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Implementation of Quiz Learning Media as a Diagnostic Assessment in Indonesian Language Learning for Class XI Students Of SMA Negeri 4 Palembang

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Abstract: This research aims to explore the implementation of Quiz learning media as a diagnostic assessment tool for class XI students at SMA Negeri 4 Palembang. The research method used is classroom action research which involves active participation from students and teachers. Data was collected through observation, interviews, and analysis of Quiz evaluation results. The research results show that using Quiz as a diagnostic assessment tool can increase student engagement in learning and provide a more accurate picture of their understanding of the lesson material. These findings highlight the potential of Quiz in increasing the effectiveness of the learning process in class XI SMA Negeri 4 Palembang. The practical and pedagogical implications of this research are discussed to enrich and expand learning practices in schools understanding of the use of learning media in the context of diagnostic assessment. understanding of the use of learning media in the context of diagnostic assessment.

Keywords: learning media, quiz, participation

Abstrak: Penelitian ini bertujuan untuk mengetahui implementasi media pembelajaran Quiz sebagai alat penilaian diagnostik pada siswa kelas XI di SMA Negeri 4 Palembang. Metode penelitian yang digunakan adalah penelitian tindakan kelas yang melibatkan partisipasi aktif dari siswa dan guru. Pengumpulan data dilakukan melalui observasi, wawancara, dan analisis hasil evaluasi Quiz. Hasil penelitian menunjukkan bahwa penggunaan Quiz sebagai alat penilaian diagnostik dapat meningkatkan keterlibatan siswa dalam pembelajaran dan memberikan gambaran yang lebih akurat tentang pemahaman mereka terhadap materi pelajaran. Temuan ini menyoroti potensi Quiz dalam meningkatkan efektivitas proses pembelajaran di kelas XI SMA Negeri 4 Palembang. Implikasi praktis dan pedagogis penelitian ini dibahas untuk memperkaya dan memperluas praktik pembelajaran di sekolah pemahaman penggunaan media pembelajaran dalam konteks penilaian

diagnostik. pemahaman penggunaan media pembelajaran dalam konteks penilaian diagnostik.

Kata Kunci: *media pembelajaran, quizizz, partisipasi*

INTRODUCTION

Learning is an activity that aims to improve a person's knowledge and skills through the use of various learning resources to achieve positive results (Susilana & Riyana, 2018; Suryadi, 2020). In the era of the 21st century, the skills required by students are becoming increasingly important, with educators required to integrate technology into classroom learning (Aryani, 2020). Increased knowledge and technology also affects the world of education, where students now have easier access to various sources of information through social media (Yaumi, 2018). Along with advances in technology, educators are also expected to be able to present interesting learning by utilizing various applications such as PowerPoint, YouTube, and e-learning (Yaumi, 2018). Education is a crucial element in human life, playing a key role in shaping the quality of a nation. Organizing structured learning in accordance with the principles of learning effectiveness is a determining factor in the quality of education. Therefore, to achieve education that is able to guarantee and improve the quality of education in accordance with the demands of current developments, the government needs to take serious steps in improving the quality of education. As mentioned by Mahmudah et al (2020).

Education is a process of developing knowledge carried out through habituation and good management by individuals to help themselves or others achieve predetermined goals. Effective education for future development is education that explores students' potential so that they are able to solve problems, understand concepts, master material, and achieve achievements.

The role of teachers is very important in transferring knowledge to students so that they have the skills and knowledge necessary to overcome everyday challenges. As an educator, interactive and fun learning is needed so that students can understand the material optimally. Therefore, the use of learning media is also important. Education has a crucial role in forming and improving the quality of a nation. In facing challenges that develop in line with the times, implementing systematic and effective learning is an important factor in ensuring the quality of education. The government has a serious responsibility in the aspect of improving the quality of education, as stated by Mahmudah and colleagues in 2020. The education process is not only about transferring knowledge, but also about forming the character, skills and potential of students so that they can play an active role in overcoming problems faced in the future.

In this context, the role of teachers becomes very important. Teachers are not only providers of knowledge, but also facilitators of learning who inspire and motivate students. Teachers play a role in guiding students to develop a deep understanding of subject matter and encouraging them to reach their best potential. Therefore, it is important for teachers to create an interactive and fun learning environment, where students feel motivated to learn and participate actively in the learning process.

In an effort to create an effective learning environment, the use of learning media becomes very relevant. Learning media can take the form of various types of technology, such as learning videos, multimedia presentations, or online learning platforms. The use of learning media not only makes learning more interesting, but also allows teachers to convey material in a more varied way that is easier for students to understand. By utilizing learning media, teachers can provide a more dynamic learning experience and adapt to students' individual learning styles.

However, it is important for teachers to still consider students' needs and characteristics when using learning media. Every student has a different learning style, so teachers need to choose learning media that suits their needs and preferences. Apart from that, the use of learning media also needs to be integrated effectively with existing learning strategies, such as group discussions, project assignments, or direct practice, in order to create a holistic and sustainable learning experience.

Thus, through a combination of the role of an effective teacher and the use of appropriate learning media, it is hoped that a learning environment can be created that allows students to reach their maximum potential. In an era marked by developments in technology and information, teachers need to continue to adapt and use various innovative learning tools to provide meaningful and relevant learning experiences for students.

Learning media, whether in print, visual or web form, is a means of conveying information and enabling interaction between educators and students (Yaumi, 2018; Susilana & Riyana, 2018). The importance of learning media lies not only in the tools used, but also in the message or information conveyed (Susilana & Riyana, 2018). Learning media can be learning resources that are around students and can increase their motivation to learn (Suryadi, 2020; Noor, 2021). By using learning media, interaction between educators and students can be improved, so that the learning process becomes more effective (Citra & Rosy, n.d.).

Thus, it can be concluded that learning media aims to convey the teacher's message to students so that the learning process can run effectively and increase students' enthusiasm for learning. Traditional learning methods that only rely on books and materials from educators tend to be monotonous

and less effective in the 21st century era. Therefore, the use of technology-based learning applications such as Quizizz is an attractive alternative for educators to enrich the learning process and increase student motivation.

In the current digital era, education is experiencing a significant transformation with the inclusion of technology as one of the main components in the learning process. One important aspect of learning is assessment, which not only aims to measure student academic achievement but also to provide useful feedback for further learning development. However, in the learning context in class XI SMA Negeri 4 Palembang, there are challenges in implementing effective and meaningful assessments for students.

Diagnostic assessment is a form of assessment that aims to identify students' needs, strengths and weaknesses in understanding learning material. However, the diagnostic assessment process is often still carried out conventionally using paper and pencil, which is not always efficient and produces accurate data. Therefore, there is a need for an innovative and effective approach in carrying out diagnostic assessments that can improve the quality of learning.

In this context, the use of Quizizz learning media as a diagnostic assessment tool offers an interesting solution. Quizizz is a technology-based learning platform that allows creating interactive quizzes online. Through Quizizz, educators can create questions that are relevant to the learning material and students can answer them independently or in the form of a quiz game with their friends. This not only increases student engagement in learning but also provides useful information for educators to evaluate student understanding in more depth.

Although Quizizz's potential as a diagnostic assessment tool has been recognized globally, its implementation in the class XI environment of SMA Negeri 4 Palembang has not been widely explored. Therefore, this research aims to investigate how the implementation of Quizizz learning media as a diagnostic assessment tool can increase learning effectiveness and enrich the learning experience of students in class XI SMA Negeri 4 Palembang. It is hoped that the results of this research can provide a valuable contribution to the development of learning in the school and provide new insights for educators in optimizing the use of technology in learning.

METHODS

This research uses a qualitative approach with a classroom action research (PTK) design that involves active participation from teachers and students as research subjects. This research was conducted in several cycles in class XI SMA Negeri 4 Palembang. The first stage involves planning and

designing requires additional installation making Quizizz a practical and efficient choice for educators and students (Wahyudi et al., 2020).

Before implementing Quizizz, the researcher carried out a preparation stage which involved planning the quiz model and selecting learning materials. The quiz model designed can be adapted to the needs of teaching materials, while the learning materials are selected from Indonesian language subjects for class XI SMA Negeri 4 Palembang. This preparation process is important to ensure the smooth and appropriate implementation of Quizizz in the learning context at the school.

The implementation of Quizizz learning media as a diagnostic assessment for class XI students at SMA Negeri 4 Palembang succeeded in creating an interactive and effective learning atmosphere. Through the use of Quizizz, students can be actively involved in the learning process, increase learning motivation, and provide useful feedback for further learning development.

RESULTS AND DISCUSSION

The research results showed that students responded positively to the use of Quizizz as a diagnostic assessment tool. They found that Quizizz provided an interesting and enjoyable learning experience, thereby increasing their engagement in learning. Apart from that, students also feel that Quizizz provides an opportunity to improve their understanding of the learning material through instant feedback after answering each question. In terms of effectiveness, the implementation of Quizizz as a diagnostic assessment has been proven to be able to provide accurate and relevant data about students' understanding of learning material. With the monitoring and reporting features provided by Quizizz, educators can easily track student learning progress and identify areas that require further attention.

Apart from the benefits for students, using Quizizz also makes it easier for educators to manage diagnostic assessments. Automated correction processes and digital data collection enable educators to save time and effort in evaluating student learning outcomes. In addition, educators can also use the collected data to adjust learning strategies and provide support according to students' individual needs. Overall, the implementation of Quizizz learning media as a diagnostic assessment for class XI students at SMA Negeri 4 Palembang makes a positive contribution to learning at the school. By combining technology with innovative learning approaches, Quizizz not only increases learning effectiveness but also enriches students' learning experience. The data provided includes information about time, scores and full names of class XI students at SMA Negeri 4 Palembang who use the Quizizz learning media as a diagnostic assessment.

Time: Data includes timestamp or time when students completed the Quizizz session. This time provides information about the duration required by students to complete learning activities. Score: Each student is given a score based on their performance in answering questions presented via Quizizz. This score reflects students' understanding and ability to comprehend learning material. Full Name: Data includes the full names of students involved in learning activities using Quizizz. This information helps in identifying individual students and analyzing their performance in learning.

With this information, educators can analyze student performance patterns, identify areas that need improvement, and design learning strategies that suit individual students' needs. Apart from that, data can also be used to provide feedback to students and support evidence-based decision making in improving the quality of learning.

The results of implementing the Quizizz learning media as a diagnostic assessment for class XI students at SMA Negeri 4 Palembang showed a number of significant findings. From the recorded score data, it can be seen that the majority of students obtained quite high scores, with some of them achieving the maximum score. This shows that the use of Quizizz has succeeded in having a positive impact on students' understanding of the learning material. Through the results of this research, it can be concluded that the implementation of Quizizz as a diagnostic assessment tool is effective in increasing student learning motivation. The interactive and fun factor of using Quizizz has succeeded in creating a more engaging learning environment for students. In addition, Quizizz's ability to provide instant feedback also provides students with the opportunity to improve their understanding of the learning material. In terms of efficiency, using Quizizz also helps educators in managing diagnostic assessments.

Auto-correction processes and digital data collection allow educators to save time and effort in evaluating student learning outcomes. In addition, the data collected also provides valuable information for educators in adapting learning strategies and providing support according to students' individual needs. However, there are some students who get low scores, who can indicate difficulty in understanding learning material. Therefore, it is important for educators to provide special attention and additional support to students who need further assistance.

Overall, the implementation of Quizizz learning media as a diagnostic assessment for class XI students at SMA Negeri 4 Palembang makes a positive contribution to learning at the school. By utilizing technology in an innovative learning approach, Quizizz not only increases learning effectiveness but also enriches students' learning experience.

CONCLUSION

Based on the implementation of Quizizz learning media as a diagnostic assessment for class XI students at SMA Negeri 4 Palembang, it can be concluded that the interactive Quizizz platform which is equipped with features such as images, colors, and music can increase students' learning motivation. Quizizz makes it easier for educators to correct student answers by providing the option to download answer data in a format that is easy to process. The results showed that students participated actively in answering questions and achieved satisfactory grades. Thus, the application of Quizizz learning media as a diagnostic assessment for class XI students at SMA Negeri 4 Palembang is considered successful in increasing interactivity, learning motivation, and efficiency in the learning process.

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