

Utilizing Paper-mode Quizizz for formative assessment in English teaching and learning

Rizal Wahid Permana Putra

¹SMP SSA Negeri Kloposawit 1 Candipuro, Lumajang, Indonesia

¹rizalputra52@guru.smp.belajar.id

*) correspondence: rizalputra52@guru.smp.belajar.id

ABSTRACT

As information and communication (ICT) has grown rapidly, there are many forms of technology provided to support and facilitate the teaching and learning process. Game-based learning these days has been growing interest. It is not only purposed for the teaching-learning media but also for the assessing phase. Quizizz is one of game-based learning platforms offering multiple tools to assess the students' learning progress. It provides Paper-mode quizzes using printable or a quick-response code. In this research, the researcher deals with utilizing Paper-mode Quizizz for formative assessment in English teaching and learning. This research is a case study with qualitative data conducted at SMP SSA Negeri Kloposawit 1 Candipuro involving 41 students from 8A and 8C as the research participants. Further, to obtain the students' perceptions, the researcher collects the data through interviews. The result indicates that most students show positive perceptiveness in utilizing Paper-mode Quizizz for formative assessment in teaching and learning English. It is stated that Paper-mode Quizizz is easy to use, enjoyable, fun, challenging, and very interesting. The students only show and rotate the answer, and the teacher will scan the code cards to display the real-time results. In addition, this makes students more motivated to have a test using Paper-mode Quizizz. To sum up, Paper-mode Quizizz is an effective-alternative platform to use for formative assessment in English teaching and learning.

Keywords: formative assessment; Paper-mode Quizizz; learning

INTRODUCTION

Nowadays, information and communication technology (ICT) has rapidly grown and impacted many areas worldwide. Many aspects of society are mostly get influenced by the growth of information and technology. According to Fouts (2000), the world where we are living now has been triggered to be technical and technological. This ICT growth, further, commences influencing the teaching-learning activities. Since the mid-twentieth century, integrating ICT in teaching-learning activities has evolved as an alternative to facilitate students learning. Rana (2017) stated that it can facilitate classroom activities to be more enjoyable and innovative. In addition, this integration can promote motivation and engagement during the teaching-learning process.

As ICT has grown rapidly, there are many forms of technology provided to support and facilitate teaching-learning activities. In recent years, gamification has been introduced to diverse designs aiming at teaching and learning activities. Dichev and Dicheva (2017) stated that game-based learning refers to an approach to increase involvement through integrating the elements of a game into academic environments. It is purposed to enhance certain abilities, engage and motivate students, optimize the learning process, encourage behavior changes, and socialize (Dichev and Dicheva, 2017). In addition, game-based learning is said to be effective for delivering content language learning to enhance students' motivation, engagement, and satisfaction during the learning process.

These days, game-based learning has been growing interest. It is not only purposed for the teaching-learning media but also for the assessing phase. Barbosa (2005) stated that in terms of the learning experience, assessment is considered as one of the essential keys influencing how students acquire their progress in learning. It is useful for the students for defining their misunderstandings, reflecting their learning process, and assess their progress. In addition, to assess the students' rate of progress, the teachers should conduct a formative assessment. Brookhart (2019) stated that a formative assessment refers to an ongoing process in which the information from the students' assessment can be used by both teachers and students. Thus, it helps provide continuing feedback used by teachers for their teaching and learning, and by students to improve their learning.

Quizizz is one of game-based learning platforms offering multiple tools to assess the students' learning progress. It can be used for students' self-assessments or for measuring material understanding for student improvement. Rahayu (2018) stated that Quizizz is considered an immense-online platform for assessing students and assisting them in checking their knowledge and progress in learning English. In addition, teachers can conduct the test and provide the students a homework as supplementary practice. Bury (2017) stated that Quizizz can be the most appropriate online platform to use as an assessment instrument in the teaching-learning English. It helps to motivate and engage students in the assessment process.

Aulia (2020) stated that Quizizz is a medium for learning and assessing English owing to its attractive and interesting display. It can enhance the students' interest and motivation in learning English. Further, Quizizz eases the teachers in assessing the students' progress in real-time. Meanwhile, Dinda (2020) found that the students show positive perceptiveness on the implementation of Quizizz during the lesson. Most students perceived that Quizizz has an engaging, captivating, and alluring layout. Moreover, Quizizz is interesting and fun to use as game-based learning. The students need a fast-paced response during quizzes so the students cannot cheat during the test. In addition, this leads to creating a highly-competitive atmosphere in the teaching-learning process.

Further, Degirmenci (2021) stated that Quizizz is an online quiz platform where students can compete with each other to reach the perfect score. Besides, Quizizz provides paper-mode quiz using printed paper, like a fast-response code. The multiple choices A, B, C, and D are printed on the paper code. During the teaching-learning process, the teachers will show some questions. The students then should rotate the code to show their answer, and the teacher will scan all response codes using Quizizz app on smartphone. Thus, the students can actively answer the provided questions and instantly see their answers and score in real time.

Based on the above explanation, the researcher deals with research concerning utilizing Paper-mode Quizizz as well as obtaining students' perception of the use of Paper-Mode Quizizz for the formative assessment in English teaching and learning.

METHODS

This research used a qualitative case study. It discussed an aspect of issues in some depth (Bell, 2005). Further, this research explored the utilization of Paper-mode Quizizz for formative assessment in teaching-learning English and discussed the students' perception of Paper-mode Quizizz used for formative assessment. This research was conducted at SMP SSA Negeri Klopasawit 1 Candipuro, and it involved 41 students from two-different classes as the research participants; 8A and 8C. Further, to obtain the students' perception towards the implementation of Paper-mode Quizizz in formative assessment, the researcher collected the data through interviews.

RESULTS AND DISCUSSION

This research discussed two-main points. The first point was the implementation or utilization of Paper-mode Quizizz for formative assessment, and another point was the students' perception towards the utilization of Paper-Mode Quizizz for formative assessment in teaching-learning English.

Implementation

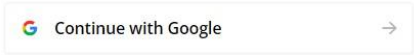
The followings were the steps in utilizing Paper-mode Quizizz for formative assessment. In addition, the steps involved the followings: signing up, creating questions, printing Q-cards, and starting and scanning the Q-cards.

To sign up for Quizizz, the following steps are:

1. Open the browser, then type Quizizz.com

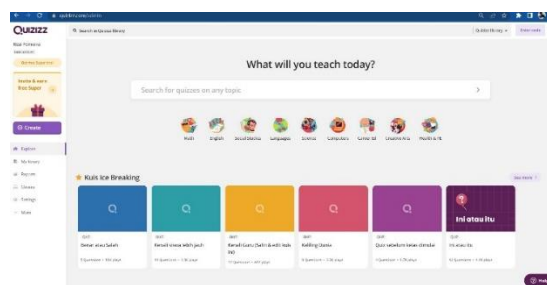


2. Click the  menu

3. Next, go clicking  button

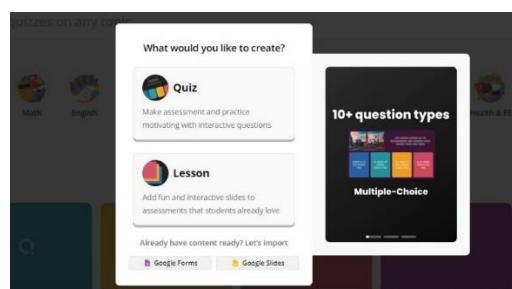
4. Choose and go to your Google account, click “next”, type your password

5. Click “next” again, then you are now signing Quizizz.



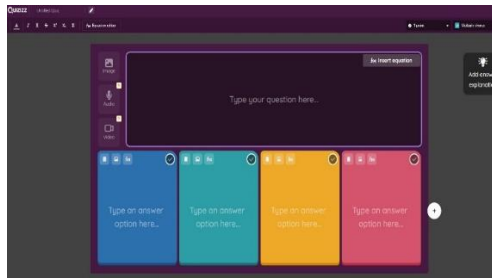
Further, to create questions, the following steps are:

1. After signing Quizizz, click  menu
2. Next, choose and click “Quiz” button



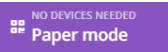
3. Then, choose and click  Multiple-choice button.

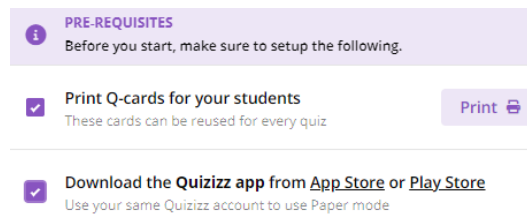
4. Type your questions and the answers. You can also insert the images on the questions and answer if you want to.

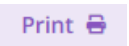


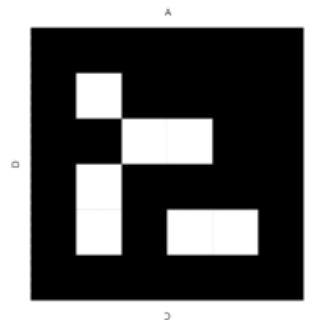
5. Finally, choose the right answer and click  button. You can also add the explanation for the right answer by clicking  button.

To print the Q-cards, the following steps are as follows:

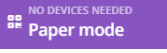
1. Go to the library by clicking  My library button on the left-side Quizizz display
2. After that, choose the quiz you have made, and click  button to create the Q-cards
3. Tick the following options before printing the Q-cards

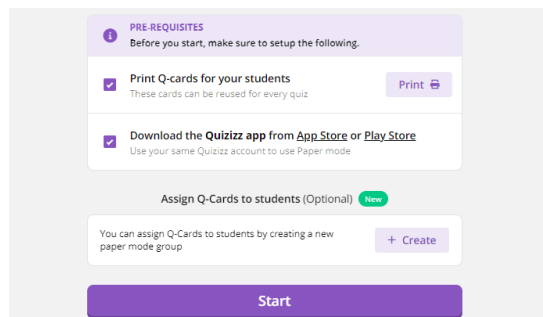


4. Then, click the  button to print the Q-cards.
5. Finally, you can print the Q-cards.

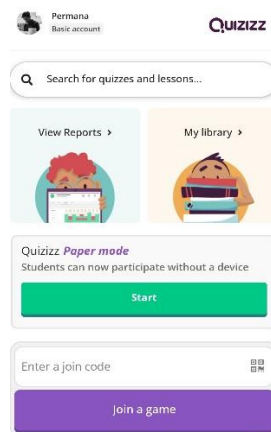


Furthermore, to start the quiz and scan the Q-cards, the following steps are as follows:

1. Using your computer or laptop, go to the library and click  My library button
2. Select the quiz you have made, and click  button
3. Make sure you have thickened the following items, then click  button to run the quiz.



4. Open your Quizzz apps on your smartphone, click **Start** button Quizzz paper mode on your smartphone.



5. Before running the quiz, then choose the quiz you have made.
6. After the quiz running and, let the students answer the questions, then scan the students' codes by clicking **Scan responses** button on your Quizzz app.
7. Make sure the cards are visible, and scan the students' cards using Quizzz app on your smartphone. You may move your smartphone to capture the Q-cards.



8. Then you will see the indicators; green shows the right answer and red shows the wrong answer.
9. Click **Submit** button, then the results will be displayed on the live-view screen.

Students' Perception

In this research, the researcher conducted the case study to discuss the use of Paper-mode Quizizz for formative assessment and figure out the students' perceptiveness over the utilization of Paper-mode Quizizz for formative assessment in teaching and learning English. Further, in collecting the data, the researcher used semi-structured interviews after conducting the quiz using Paper-mode Quizizz in teaching and learning English. The followings were the samples of students' perceptions on the utilization of Paper-mode Quizizz for formative assessment in English teaching and learning:

- ¹ *"I really enjoy using Paper-Mode Quizizz, it is very interesting"* (Fahmi).
- ² *"I think Paper-Mode Quizizz is easy to use. We can just rotate the paper to answer"* (Fina).
- ³ *"It is really fun and interesting. The students will see the score without knowing the name"* (Nurul).
- ⁴ *"Paper-Mode Quizizz is very challenging and competitive"* (Ferdittan).
- ⁵ *"It is easy to use and it is very interesting. I have no time to cheat"* (Allafaf).
- ⁶ *"I am happy using Paper-Mode Quizizz. It is so interesting"* (Ganyu).
- ⁷ *"It is so challenging. We cannot cheat during the test"* (Nanda).
- ⁸ *"The real-time score makes me more motivated"* (Kevin).

⁹ “I think it is good and fun. I am happy because I get good score” (Riva).

¹⁰ “It is very interesting to have the test using Paper-Mode Quizizz. It is fast response” (Ratu)

Based on the samples of data above, it showed that students had positive perceptions of the implementation of Paper-mode Quizizz for formative assessment in English teaching and learning. Besides its ease, the students stated that Paper-mode Quizizz was very interesting and fun. Most students enjoyed the quiz using Paper-mode Quizizz. Further, most students said that it was challenging and competitive. This led to students to more focus on the test so they could not make any cheating. Using Paper-Mode Quizizz also made students more motivated owing to the real-time score. In addition, this real-time score helped the students to see their scores immediately once they have finished answering each question.

CONCLUSION

To sum up, it is stated that Paper-mode Quizizz is one of the alternative platforms offering multiple tools to be utilized for formative assessment in English teaching and learning. In addition, Paper-mode Quizizz uses printable-code cards to deliver the students' answers. The students should show and rotate the Q-cards, then the teacher will scan all response cards to display the real-time answer and score. Moreover, it is stated that most students show positive perceptions of the utilization of Paper-mode Quizizz for formative assessment in teaching and learning English. It is stated that Paper-mode Quizizz is easy to use, enjoyable, fun, challenging, and very interesting. Thus, the students are more motivated to have the test using Paper-mode Quizizz.

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CONFLICT OF INTEREST STATEMENT: The authors declare that the research was conducted in the absence of any commercial or financial relationships that could be construed as a potential conflict of interest.