game racing/competition/racing system. If the learner answers incorrectly, he will resign. But if they win, learners can carry on along the way. Participants can also see the ranking that has been obtained on the leaderboard, students will be challenged by the leaderboard. In addition to many and interesting templates, students do not get bored when working on problems.

The results of the implementation are proven to bring better results, it can be known that students are more excited and enthusiastic when using the Quizwhizzer application in social studies subjects. In a learning application, there must be disadvantages and advantages, for the advantages that there are so many templates that can be used and are very interesting, while for the drawbacks are the limited players who can use this game. Some features are also paid. The results of the implementation are proven to bring better results, it can be seen that students are more excited and enthusiastic when using the Quizwhizzer application in social studies subjects. In an application, there must be advantages and disadvantages, the advantage is the number of templates that can be used and very interesting, while the disadvantage is the limited number of players who can use this game. Some additional features are also paid.

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