

The Implementation of Quizziz as Assessment for Learning in English as A Foreign Language: The Teacher's Perspective

I Agus Rudi Sanjaya*

Universitas Pendidikan Ganesha,
Indonesia

agusrudi0117@gmail.com

Gusti Ayu Putu Suprianti

Universitas Pendidikan Ganesha,
Indonesia

gap.suprianti@undiksha.ac.id

A.A. Gede Yudha Paramartha

Universitas Pendidikan Ganesha,
Indonesia

yudha.paramartha@undiksha.ac.id



*Corresponding author

Abstract

This research aims to (1) describe the implementation of Quizizz as an English Language Learning Assessment for Teachers at SMP 1 Nusa Penida. (2) identify the Teacher problem in implementing Quizizz as Assessment for Learning English at SMP 1 Nusa Penida. (3) investigate what EFL Teacher at SMP 1 Nusa Penida overcome the problems that they faced in implementing Quizizz as Assessment for Learning English at SMP 1 Nusa Penida. The method of this study was a descriptive qualitative. The subject of this study is one English teacher at SMPN 1 Nusa Penida. In this study concluded that the implementation of Quizizz as Assessment for Learning in English learning process in seventh grade especially about the characteristic of Assessment for Learning runs according to the theory used as a reference. The indicators used to test the problems faced are theory about the characteristic of Assessment for Learning by Tetahuhu o te Matauranga. This study also concluded that there were several strategies found that used to solve several problems faced by teachers when implementing Quizizz as Assessment for Learning in English learning process.

Keywords: Quizizz; Assessment; English Language Teaching

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INTRODUCTION

Today is the era of disruption in which many innovations arise in various sectors of human life. One of the positive impacts felt in this era is the ease of communication with many people who have different language and cultural backgrounds. [Idul \(2020\)](#) states that in modern science and technology, everyone should have the proficiency to speak with international language, especially in English language. To be able to follow of developments that occur in this era, the ability to speak good English should be owned by everyone today, including the people of Indonesia. Therefore, they have to learn English as well.

According [Darsih \(2018\)](#), in Indonesian, English is not considered as a second language but as a foreign language. English is also called as the target language that has to be thought

by the teacher in school in today's Indonesian curriculum. English Learning is what people do when they want to use the English language. When English learning, there are four language skill are supposed to master in studying English namely Listening, Writing, Speaking and Reading. The four skills are supported by the learning of vocabulary.

Referring to [Anisah \(2022\)](#), there are three approaches that allow teachers to gather evidence and make assessment about student competency namely as an assessment of learning (assessing learning abilities), assessment for learning (to improve learning), and assessment as learning (as a means learning). In this study, researcher will use the assessment for learning as assessment. Assessment for learning (AFL) is an approach to teaching and learning that creates feedback which is then used to improve students' performance. Based on my observation, Assessment for learning is important for learning because it is more effective if it collects specific information about the learning so that learners can receive specific feedback.

There are several application tools that can be utilized as Assessment for Learning to support the effectiveness of learning among others are Edmodo, Socrative, Kahoot, Schoology, and Quizizz. The use of technology can assist the teachers in completing their tasks more efficiently and effectively. It is common for today's students to use and access the internet wherever they are. And one of application that is competent to be used as a tool of assessment for is Quizizz. Quizizz is online quiz application that can be used to make the learning attractive and joyful.

Quizizz provides multi-player activities creating more interactive and fun exercises in the classroom, such as answering questions. According to [Zhao \(2019\)](#) Quizizz is a game-like educational application. It has several features, such as memes, themes, avatars, and entertaining music, making it different from other educational applications. [Basuki and Hidayati \(2019\)](#) state that Quizizz is a fun game to conduct quick assessments in the classroom. In short, it can be inferred that Quizizz is a web tool to create interactive quiz games used as an assessment instrument in the classroom. The interactive quiz is carried out by choosing the correct answer. There are four choices displayed in four different colors consisting of red, blue, yellow, and green. The assessors can also add an image to the background of the questions ([Pradnyadewi & Kristiani, 2021](#)). The colors, avatars, and music in the quiz provide a gaming-like learning experience for students. At the end of each question, students will find the results displayed in their devices in a meme form. "After students answer each question, Quizizz will show pictures with memes to tell whether the answer is right or wrong and this is a treat for students".

Moreover, [Mei et al., \(2018\)](#) assert that Quizizz provides the data and statistics about students' performance. Therefore, the assessors can analyze the number of students answering the questions and even download the statistics results in the Excel form. "The instructors can monitor the process and download the report when the quiz is finished to evaluate students' performance". Students can work on the Quizizz at the same time, and they can see the ratings result directly through the leader board. Thus, utilizing this application as an assessment tool will help the students to stimulate their interest and improve their engagement.

As previously mentioned, the researcher will discuss Assessment for Learning as the type of assessment used by researchers. And departing from researcher's concerns about the implementation of Assessment for Learning which is less fun and interactive in learning

English and not in accordance with the characteristics of assessment for learning, especially in junior high schools. Therefore, to fill this gap, the researcher had in mind to do the research under the title “The Implementation of Quizizz as Assessment for Learning in English as a Foreign Language”. This research aims to (1) describe the implementation of Quizizz as an English Language Learning Assessment for Teachers at SMP 1 Nusa Penida. (2) identify the Teacher problem in implementing Quizizz as Assessment for Learning English at SMP 1 Nusa Penida. (3) investigate what EFL Teacher at SMP 1 Nusa Penida overcome the problems that they faced in implementing Quizizz as Assessment for Learning English at SMP 1 Nusa Penida. Thus, this study carried out at SMP N 1 Nusa Penida, where media learning such as Quizizz has never been performed for over a year. This study aims to explore junior high school EFL Teacher's perspective in implementing Quizizz as Assessment for learning in conventional learning. Therefore, the researchers want to explore this application so that knowing the result deeper.

METHOD

The method of this study was a descriptive qualitative in which we used the data collected in the form of words or pictures, not numbers. The subject of this study is one English teacher at SMPN 1 Nusa Penida. He is an English teacher who teach English the seventh grade. The reason chooses him is because he has a good track record using technology in learning process. The methods used in conducting this research were observation and interviews. The instruments used in this research are the Research Theory Instrument and the Research Blue Print Instrument. Assessment for learning is the best describe as a process by which assessment information is used by teachers to adjust their teaching strategies. The data collection technique used was the researcher contacted the teacher to determine the time of observation and interview. The researcher observed a teacher class based on a predetermined schedule. The researcher observed a teacher using observation check list which is already made. The researcher conducted semi-structured interviews with teachers using a 7-question interview guide and their responses. The researcher analyzes the data and summarizes the findings and some interesting conclusions.

FINDINGS AND DISCUSSIONS

The Implementation of Quizizz as Assessment for Learning on SMP Negeri 1 Nusa Penida

Based on the results of observations made by researcher, the teacher had implemented Quizizz as Assessment for Learning in English learning process in conventional learning accordance with the characteristic of Assessment for Learning by TeTahuhu o te Matauranga and Rojahn et al.

The implementation of Quizizz as Assessment for Learning

The teacher had implemented the Quizizz Application as Assessment for Learning during the learning process in light of the observations made. The teacher used Quizizz in the middle of learning to test students' understanding after being given the material before. The material that given by teacher were about Greetings and Partings, Introducing Oneself, and Expressing Gratitude.

As an example, in the first meeting, students were instructed by teacher to try to answer the questions in front of class/in the slides using Quizizz Application after the teacher gave the material about Greeting and Partings during English learning. The questions created by the teacher in the Quizizz Application were still related to the material. Based on observations, it could be seen that the Quizizz application was able to make students interested and interactive in participating in the assessment session given by the teacher.

Then at the second meeting, the teacher also instructed students to answer that had been provided by teacher in the middle of English learning. In this meeting, the material of learning was about Introducing Oneself. The questions created by teacher in the Quizizz Application were still related to that material. Based on observations, it could be seen that the Quizizz application was still able to make students interested and interactive in participating in the assessment session given by the teacher during learning. At the third meeting, the teacher also implemented Quizizz Application when instructed students to answer the questions that had been made by teacher in the middle of English learning. In this meeting, the material of learning was about Expressing Gratitude in which the teacher also made several questions about that material. Based on observations, it could be seen that the Quizizz application is still able to make students interested and interactive in participating in the assessment session given by the teacher in the middle of learning.

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Figure 1. The Observations of the Implementation of Quizizz



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The Feedback of Quizizz as Assessment for Learning

Based on observation, the researcher saw that the teacher gives feedback after implementing Quizizz as assessment. Feedback provided by the teacher was based on the assessment results showed by the Quizizz application in which the Quizizz Application usually showed the correct answer key so that it automatically displays correct and incorrect student answers. For the example was the teacher show the correct answer in several questions in playing Quizizz Application and teacher also explain why the answer was correct. The real example was the teacher give the explanation about the answer correct because Quizizz Application only show the correct answer without the explanation

According to observation view, the teacher had given feedback promptly after assessment to give students a chance to reflect on their learning. For the example based on observation view was there are several students seemed to reflect on the answers they had previously made through the feedback given by the teacher. The teacher had given feedback promptly after assessment three meetings were held by the teacher in class. The teacher considers giving feedback after the implementation of Quizizz is important because students can immediately find out their mistakes and motivate students to study even harder.

The Improvement of Teaching of Quizizz as Assessment for Learning

After teacher gave the feedback, there were several improvements of students learning especially in pronunciation skill of basic vocabulary. Based on observations, there was an improvement of student learning because the feedback given by the teacher is very clear and careful so that it is easily understood by students. For the real example of the improvement of students learning was students can already pronounce basic vocabulary correctly in front of class like pronouncing "Good morning", "How are you?", "May I introduce myself ?", "Let me introduce myself" and "Nice to meet you". This phenomenon occurred in the three English learning meetings held by the teacher in class.

Problem faced in Implementing Quizizz as Assessment for Learning on SMP N 1 Nusa Penida

Based on interview, the teacher explained several problems faced when implementing Quizizz as assessment during learning. The first problem was students still had difficulty in

implementing the technology available in schools such as computers especially about basic computer skills. The second problem was students didn't know the Quizziz application well therefore some students get confused when playing the learning game. They were still confused about how to join the game and others. And the third was about a technical error that occurred when implementing Quizziz as an assessment.

Based on interview section, the teacher told the problem faced when implementing Quizziz as Assessment namely about students' basic vocabulary. The teacher explained that students' knowledge of basic vocabulary was not good. It made him difficult to provide feedback about evaluation after implementing Quizziz as an assessment. The teacher also explained that the problem faced in implementing Quizziz as Assessment in improvement section was teachers find difficult to develop creativity in making the improvement of teaching. The development of creativity in meaning was the creation of lesson plan with new variations that could attract students' interest in implementing classroom learning in which it was in accordance with the results of previous learning evaluations using the Quizziz application.

The Strategies Used by EFL Teacher to Deal with problem faced in implementing Quizziz as Assessment for Learning on SMP N 1 Nusa Penida

The strategy used by the teacher to solve the problem was to have discussions with other teachers about the problems faced when implementing Quizziz as assessment. The teachers who were invited to discuss were teachers who were young and had insight into technology in this globalization era in which on several learning these teachers also used technology when carrying out learning or assessments. Usually from the results of the discussions carried out, the EFL teacher got solutions to the problems faced.

The teacher explained how to solve a problem that he faced in implementing Quizziz as Assessment in feedback section. From the problems faced, the strategy used by the teacher to solve the problem was repetition of pronunciation of vocabulary. The teacher always tried to do repetition of how to pronounce the vocabulary so that students who cannot pronounce the vocabulary were finally able to pronounce the vocabulary properly and correctly. According to the EFL teacher, the pronunciation of vocabulary was important for introducing basic vocabulary to learning English at the beginning because it could be a good basis for studying further English material. Therefore, students' understanding of pronunciation of vocabulary had always been an important focus for EFL teachers to teach well.

From the problems faced, the strategy used by the teacher to solve the problem was to find and study other references. It made the teacher had many references so that it was easier to be creative in making improvement of teaching material in further lessons. Usually, teachers looked for other references using internet access in which there were a lot of references about interactive learning packages. In connection with education, Technology was one of the tools that was often used by people involved in educational institutions such as administration in schools, instructors or teachers, and students. Nowadays teachers were starting to use sophisticated technology for various purposes in schools and one of them was to improve the quality of learning in the classroom. Ibrahim and Nana (2003) define that learning is a conscious and planned activity that involves three things, namely planning, implementation and evaluation. Evaluation or Assessment was one of the learning stages that researchers want to examine. Specifically, the assessment step in a classroom learning using technology was a thing that researchers want to study. There were three types of assessment in learning namely assessment as learning, assessment for learning and assessment of learning.

Research by [Suwarni et al., \(2023\)](#) shows that using Quizizz can increase student motivation and participation in learning, as well as help students understand the lesson material better. However, keep in mind that the effectiveness of using Quizizz may vary depending on how it is used. In terms of similarities, research findings about Quizizz show that use of this platform can provide data and statistics about student performance, which can help teachers evaluate student performance more specifically. This is in line with other research findings which show that the use of technology in learning can provide more accurate and detailed data and information about student performance ([Irwansyah & Izzati, 2021](#)). In terms of differences, research findings on Quizizz suggest that the effectiveness of its use can vary depending on how it is used, while other research findings suggest that the use of technology in learning can provide broader benefits, such as increasing student engagement and facilitating more collaborative learning.

Assessment for Learning had its own characteristics that differentiate it from other types of assessment. The characteristics of Assessment for Learning were the implementation in during learning or in the middle of learning, there was feedback provided and improvement of teaching. These characteristics of an Assessment for Learning would be the theoretical focus of researchers in carrying out research in this study. Therefore the theory from [TeTahu o te Matauranga \(2019\)](#) and [Rojahn et al. \(2007\)](#) about the characteristic of Assessment namely implementation, feedback and improvement of teaching would be used as the main theory by researchers in carrying out their research in this study. Then, Quizizz as game-based learning would be used as a learning medium in the implementation of this research which was about characteristics of Assessment for Learning in English learning process in seventh grade in SMP Negeri 1 Nusa Penida.

On other hand, based on interview with teacher, the teacher made a further lesson plan after the implementation of Quizizz as Assessment. So, the teacher made a further lesson plan based on information that teacher got it after implementing Quizizz as Assessment. The example of the improvement of lesson plan after implementing Quizizz as Assessment for Learning were teaching strategies and teaching approaches like using discussion as teaching strategies or realistic approach as teaching approaches. The teachers who invited to discuss were teachers who were young and had insight into technology in this globalization era in which on several learning these teachers also used technology when carrying out learning or assessments. The second item was in feedback section. Based on interview section between the teacher and the researcher, the teacher explained about the strategy used by the teacher to solve the problem namely repetition of pronunciation of vocabulary. The teacher always tried to do repetition of how to pronounce the vocabulary so that students who cannot pronounce the vocabulary were finally able to pronounce the vocabulary properly and correctly. According to the EFL teacher, the pronunciation of vocabulary was important for introducing basic vocabulary to learning English at the beginning because it could be a good basis for studying further English material.

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learning packages. Based on obtain data, several teacher strategies were found when the researcher carry out interview and open-ended question in which related to theory by TeTahuho o te matauranga (2019) and Rojahn et al. (2007) namely implementation, feedback and improving of teaching. It could conclude that research about Assessment for Learning especially the characteristic of Assessment for Learning using Quizizz Application had some strategies used to solve the problems faced by teacher.

CONCLUSION

This study concluded that the implementation of Quizizz as Assessment for Learning in English learning process in seventh grade especially about the characteristic of Assessment for Learning runs according to the theory used as a reference. The indicators used to test the problems faced are theory about the characteristic of Assessment for Learning by Tetahuho o te Matauranga. The problems faced by researchers were based on indicator implementation, feedback and improvement of teaching. In this study also concluded that there were several strategies found that used to solve several problems that faced when implementing Quizizz as Assessment for Learning in English learning process by teacher perspective. The implication of this research is that using Quizizz can help improve student performance in various subjects. By providing specific feedback and data about student performance, teachers can help students understand course material better and improve their ability to complete assignments and exams. Then Quizizz can help increase student participation in learning. Interactive quizzes can help students feel more engaged in learning and motivate them to actively participate in class.

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