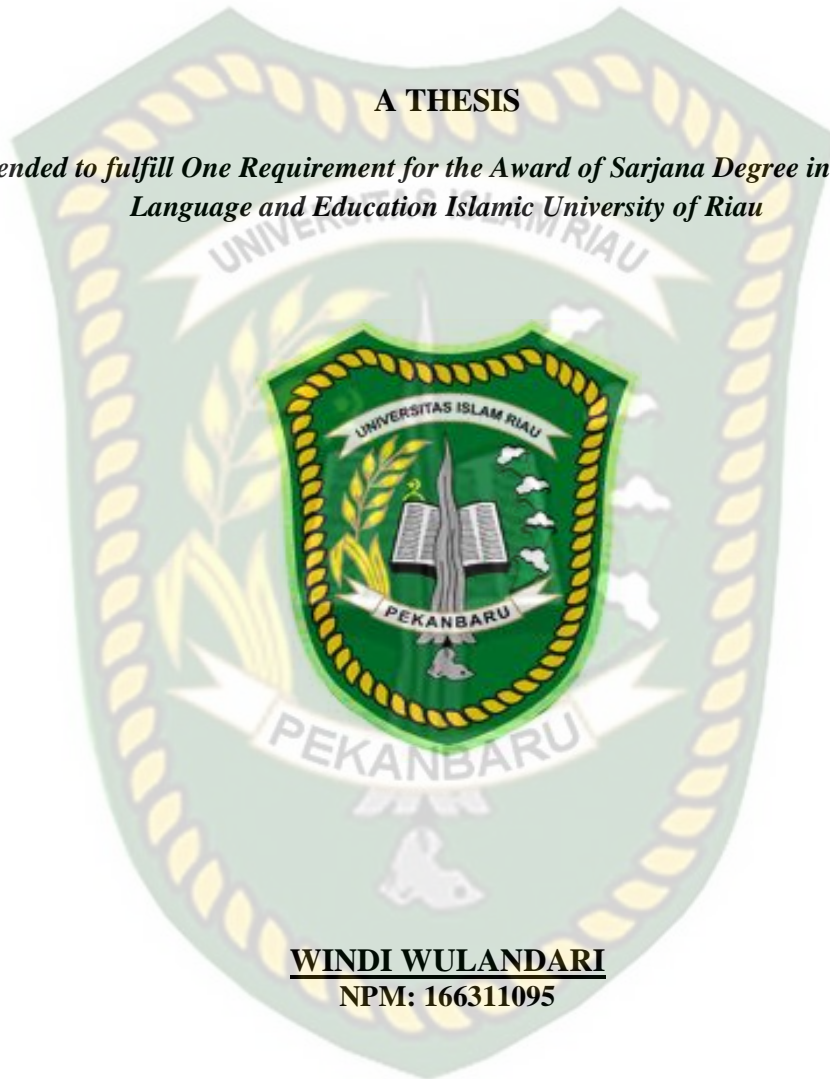


**STUDENTS' PERCEPTION ON THE USE QUIZZZ APPLICATION BY  
THE TEACHER AS AN ASSESSMENT TOOL IN ENGLISH SUBJECT  
OF NINTH GRADE STUDENTS AT SMPN 34 PEKANBARU**

**A THESIS**

*Intended to fulfill One Requirement for the Award of Sarjana Degree in English  
Language and Education Islamic University of Riau*



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PEKANBARU  
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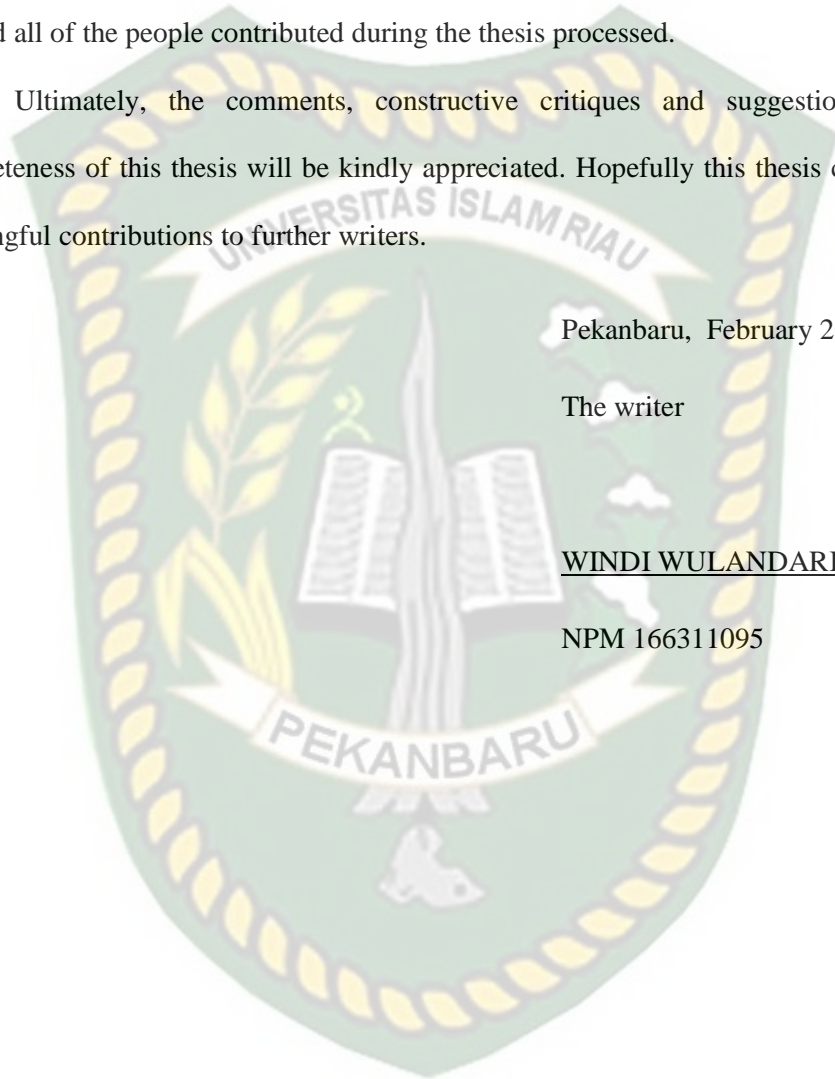
Ultimately, the comments, constructive critiques and suggestions for the completeness of this thesis will be kindly appreciated. Hopefully this thesis can give the meaningful contributions to further writers.

Pekanbaru, February 2021

The writer

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## THESIS GUIDANCE AGENDA

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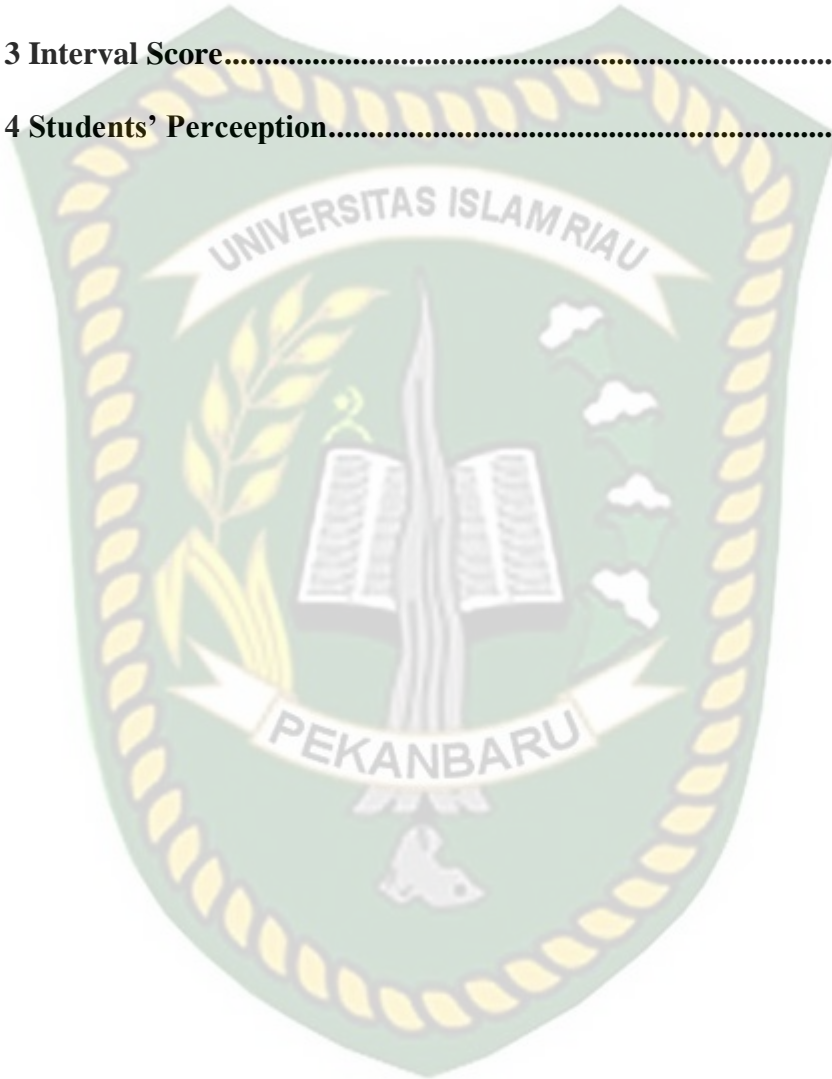
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## CHAPTER I

### INTRODUCTION

#### 1.1 Background of the Problem

Nowdays, technology is developing to be more sophisticated. The developing of technology influences on some aspects of human activities. One of aspect get impact is education aspect especially in learning English. It has introducing as game-based learning by online system. In education process technology can be a media or assessment tool. It seems by the changes of learning tool in learning process from conventional learning tool be a modern learning tool that is through game-based learning.

Pertaining the developing of technology, make the community also students to use technology as a “lifestyle”. For an educator, mastery and technological knowledge (technological knowledge) is a competency that must be mastered in order to support the improvement of the learning process. While for students, mastery of technology can support the thought process and mastery of science.

Recently, technology has used an assessment tool by online system, the use of technology can improve teachers in completing their tasks more effeciently and effectively. This is related to students behavior that use and access the internet wherever they are. One of application that support game-based learning is Quizizz.

Quizizz can be applying in various lesson subjects, one of them is English subject. Quizizz can be a learning tool and assessment tool to help teacher for

providing material and task which to utilize the technology they use in daily like computer, gadget and Smartphone. Through this application, students can active to participate the learning process with apply the Quizizz in interactive classroom activities. Students using their mobile phone or gadget and computer to increase their learning experience.

This phenomenon implies that Quizizz can use a assessment tool to influences the way students approach their learnin. In learning assessment is important to revises how and what students wish to study. Assessment also measure student ability after learning meanwhile teacher can get feedback after they teach whether their teaching effectively and successfully or not to achieve the purposes and onbjectives of the lessons. To realize good and advanced education, it is necessary to increase the laerning process and evaluate the qualiy of learning, because success is not only influenced by a learning process but can also be seen from the results of the evaluation.

Assessment for learning is generally divide to be two, that are summative and formative assessment. Summative assessment is usually carried out after all subject matter has been taught. This assessment is in the form of numbers or letters that are used as a result of student learning. Summative assessments are designed to systematically record students' overall achievment. Meanwhile formative assessment is an assessment carried out at the end of each lesson unit, which function as feedback for students, teacher and learning programs, to assess the implementation of a learning program unit.

The use of formative assessment is increasingly to use in education to encourage student to participate actively in the learning process. In order to improve student learning in a subject matter, formative assessment must be seen as an important element to facilitate the learning process. Therefore, formative assessment is give feedback that must be designed propely to improve students' understanding of the material that has been studied. Formative assessment to evaluate student progress can be recognized, one of which is quiz in class.

One of school that have been applying Quizizz is SMPN 34 PEKANBARU. Based on the researcher observation in SMPN 34 PEKANBARU, one of English teacher there have been applying Qiuizizz in teaching an learning English. On of class that has been applying the Quizizz as assessment tool is ninth grade students. Teacher used assessment tool by online system through Quizizz, which showing the displaying Quizizz on LCD projector. Many teachers already use quizizz as an assessment tool. The problem that arises is that some students use mobile phones while learning so the learning process carried out by teachers is less effective. Teachers still have difficulty maximizing the use of technology in the form of Quizizz applications in the classroom. The use applications that are still new makes teachers still overwhelmed controlling students following the learning process using a Smartphone. In addition, teachers also keep students focused on the less.

Regarding the phenomenon, the researcher is encouraged to conduct a research at SMPN 34 PEKANBARU. The location of this school is on kartama street, Pekanbaru. The researcher choose this school because this school have

been applying the quizizz especially in learning English. The researcher is interesting do the research with the tittle “Students’ Perception on The use of QUIZIZZ by The Teacher as a Assessment tool in Teaching and Learning English of 9<sup>th</sup> grade students at SMPN 34 PEKANBARU.

## **1.2 Identification of Problem**

Based on the background illustrated above, it is very clear that the students still have a lot of problems, in learning activity. To make it clearly, the problems in this research can be identified as follows:

Firstly, developing of technology has not maximal used by the teacher in teaching and learning English. Teacher not effective in use technology it seems for many teachers are hard use the technology. In addition, teachers also dio not take advantage of existing facilities and infrastructure in the classroom during the learning and evaluation process. This activity can’t attract students’ attention. Therefore, during the evaluation process many students felt less intersted, bored and less motivated.

Second, teacher had used traditional test in assessment. Besides that, evaluation using conventional media is considered less practical because in its implementation it requires a lot of equipment and teachers also need a lot of time to give grades. In addition, there are still many students who cheat when the test is held so that teachers find it difficult to know the original abilities of students and which material students do not understand.

Third, teachers still have difficulty maximizing the use of technology in the form of Quizizz application in the classroom. The use of applications tat are

still new makes teachers still overwhelmed in controlling students following the process using a Smartphone. In addition, teachers also keep students focused on the lesson.

### **1.3 Focus of the Problem**

Based on the explanation above there were three problems stated in this research. In this research the researcher focused on the use of QUIZIZZ by The Teacher as an Assessment tool in Teaching and Learning English of 9<sup>th</sup> grade Students at SMPN 34 PEKANBARU. As conclusion, this study is to see students perception after use quizizz as assessment tool in English subject.

### **1.4 Research Question**

Based on the background of the problem above, the researcher do this research attempts to answer these two research questions which are formulated as follows:

1. What is the students' perception about the use of QUIZIZZ by The Teacher as an Assessment tool in Teaching and Learning English of 9<sup>th</sup> grade Students at SMPN 34 PEKANBARU?

### **1.5 Objectives of the Study**

Based on the statement of the problems above, the objectives of this research can be figure out as follows:

1. To find out the students perceptions about The use of QUIZIZZ by The Teacher as an Assesment tool in Teaching and Learning English of 9<sup>th</sup> grade Students at SMPN 34 PEKANBARU.

## 1.6 Significance of the Study

The result of this study is expected will be useful for educational instruction. The significance of the study are:

1. Theoretically, the result of this study expected can developing the way of teaching and learning process using Quizizz for English learning.

2. Practically:

a. For students:

The research finding are expected to help students' to improve their skill and understand in English lesson with using the technology named Quizizz.

b. For Teacher:

The research finding also expected to be useful for English Teacher be more creative using the technology for media in teaching and learning process. Beside, the result will be give positive and valuable information for English Teacher on Teaching English as foreign language.

c. For Researcher:

The research findings are able to benefit the writer as a novice one in learning how to conduct a research.

## 1.7 Scope and Limit of the Study

In this research the researcher focuses on 9<sup>th</sup> grade students' especially class 9A at SMPN 34 PEKANBARU in academic years 2020/2021. This researcher limit of this research that focuses of the students perception on the use

of Quizizz by the English teacher as assessment tool in teaching and learning English.

### **1.8 Definition of the Key Term**

There are many key term in the research, so that to avoid a misunderstanding to the terms used in the research, the following terms are necessarily defined as follows:

1. Assessment

Assessment is a way for evaluating or gathering information in the form of values and making conclusions about students' work or abilities as learning outcomes. In this research assessment use in the learning process is quizizz and the assessment apply in online quiz.

2. Quizizz

Quizizz is a online assessment that can be used in fun multiplayer class activities that allows all students to practice together with their computer, Gadget and Smartphone. In this research Quizizz as an online quiz interactive to support teacher teaching and learning process in English subject at SMPN 34 PEKANBARU.

3. Perception

Perception is a process that is preceded by sensing, which is an intangible process of receipt of stimulus by individuals through their receptors and so that individuals realize what is seen, what is heard and so on, the individual experiences perception". In this research the perception is to

know the students feel after they use the quizizz for assessment tool by online system.



Dokumen ini adalah Arsip Miik :  
**Perpustakaan Universitas Islam Riau**



## CHAPTER II

### REVIEW OF RELATED LITERATURE

#### 2.1 Assessment

Assessment is of importance part in education process to enhance the achievement in learning. The success in delivering the material carried out in the teaching and learning process can be seen through the assessment. (Richards & Schmidt, 2013) stated that the assessment refer to evaluating or gathering information in the form of values and making conclusions about students' work or abilities as learning outcomes. In other word, assessment is evaluation tool to carry out the information about someone knowledge and making conclusion about students' achievement.

In addition, (Brown, 2003) states that assessment is the way of teacher give question to the students and they respond the questions to know students performance. Its mean that assessment is a important part in teaching and learning, teacher give some question to measure students ability and know their can achieve the target or not.

Furthermor, (Mardapi, 2017) states that assessment is a way to measure or give value to scored a test of individual or group to know their ability especially in educational process about their knowledge, skill and psychomotor.

Based on some of the opinion above, it can be concluded that assessment is a measurement activity for students after receiving learning from teachers in educational activities, as well as knowing and assessing individual and group work regarding the achievement of student learning outcomes.

Assessment can carry out by given test to the students, according to (Brown, 2003) a test refers to a method measuring a person ability, knowledge, or performance to perform the language. It means that test is a way to measuring someone ability and knowledge by given questions. The role do the test is to know learning achievement or competency with achieving by the students. The result of test can use to estimate ability level of students indirect process.

Furthermore, according (Mardapi, 2017) states that test is an instrument was used to measurement individual or group. Test was given consist of question that have correct answer and incorrect answer. The role of the test is to know students achievement and information about characteristic of cognitive abilities or skill. They are some kinds of test in assessment:

a. Summative Assessment

According (Mardapi, 2017) summative asseessment is atest that given by the teacher in the end of learnig, the result of this assessment is to know students' achievement of learning and the achievement be avowed with score. In other words, summative assessment can state as a way to take score about someone ability after he or she learn in the end of semester. Meanwhile according (Sudjana, 1989) he stated that summative assessment is assessment that executed to know the results of learning achievement by the students, with do not see of the learning process.

b. Formative Assessment

According to (Mardapi, 2017) Formative assessment is a test to know students ability and achievement of learning that doing periodically throughout the year. The material of test choosing based on standard competency each material or sub material. So this assessment is not only giving information about achievement of learning but also to know about success of learning process.

In addition, (Sudjana, 1989) stated that formative assessment is an assessment that exhausted in the end of learning process, this assessment has goal to know students ability after do the learning activity. It can conclude that formative assessment to intend teacher improve their creativity or way in teaching process.

In this research, the researcher will focus of formative assessment. The test is gives by the teacher in the end of standard competency or in the end of material. The test in the multiple choice form. The developing of technology has influence the media and assessment tool that use by the teacher in the test. The use of this technology was developed with the use of Quizizz as an assessment tool.

Hence, the test and quiz are basically the same. Both methods have the same objectives, types of questions, and provide feedback to improve student understanding in the learning process. Test and quiz are carried out by the teacher to assess students' abilities, increase student retention of the material and realize students from student misunderstanding about the material through feedback.

There are many types of quizzes, but in this study the researcher only explained two types. Types are paper-based quizzes and online quizzes. The researcher chose the typw because the English teacher at SMPN 34 PEKANBARU used paper-based quizzes and online quizzes. Then it will make it easier for researcher, because researchers only focus on two types, namely: paper-based quizzes and online quizzes.

First is Paper-Based Quiz. Paper-Based quiz is a quiz with using paper and pen in the test in classroom and in the face with the teacher. Paper-based Quiz is effective use because students more serious on answer the quietion and get motivate to finish the quiz and get high score. But this test usually makes students cheating and sharing answer with other students. According to (Cahaya, 2017) Paper-based is Effective if it will be used in the classroom to assess student understanding and to see students' abilities through rankings or scores.

The scond is Online-Based Quiz. Online-Based Quiz is a quiz that use online system by using computer or website to answer the quetion. The online quiz make sytudents increase do the test, their interesting and enjoy do the test. According to (Cahaya, 2017) Online-Based Quiz is a test do by online system that has been shown to motivate students to complete assigned readings, increase participation in class discussion, and improve performance on exams for material covered both on the quiz and in class.

Online-based quiz has many advantages to students and teacher. The advantages are increase students interest and motivation, students be more active and enthusiasm in the classroom activity, students can honest in the test because

they can't to cheat with other students, students can directly know their score to motivate them learning more. For teacher online quiz will increase teacher creativity to design test with take advantage developing of technology, teacher can easy to give some, teacher can prevent cheating in test.

According (Mardapi, 2017) the selection of the right test is determined by the test objective, the number of test takers, the time required and the material being tested. There are several test that can teacher give in assessment.

**a. Oral Test**

Question in the oral test can to encourage students absorption after learning a material that connecting with their cognitive. The question in this test is about concept and implication the material. Teacher gives one question and choose students to answer the question, if the question is wrong teacher can ask another student to answer, so this test can create situation in the class be active and interactive.

**b. Multiple-Choice**

The method most often used in a test is a multiple choice format. In this test, the answer divided to some options. This test have stem and option, stem is statement as an information in the beginning of the question and option divided to four or five options that contains one or more correct answer. The aim is to provide answer choices for studentd so that it is easy to answer and can be assessed quickly.

**c. Matching Tasks**

In this type, students are asked to respond correctly by matching by matching it to the specified format, so students are asked to observe something that has been signed and labeled.

**d. Editing Tasks**

In terms of editing tasks, this is guided by methods for assessing students' linguistic competence in reading. In this type, students are required to change and are ordered to justify the errors contained in the reading text in the written section.

**e. Picture-Cued Tasks**

In this term, students see picture-cue assignments for the introduction of concepts of symbols and words. They choose one picture and the picture will be explained in a few sentences.

**f. Gap-Filling Tasks (Fill in the Blank)**

In this type, students are given an exercise in which students are asked to complete the sentence by filling in the blanks on the paper.

## **2.2 Perception**

Perception is a process of simulation from outside through sensing devices passed to the center of the brain to be held, filtering, organizing so that it can be interpreted or expressed in the form of attitudes or behavior. The author will explain in more detail about: the definition of perception and factors that influence perception.

### 2.2.1 Definition of Perception

According to (Walgito, 1989) “Perception is a preceded by sensing, which is an intangible process of receipt of stimulus by individuals through their receptors and so that individuals realize what is seen, what is heard and so on, the individual experiences perception”. After perception occurs then the individual will recognize and understand and assess an object. “It means that perception is the process of interpreting something by accepting something through the eye as a receptor and sending nerves to the brain so that there arises a perception by the individual about a thing.

Furthermore, Jalaluddin Rakhmat (2007) stated that “Perception is an object or someone’s experience of an event or relationship that is obtained by concluding information and interpreting messages based on experience”. In other words, people’s perceptions regulate and interpret sensory receptor stimulation in the eyes, nose, tongue or skin so as to produce meaningful world experiences.

In the flow can be stated that the process of perception is as follows:

- 1) Stimulus regarding the sense organs, this is a natural process.
- 2) The stimulus is then carried on to the brain by sensory nervous, this process is a sensory process.
- 3) In the brain as a central nervous system, a process occurs that eventually the individual can realize or perceive what is received

through the senses. The processes that occur in the brain are psychological processes.”

Furthermore, Papalia and Olds (1985) they stated that “Perception is an object or someone's experience of an event or relationship that is obtained by concluding information and interpreting messages based on organizes information got from by brain”. In other words, people's perceptions regulate and interpret sensory receptor stimulation in the eyes, nose, tongue or skin so as to produce meaningful world experiences.

From several definition of perception above, we can conclude that perception is a way for make or giving meaning based on information that we get from brain and stimulus from organ sensory then our interpretation it and also analysis. Beside organ sensory perception also affecting based on the experience that happen in someone life so they getting meaning about something.

### **2.2.2 Factors Affecting the Perception**

According (Chairunnisa, 2011) she mentioned that there are some factors that are considered important influence on the selection of stimulus and can also be used for people's perceptions and circumstances, namely:

- a. Intensity, a more intensive stimulus, gets more responses than a less intense stimulus, the filtering process by the senses for stimulation is based on many or at least external factors, intensity and types in the process.



b. Size, the larger objects attract more attention because larger items look faster. The process of organizing information can make a different meaning for someone with another person.

c. Conversely, other things that we usually see will quickly attract attention. Many people who are aware or not, do strange things.

The process of perception is selection, interpretation and gathering information.

For almost everyone, it's easy to see, hear, smell, feel, and touch, that is, processes that already exist should be there. However, information that comes from the sense organs, needs to be organized and interpreted before it can be understood, and this process is called perception. So, it can be concluded the process of perception of various opinions, that perception is a component of observation which in this process involves both understanding and interpreting.

As for the general factors that can influence the perception according to (Fatah Syukur: 2006), including:

- 1) Internal factors, namely from the perpetrators of perceptions which include biological / physical factors and psychological factors. Psychological factors include attention. Like the interest a person has and experience of something.
- 2) External factors, namely from outside the individual / perpetrator of perception which includes the target object and the situation / environment in which the perception takes place. In the form of stimulus and the properties that exist on the object that makes the perpetrators of

perception give their perception of it. This includes: teachers, learning methods, materials, facilities, and infrastructure, environment and friends.

Based on the opinion stated above, the factors that influence perception are internal or individual factors and external factors. Internal factors include psychological factors, namely attention, interest, and experience, while external factors include instruction that can be observed in physical education learning including teachers, friends, teaching methods, materials, facilities, and infrastructure, and the school environment. From these factors a person can perceive the same object but the results of perceiving are different.

### **2.2.3 Indicators of Perception**

Each people have different perception about something or phenomenon with other people. It can happen because the process of perception each people. According (Walgito, 1989) perception have several indicators, the indicators are:

- a. Absorption of stimulus or objects from external object the individual. Stimulus or objects are absorbed or accepted by the five senses, whether they are sight, hearing, touch, smell, and taste individually or collectively. The results of absorption or acceptance by these senses will give you an image, response, or impression of the brain. This image may be singular or plural, depending on the object of perception being observed. Images or impressions are collected in the brain, both old and new. Whether

or not the picture is clear depends on whether the stimulus are clear, the normality of the senses and the time, recent, or long.

b. Understanding

After images or impressions appear in the brain, the images are organized, classified, compared, interpreted in such a way that understanding. The process of understanding or comprehension is very unique and fast. The meaning that is formed also depends on the old images that the individual has had before (called perception).

c. Assessment or evaluation

After understanding is formed, an individual judgement occurs. Individuals compare the newly acquired understanding with the criteria or standards that the individual has subjectively. There are differences in individual judgements even though the object is the same. As a result, perception is individual. The process is said as attention. Attention is someone concentration of all activities carried out by only focusing on an object to get perception of something.

### 2.3 Quizizz Application

Developing technology in modern era make teacher should be apply media or tool through online system. One of the online tools that use technology is game-online in form quiz. The application is Quizizz, Quizizz as an online quiz that has many exercise and practice to use on assessment.

### 2.3.1 Definition of Quizizz

Quizizz is an educational application in the form like quiz interactive by online. The quizizz application is a learning media that applies to the learning in interactive exercises and create situation in classroom to be fun. According to (Purba, 2019) stated that Quizizz is application in the form task-based learning that invites students to play and make the classroom more interactive also fun.

Dealing of it, (Nanda et al., 2018) claim that Quizizz is form of online assessment tool that can be used in fun multiplayer class activities that allow all students to practice together with their computers, Smartphone or gadget. Quizizz have many features like avatar, meme and music to support this game to be interesting and more fun. In Quizizz there many exercises or practices with multiple-choice that play in the form of quiz, which allows game users or students learn and also play.

The researcher also states from some experts about Quizizz, it is said that Quizizz is benefical application as a media to support teacher in teaching and learning process especially in English subject and motivate students in learning and play the quiz. The result of the quiz can be collected in excel documents form as a result of the learning. Quizizz lets the users to challange them to win the game and answer the quetion with right answer.

In conclusion, Quizizz is an application use as learning media in online that contain many excersies about material in quiz form by using computer, Smartphone or gadget to join the game, so the students can learn

with fun playing the games. Quizizz is based-game learning through multiple-choice that can play by individual or group discussion. Quizizz is giving many features that can enhance students' enthusiasm and motivation to be active in learning.

### **2.3.2 Basic Operation and Features of Quizizz**

Quizizz is available at [www.Quizizz.com](http://www.Quizizz.com) or can download through Play Store and App Store of Gadget or Smartphone. The first step to access Quizizz is open the link or download Quizizz application. Open the application then Quizizz will be displayed a portal. Choose sign with Google account or E-mail, then sign into application and do registration.

After sign with account Google or E-mail, next step choose the category will you appear on Quizizz. The categories are teacher, students, or business. Choose the category depend on identity self, next you can access the Quizizz.

For teacher, in this application teacher is a leader in game to monitoring or giving instruction for handle when the game is start and finish. On Quizizz Home Page we can choose option search then browse the topic or quiz that the teacher would use in teaching process, for example the teacher want to teach about narrative text, so in search tap search the teacher type word "narrative text". Then, the teacher can filter the games based on the grade that the teacher will teach.

For students, students can click the option above and enter the code that given by the teacher. After enter the code students will automatically

join as a member of the game. Beside play in the class, students also can play the quiz at home with search the material or topic then choose practice. Students can do the quiz by individual or group.

### **2.3.3 The Advantages of Quizizz**

Quizizz is one of best media using by the teacher to improve students ability in English major, students can get the benefit from Quizizz through language skills development. There are some advantages of using Quizizz as a learning media in learning class: firstly, Quizizz can help to elevate students motivation in English subject through online-Quiz, it means that using Quizizz as a media in the classroom to encourage students ability and motivation in learning English. According to (Basuki & Hidayati, 2019) they stated that Quizizz was helped the students to be in contact with the material or subject learning and encourage students confident to learn and take the quiz as evaluate their ability. The using of Quizizz in English class stimulates students enthusiastic to learn example in reading activity, they take the quiz and try to answer the question correctly. Quizizz also motivated competition in the classroom because everyone wants their name be the top of the leader board.

Secondly, Quizizz is a way for students to be honest person when they answer the question in performing exercise or quiz. In whole process of the quiz each student will answer the question that appear on their Smartphone or Gadget. Each student will get same question but in different order, so this system would reduce cheating in answer the quiz and students will get used

to being honest. According to Akhtar & Hasanawati (2019) “Quizizz shows real score and give rank each students based on their performance in answer the question”.

Thirdly, Quizizz help students to understand about the material in learning English. According to (Rahayu & Purnawarman, 2019) they stated that Quizizz facilitate students to able review the quiz quetion after they finish answer all the quetion, so students easily understand after review the quetion. So it can help students more easily in learning they will know the correct answer and the explanation about the material.

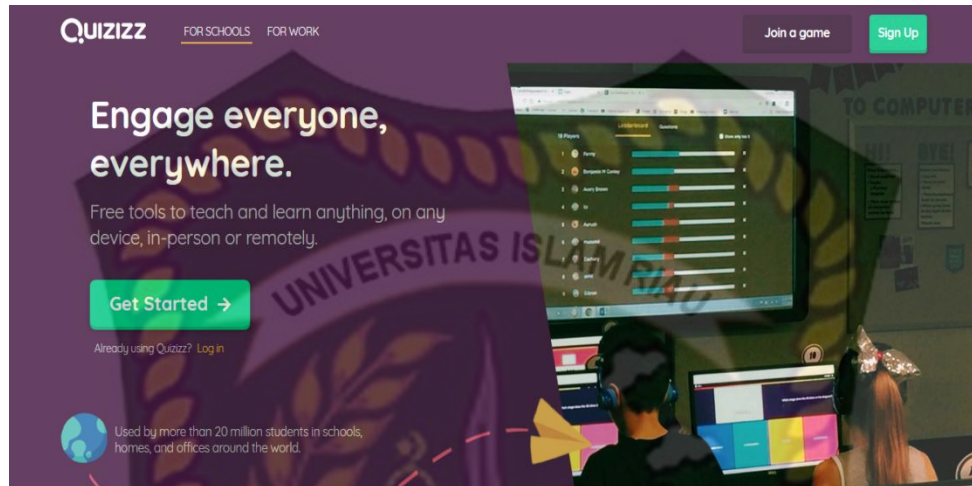
Next, Quizizz enable teachers to be creative. According to (Mukhtar et al., 2019) they stated that Quizizz give teacher oppurtunity to creat their own quiz to used in teaching and learning process. It mean that Quizizz could design by the teacher, so teacher can show their creativity and more active to teaching espially in English class. Teacher can design their own quiz then applying the quiz as assessment to know students ability after learning, so the application not only giving advantages for students but also fo teacher.

#### **2.3.4 The Implementing of Quizizz Application**

There are some way to implementing The application of the Quizizz application. According to (Chandler, 2015) are:

First, Quizizz is a free application that allows teachers to quickly turn learning activities into fun multi-player activities for students. This works on any device with a browser, and allows teachers to create their own

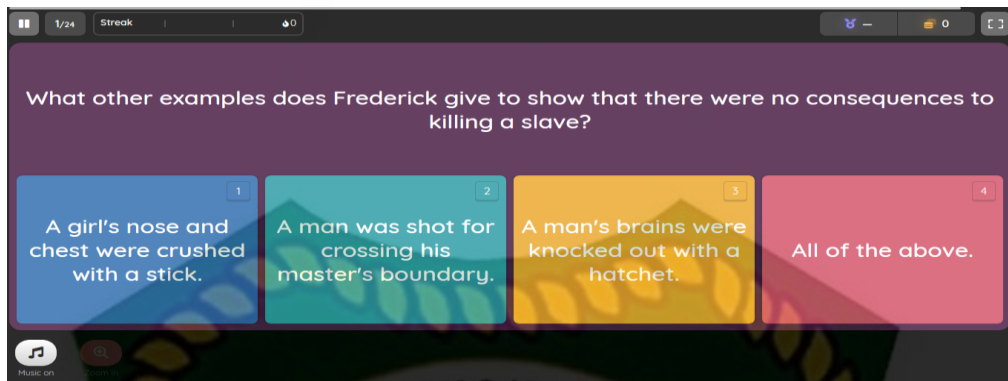
quizzes or use those already created by other educators . no username or password required.



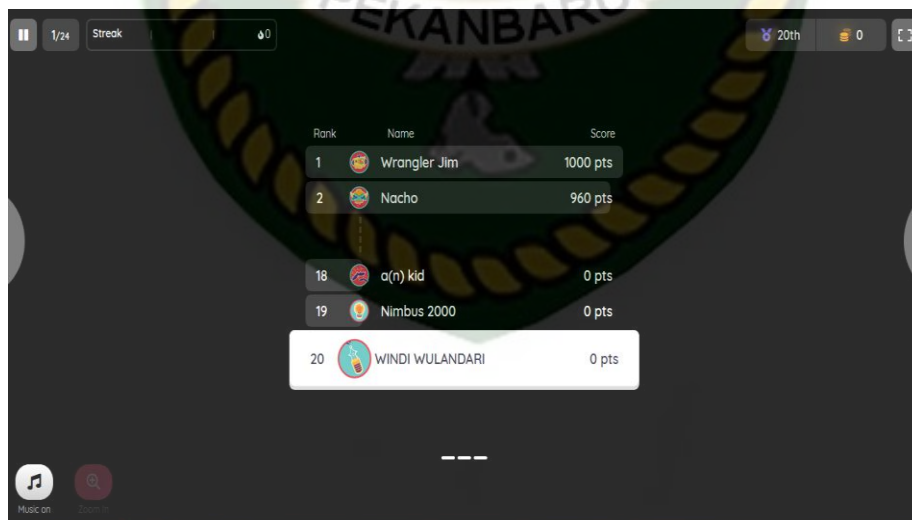
Second, Quizizz to “play”, students simply need to access the Quizizz website and enter the game code provided by their teacher. After the quiz ends, the teacher is given a detailed report on student responses that can be downloaded and stored.

Third, Quizizz has several unique features that are not possessed by most free gamification tools. For example, Quizizz is designed to be an active student, not assisted by a teacher. The teacher dashboard provides excellent real-time student updates, but also allows teachers to tailor learning activity.





Finally, there are options that allow you to randomize the order of questions, set the time and leaderboards, and even provide a list of questions and correct answers at the end of the quiz. Quizizz injects quizzes with a bit of much-needed pleasure. Equally important, this gives teachers very good feedback about how their students are doing.



## 2.4 Relevance Studies

To avoid the same title used in research, the researcher shows relevant study that have been done by previous researchers. First a research is have been done by Cahaya entitled “Students’ Perception on the use Quizzez by the teacher in teaching learning process at EED of UMY”. This resesrch uses a qualitative research approach. Resesrachers collected data using interviews. The results of data analysis showed that students’ problems when working on quizzes, including students who did not understand the material in the quiz, lack of time allocation, slow internet access, students lack knowledge about application, and high student anxiety when doing quizzes quiz. Then, strategies to deal with students’ problems are to study the material that has been delivered by the lecturer, predict quiz quetions, students go to a good internet access area, ask friends about the quiz application, practice speaking, read more material that has been given by the lecturer. The conclusion of this study is that students’ problems can be overcome with many strategies.

Second, a research is have been done by (Rahmi, 2020) entitled “The students perception on the use of quizizz application in English test at SMAN10 Padang”. This research is a descriptive study that aims to determine students’ perceptions of the use of the Quizizz application at SMAN 10 Padang. The data collection techniques used in this study were questionnaires and interviews. Both instruments are used to determine Studens’ perceptions of using the Quizizz application in class. The first thing the researcher did was to distribute questionnaires. Then the researcher used interviews with eight students in class XII

MIA 1. Based on the data obtained during the study, the researcher could conclude that it can be seen from the results of the percentage of the questionnaire filled in by the students showing the results of Design a Game with a total percentage (78%). Doing a game with a total percentage (80%)<sup>0</sup>. Finishing a game with a total percentage (75%), and Google Classroom interaction with a total percentage (67%) showing that students accept the use of Quizizz as a medium in carrying out daily tests (UH).

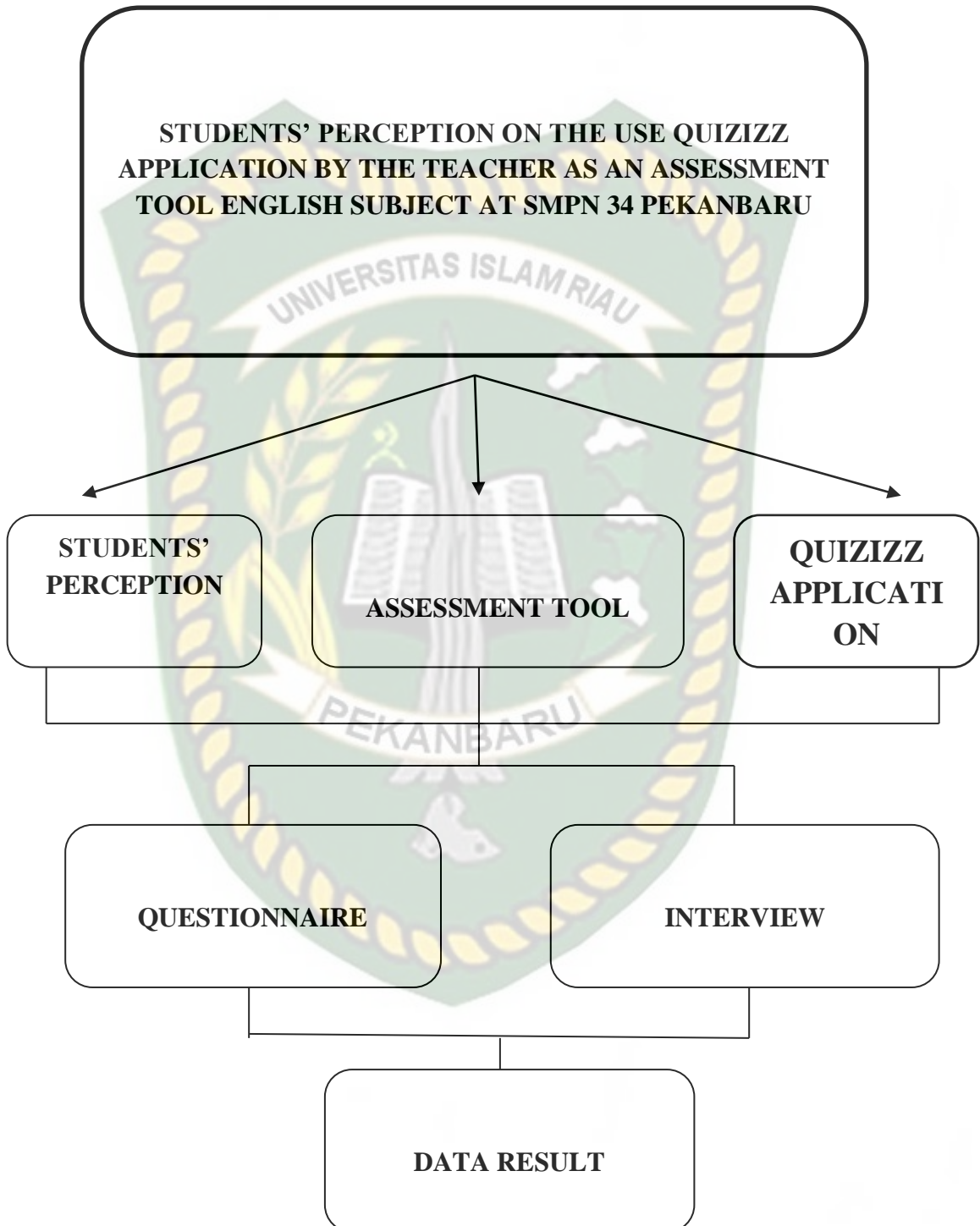
Third, a research is have been done by (Amalia, 2020) entitled “QUIZIZZ Website as an Online Assessment for English Teaching and Learning: Students’ Perspectives” the research aim to investgate students’ perspectives on using Quizizz as an online assessment tool for teaching and learning English, especially formative ones. The research design in this research is descriptive qualitative. The research subjects were 20 students of the Dynamic English course. Data collection was done by asking students to fill out a questionnaire. Data analysis using a Likert scale. The results of this study indicate that students’ perspectives give positive traits to the use of Quizizz. In conclusion, students also strongly agree that Quizizz has an attractive appearance that is attractive and fun, students cannot cheat during the test, Quizizz creates a competitive atmosphere in the classroom, and Quizizz is better than traditional offline tests.

Fourth, a research is done by (Zuhriyah & Pratolo, 2020) entitled “Exploring Students’ Views in the use of Quizizz as assessment tool in English as a foreign Language ( EFL) Class”. Their find students’ views on using Quizizz as an assessment tool in the English classroom. This article uses a case study as a

method. Semi-structured interviews were used to collect data. Participants of this research are students of one of the private universities in Yogyakarta. The results showed that some students' views about the use of quiz quizzes were an interesting tool, quizzes fostered students' self-confidence in the learning process, increased student motivation, and improved reading skills. Furthermore, students gave a positive response to the use of Quizizz in class. These findings contribute to a better understanding of positive responses to the use of the Quizizz app as an assessment tool, particularly for Indonesian teachers. In conclusion, several findings were highlighted.

Based on the explanation of related studies above, the researcher notices that Quizizz application has a good effect for students and teachers, the use of Quizizz as an assessment tool that is suitable for use in the modern area. Regarding the importance of assessment in the learning process, teachers must be creative to design and carry out a quiz that can be applied with using technology. So the researcher is interested to analyze and know about students' perceptions after using Quizizz as an assessment tool that is used by the teacher in tests.

## 2.5 Conceptual Framework



## 2.6 Assumption

The assumption of this research is carried out under assumption that students' perception on the use of Quizizz by the teacher as an assessment in English subject of ninth grade students at SMPN 34 PKANBARU is positive perception.



## CHAPTER III

### RESEARCH METHOD

#### 3.1 Research Design

The type of research is a qualitative research that focused of descriptive qualitative approach. The type of research is a qualitative research that focused of descriptive qualitative approach. According to (Cresswell, 2012) Qualitative research is research conducted to explore and understand the meaning of individuals or groups relating to social or human problems. Qualitative research is research that produces descriptive data in the form of written and oral words from people who are the subject or object being observed. The research is employed to know students perception on the use Quizizz by the teacher as an assessment tool on English subject of third year students at SMPN 34 PEKANBARU.

#### 3.2 Participants of this Research

This research conducted in SMPN 34 PEKANBARU on 6<sup>th</sup> January 2021. This school located at Kartama Street number 64 Pekanbaru, Riau. The researcher was choose this school because this school have applied and used the Quizizz Application in learning English subject.

The participants of this research are the third year students of SMPN 34 Pekanbaru in academic year 2021/2022. The writer choosing third years students is the students have used the Quizizz during learning English. The total of the participants is 210 students. They consisted of six classess. In addition, there are six classes in ninth grade students of SMPN 34 PEKANBARU. Each class consists of 35 students. According to (Putra, 2014) the researcher can took the

participants from 50%, 25%, 12,5% of the population. Then, the researchers limited the sample only grade 9 (ninth). Based on the teacher's recommendation, 9-A grade students at SMPN 34 PEKANBARU in academic year 2021/2022, with 36 students be the subject of this study to provide more detail and deeper investigation.

### **3.3 Data Collection Technique**

#### **2.3.1 Interview**

The interview is a checking tool or proof of information obtained using a tape recorder or other recording device that can save the results of the interview. Researchers must also make a list of questions that will be asked to informants, so that we know what we need as well, so that researcher do not deviate from the topic of discussion being studied. In collecting data, the researcher applied interview to 5 students from 36 participants at SMPN 34 PEKANBARU. The participants is take by their score in top score, middle and low score. According to (Rugaiyah, 2016) interview is one form of business in getting information by giving questions to speakers. Interviews can be conducted in a semistructured manner, interviews are conducted by asking for ideas and opinions of response with the aim of getting more open problems.

The interview was given with open question. The interview conclude how the English teacher use the Quizizz as an assessment tool on English subject. The procedures for gathering data from interview are follows:

1. The interview are doing around 20-25 minutes.



2. The interview is answered by the students that learning in 9-A.
3. Make the transcript from the interview record.
4. Identifying the answer from interview.
5. Explaining and describing the result of the interview.

The quetion of interview in text below:

**Table 1. List Interview**

No	Indicators	Questions
1.	Factors affecting of Quizizz	Are you interesting using Quizizz as assessment tool especially English subject? Why the Quizizz is interesting ?
		How is the Quizizz increase your motivation in learning or quiz?
		How is the Quizizz increase your confidence in learning or quiz?
		How is the Quizizz inprove your English skill?
		Why you more interesting learning using Quizizz than another media ?

### 2.3.2 Questionnaire

In this study, researchers used an open questionnaire. This instrument is used by researchers to answer second research question. The function of this step is to find students' perception about.

Questionnaires are some commonly used written questions get information from respondents to find out about what they think or something they feel. According to (Darmadi, 2014) the questionnaire is a list of question given to the respondent with the aim that the respondent is willing to respond according to the researcher's request.

In this study, the questionnaire was used to obtain information about students' perception. The implementation of Quizizz toward Students' English Reading Skill. The questionnaire was given to class 9-A (9<sup>th</sup>) grade students at SMPN 34 PEKANBARU to answer the questionnaire that given by Google form. The questionnaire used by researchers was adopted from (Amalia, 2020), in her research entitled Quizizz website as an online assessment for English teaching and learning students' perspectives.

**Table 2 Questionnaire students perception on the use quizizz by the English teacher as an assessment tool on English subject.**

No	Variable	Indicators	Question numbers
	Students' perception of the use quizizz application as	Absorption of stimulus from external objects the	2,3,8

	assessment tool in English	individual	
	subject	understanding	1,5,10
		Assessment and Evaluation	4,6,7,9

### 3.4 Data Analysis Technique

In this qualitative descriptive research, the researcher use interview and questionnaire as an analysis technique.

#### 3.4.1 Interview

The researcher prepared a recorder to record the interview session from participants information to get obvious data. The Indonesian language was used during interview for ease the participants. After gathering the data through interview, the researcher analyzed the data based on the steps below:

1. Make the transcript from the interview record. The data were processed by converting audio to written data through transcription process.
2. Identifying the answer from interview. The researcher will identify exciting information related to the topic.
3. Explaining and describing the result of the interview,.

#### 3.4.2 Questionnaire

For answering the research question, the researcher analyzed the data collected by distributing questionnaire sheet to the respondents that are 9-A grade students at SMPN 34 PEKANBARU. Data were analyzed by implementing the Likert scale. According to (RIDUWAN, 2005) likert scale is

scale to measuring attitudes, opinion and perception from individual or group about something or phenomenon. It was used to get data about Students' perception of the use the Quizizz as an assessment tool in teaching and learning English of 9<sup>th</sup> grade students at SMPN 34 PEKANBARU.

The researcher used Likert Scale requiring the students' perception in the form of five statement; Strongly Agree (SA), Agree (A), Neutral (N), Disagree (D), and Strongly Disagree (SD).

The researcher do the following procedures in analyzing data from Likert Scale before describing in descriptive form. At first , researcher will scored each item in the scale; 5 Point (SA), 4 Point (A), 3 Point (N), 2 Point (D), 1 Point (SD). Next, the researcher will range each question in the questionnaire with form;

$$\text{Maximum score} = 36 \times 5 = 180$$

$$\text{Minimum score} = 36 \times 1 = 36$$

$$\text{percentage} = \frac{\sum R}{N} \times 100\%$$

$\sum R$  = score each question

N= Score maximum

P= percentage each question

After that the researcher counted the number the data into percentages and interpreted them . it was calculated from the numbers of each question in the questionnaire and multiplied by 100%. The percentage scale in this study is to

determine the agreement and disagreement of respondents with the questionnaire. After finishing the calculating of the questionnaire, the researcher drew conclusion of each statement and combined it at each category. The researcher determined the criteria of interval score of each questionnaire set. The interval score can be seen on the table.

**Table 3**

**Interval Score**

<b>Score</b>	<b>Interpretation</b>
<b>0-20%</b>	Very Negative
<b>21-40%</b>	negative
<b>41-60%</b>	neutral
<b>61-80%</b>	positive
<b>81-100%</b>	Very positive

Finally, the researcher described the data in descriptive analysis.

The data were also presented on a table and a bar chart. For the percentage results, it will be found the results of a questionnaire about students' perception.

## CHAPTER IV

### FINDING AND DISCUSSION

This chapter discussed about the result of this research. This chapter described finding and discussion about students' perception on the use Quizizz Application as an assessment tool in English subject. There was done to answer the research question; what is students' perception on the use Quizizz Application as an assessment tool by the teacher in English subject of ninth grade students at SMPN 34 PEKANBARU?. It was carried out in January 2021. The data collection techniques are use interview and questionnaire. The questionnaire trial was conducted on 15<sup>th</sup> January 2021, which distributed to 36 students in class 9A, and interviews with 5 students to be interviewed on 16<sup>th</sup> January 2021 which included the highest, middle and low score from quiz.

#### 4.1 Findings

Based on the purpose of the research, the qualitative descriptive research was conducted to find out students; perception on the use Quizizz as assessment tool by the teacher in English subject. This research was conducted with interview and questionnaire. The interview was conducted with 10 students out of 36 students in class 9A. Researcher give 5 question to every respondent that cover of advantages of Quizizz and support the students' perception questionnaire. In addition, the result of interview was produced in the form of script and the data were presented in a descriptive form. Whereas the questionnaire was carried out by distributing questionnaire to 36 students of 9-A at SMPN 34 PEKANBARU. The questionnaire consisted of ten questions covering 3 perception indicators. The

indicators are the absorption of stimulus from external object the individual, understanding, and evaluation and assessment.

The grouping of symptoms observed from each respondent' of ninth grade students about the students' perception on the use Quizizz as an assessment tool in the English subject is divided into five categories, namely strongly agree, agree, neutral, disagree and strongly disagree. Grouping was based on the percentage of the student responses that lead a category. The description of the data is presented on the basis of the criteria set for the interpretation of the questionnaire score. Lastly, the researcher described the data in descriptive form. The data also presented on a table and chart.

The result of the interview showed the five informants asked for information on their perceptions on the use Quizizz as an assessment tool, then students had following perception: (1) they considered Quizizz to be an interesting tool, (2) they encouraged confidence in the use Quizizz as an assessment tool, (3) Quizizz increased their motivation and (4) Quizizz improve students english skill.

#### **4.1.1 Students' Perception of using Quizizz**

Before carrying out this research, the researcher has given students a questionnaire by google form, then they give their answer. Based on the results of

the questionnaire, it was shown that the students' perceptions of the use of Quizizz as an assessment tool for teaching and learning English were positive. Most students are strongly agree with the question and no one chooses to strongly disagree. The details of the result can be seen in Table 5. It shows the students' perception on the use Quizizz as an assessment tool by the teacher in English subject.

The total score from the questionnaire then will be interpreted and calculating with used Likert scale. Then the researcher determined the criteria of score interpretation of each questionnaire set. The total score interpretation on the table 3. The result of the each questionnaire was obtained by multiplying the score with the option value, then sum it up. The result on the table 5 bellows:

**Table 5**

**Students' perception on the use Quizizz as an assessment tool by the teacher in English subject**

NO	QUESTIONS	SA	A	N	D	SD	Total score	percentage
1	Quizizz is interesting and fun	32	4	-	-	-	176	97,78%
2	Quizizz has an attractive display	29	7	-	-	-	173	96,11%
3	Quizizz has many	15	13	8	-	-	151	83,88%



	challenging features							
4	I enjoy doing the test using quizizz	15	14	7	-	-	152	84,44%
5	Quizizz feels like a game	15	15	6	-	-	153	85%
6	Quizizz doesn't make me tense in doing the test using quizizz	15	14	4	-	3	152	84,44%
7	I cant cheat during the test using quizizz	31	5	-	-	-	175	97,22%
8	Quizizz creates a competitive atmosphere	30	6	-	-	-	174	96,66%
9	I feel encouraged to be number one on the leader board	15	14	5	-	2	148	82,22%
10	Quizizz is better than the traditional test	28	8	-	-	-	172	95,55%

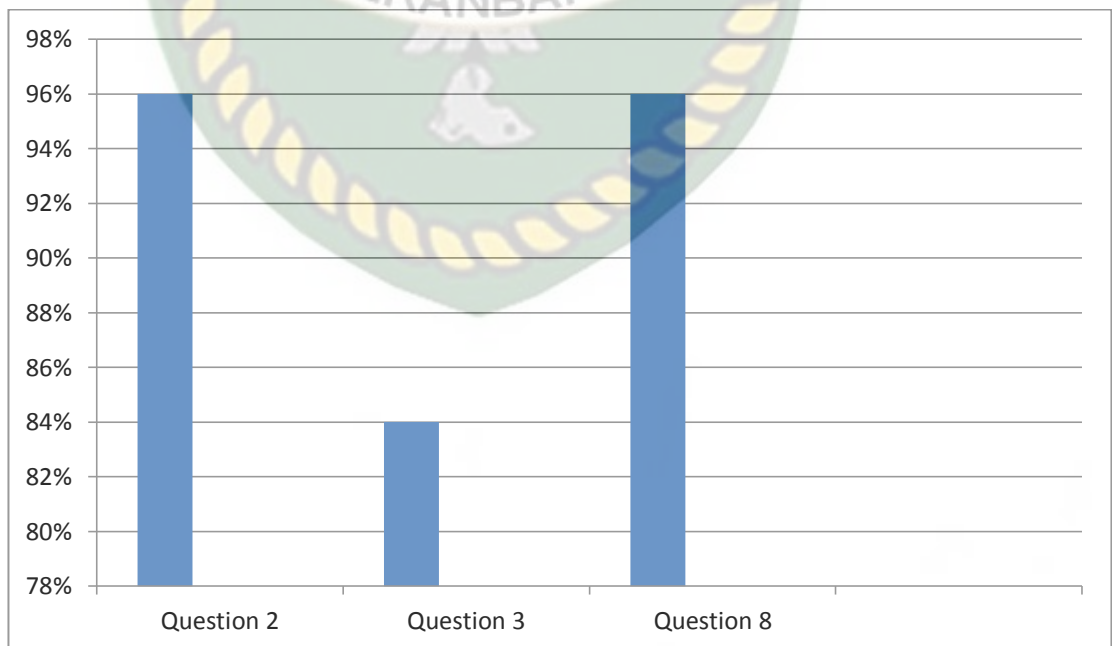
Based on the table 5 above, the data will be showed in diagram that grouped based on the indicator of perception. The indicators are the object is perceived, sense organ and interest. The following is the result of perception from respondents based on each indicator:

### 1) The absorption of an external object

Based on the results of table 5 above, it showed data from the first indicator that contained in question number 2,3,8. The students perception on the use Quizizz Application by the English teacher at SMPN 34 Pekanbaru were looking at the absorption of stimulus from external object the individual showed that most of students had very positive perception. On question number 2 the percentage is (96,11%), on question number 3 the percentage is (83,8%), and question number 8 the percentage is (96,66%). In this indicators no respondent has a negative perception. Meanwhile if described in the form of a chart the results of this research can be seen as follows :

**Chart 4.1.1**

**Students' Perception based on the absorption of an external object indicator**



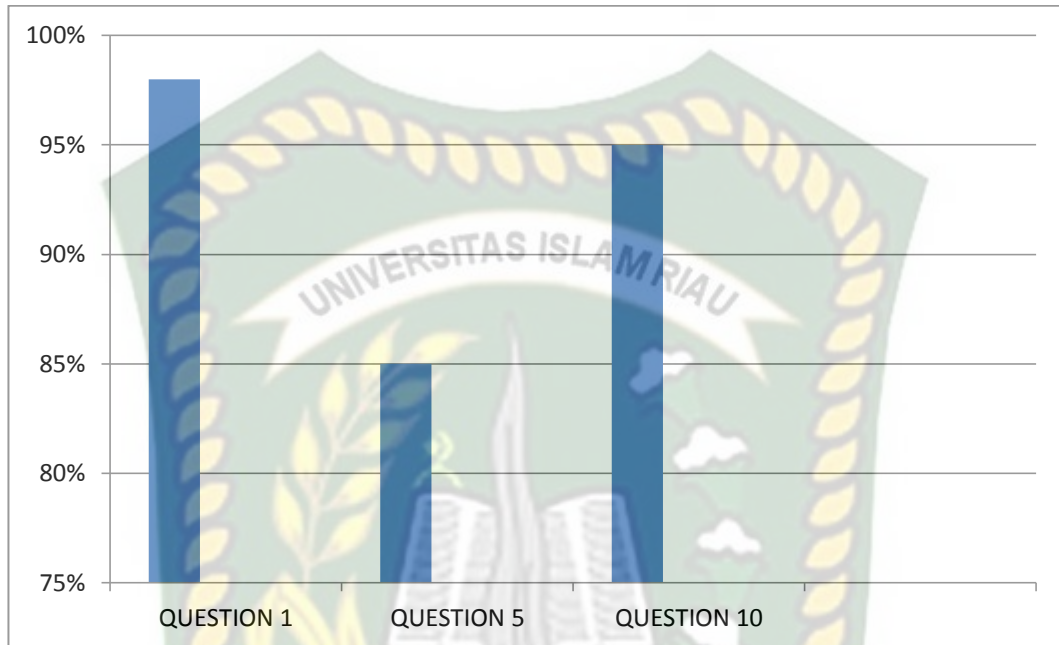
Thus, it can be said that the perception of students of ninth grade at SMPN 34 PEKANBARU on the use Quizizz Application by the English teacher as an assessment tool in English subject was analyzed from the absorption of stimulus from external object the individual with an average perception score of 96 % which was included in the very positive category.

## 2) Understanding

Based on the result of the questionnaire in the second indicator of perception that contained on the question number 1,5, and 10. The students' perception on the use Quizizz Application by the English teacher as an assessment tool in English subject at SMPN 34 PEKANBARU had very positive perception. mostly of students give positive respond, there is no students give negative respond. In the question number 1 had percentage 97,78%, question number 5 had percentage 85%, and the question number 10 with percentage is 95,55%. In this indicator students give their give positive perception and this result will be described in the form of chart bellow:

**Chart 4.1.2**

**Students' Perception based on understanding**



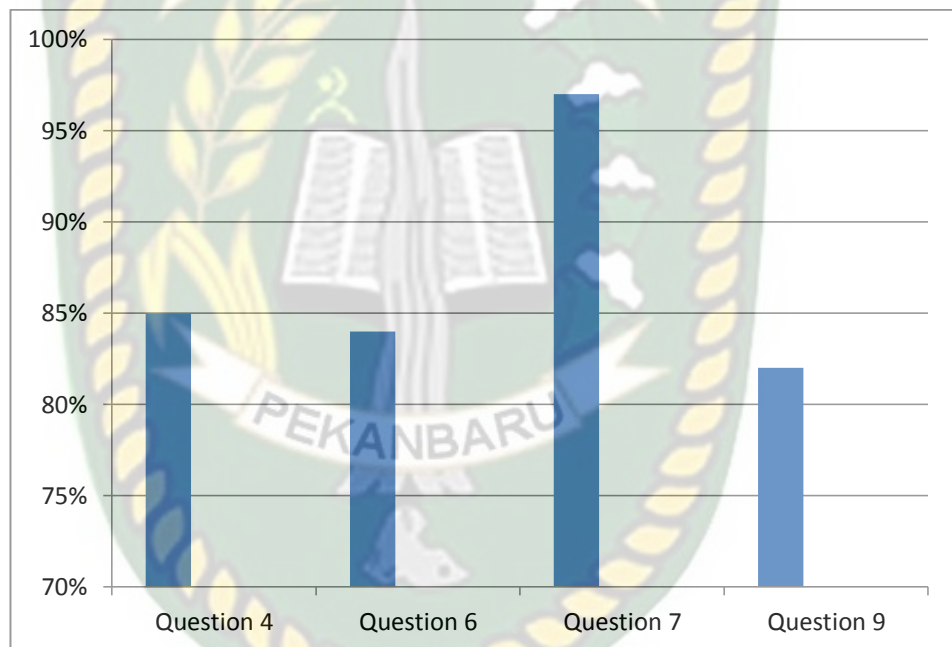
From the chart we can conclude that students' perception on the use of Quizizz Application by the teacher as assessment tool in English subject of ninth grade students at SMPN 34 PEKANBARU was analyzed by the students' understanding with applying the Quizizz in the English class with average perception score 92,3 % that include in interval very positive.

**3) Assessment and Evaluation**

The third indicator of perception is assessment and evaluation. Based on the result of the questionnaire the third indicator was contained on the questionnaire number 4,6,7,and 9. The result of data showed that students' perception on the use Quizizz Application by the teacher as assessment tool in English subject at SMPN 34 PEKANBARU had very positive perception. In the question number 4 students give very positive perception with percentage

of score 84,44%, in question number 6 students also give very positive perception with percentage of score 84,44%, in question number 7 students also give very positive perception with percentage 97,22% and the question number 9 students also give very positive perception with percentage 82,22%. The data also describe in the chart bellow:

**Chart 4.1.3**  
**Students' Perception based on Understanding**



From the chart above, the result of the third indicators students' perception on the use Quizizz Application as an assessment tool by the English teacher at third students of SMPN 34 PEKANBARU was analyzed by the students assessment and evaluation indicators give very positive perception from the most of students.

## 4.2 Discussion

From the finding we can know that the third students' at SMPN 34 PEKANBARU showed very positive perspectives toward the use of Quizizz as an assessment tool by the teacher for English teaching and learning. It can be seen from the total score of the questionnaire result on table 5. From the three indicators of perception, the indicators are absorption of stimulus from external individual, understanding and assessment or evaluation, all of the indicators was get very positive perception by the students. This result was same with the previous study by the Amalia (2020) that the students give positive perspective of the use Quizizz by the teacher in teaching and learning english especially as assessment.

The result from the questionnaire, mostly of the students was choose strongly agree in every question. Most of students give respond with very positive perception on the use Quizizz Application as assessment tool in English subject, there is no student give negative perception. The very positive perception of the study was approved that the use Quizizz Application as assessment tool by the teacher in English subject at this school have been applying with well. So the use of the Quizizz can be a new tool or media in teaching, learning and assessment tool by the teacher to improve the teacher creativity.

From the result of the absorption of stimulus from external individual factors that get very positive perception from the majority of students of ninth

grade students at SMPN 34 PEKANBARU. These indicators get percentage 96% it in category very positive. This showed that students' perception is primarily influenced by the external factor, majority of students was strongly agree that Quizizz has an attractive display, Quizizz has many challenging features and Quizizz creates a competitive atmosphere. In this application there are many exercise or quiz due by online which allows students to learn and play. This statement also supported by the interview mostly of students' in interview answer that the Quizizz is showing the correct answer after the quiz done. The result of the quiz can give students information and correction their answer. Then they will learn the material again to get score more high in the next quiz.

The second indicator is understanding. From the result of the questionnaire the second indicators, students also had very positive perception with percentage 92,3%. Most of students strongly agree about the statement, Most students were strongly agree that the use of Quizizz as assessment by the teacher can attract their interest in learn and create the situation in teaching and learning to be fun. This statement also support by the interview on the first Question of questionnaire that the use of Quizizz as assessment tool they feel interesting and happy use of Quizizz. During use the Quizizz they feels like do a game. The use of Quizizz can creates the situation during learning or test be more fun not bored. This application can be a new tool or media than better than the traditional test.

The third indicators of perception had get very positive perception. Majority of students of ninth grade students at SMPN 34 PEKANBARU give very

positive perception of the questionnaire. It can be look at the result of the score with percentage 87% that include in very positive category. There is no students give negative perception. Students give their measurement and show their perception after they using the Quizizz in the test. So it can conclude that most of students was enjoy doing the test by using Quizizz, they also happy doing the test and doesn't tense in doing the test using Quizizz.

In addition, there are other result from interview. The result was all participants agreed with the use of Quizizz can improve their English skills. Based on the result of the interview all of students were said that Quizizz can improve their skill. With advantages of Quizizz they get improve their English skills like listening and vocabulary with use the audio in this quiz. Improve students reading ability, because in this quiz use skimming method. The use of Quizizz is effectively use in the English teacing and learning activity



## CHAPTER V

### CONCLUSION AND SUGGESTION

#### 5.1 CONCLUSION

This research was done in order to know students' perception on the use of Quizizz by the English teacher as an assessment tool in ninth grade students at SMPN 34 Pekanbaru. Based on the research result of analysis data in CHAPTER IV, it can conclude that students' at SMPN 34 PEKANBARU especially in ninth grade who have been use Quizizz as assessment tool showed very positive prespective. The data showed that students' are agreed that Quizizz is interesting and fun, as they not bored and active in learning or quiz. Quizizz has an attractive display, they can't cheat during the test using Quizizz, Quizizz creat a competitive atmosphere and Quizizz is better than traditional test. In addition Quizizz encouraged students confidence, their confidence do the test and answer by their self. Quizizz increase students' motivation, after answer the question they can learn and revised and understand errors of selected answer. Quizizz can improve their skill in English skill. Its means Quizizz can be used as assessment tool by the teachers that apply developing of technology in classroom to improve students' confidence, interest and English skill.

Based on conclusion above, the researcher was recommend that use Quizizz as assessment tool by the English teacher with their contribution to encourage them in using Quizizz for thei class.

## **5.2 Implication**

Based on the data finding and discussion it may be known that students' perception on the use Quizizz as an assessment tool in English subject was positive. From this research, it is expected that teachers or faculty will retain or even increase the quality of media and can use the technology. In addition teacher can apply the technology that now is developing in modern era. Hopefully, the research can improve students' motivation in learning activity, especially in English subject.

## **5.3 SUGGESTION FOR THE RESEARCH**

After conducted the result of the research, the researcher would give some suggestion as the followings:

1. The researcher can get data more perfectly
2. The researcher should find the real data from the simple of the the research
3. The researcher should answer that this research is one of the activities that gave the researcher and experience how to conduct a esearch

## **5.4 SUGGESTION FOR STUDENTS**

1. The students should be honest in do assessment as habitual activity
2. The students should have high motivation in learning English
3. The students should be interested in studying English, can use Quizizz to encourage your confidence and interest.

## 5.5 SUGGESTION FOR TEACHER

1. The teacher should use Quizizz as an assessment tool in assessment. It can help the teacher know students' ability by themselves. It also decreases cheating by the students' during test or assessment.
2. Teachers need to give a variety of ways or media or tools to make students' more confident and interested in learning English.
3. Teachers should use technology and media to create fun to attract students' motivation with applying the new tool.

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