

CHAPTER I

INTRODUCTION

This chapter discusses the introduction of the study which covers background of the study, question of study, objectives of study, significances of the study, scope and limitations of study, and definition of key terms.

A. Background of Study

To assist the students in accessing the learning whenever and wherever, teachers use e-learning method in teaching by utilizing information and communication technology. In E-Learning, teachers or students are encouraged to interact directly with digital technology, explore information technology and channel their creativities. Computer device (PCs) or laptops, as well as cellphones connected to the internet network, are used to implement the e-learning system, in order that the teachers can learn together at the same time using groups on social media as a learning tool to ensure students learn at the same time even in place that are different, including activities for the assessment of learning outcomes. Students can also interact with the teachers using several available applications.

There are many online applications that can be used in educational assessments, one of them is Quizizz application (yulia 2019). Quizizz-based learning media are being used in an effort to address traditional learning media issues with ICT-based learning in order to improve students' competency and

learning motivation since the result of learning media is an original, creative, and engaging learning model.

Quizizz is a web tool to create an interactive quiz game that can be used in teaching in the classroom or on the outside of the classroom in the form of homework. In the interactive quiz created, there are 4 answer choices including 3 of incorrect and 1 of correct answer, moreover an image can be added to the background of the question. When the quiz question are completed and prepared, students can log in to the quiz with the code, or log in via the link we shared. Quizizz is very interesting because it can be accessed directly through the browser, it can also be downloaded through the playstore. In this Quizizz, the teacher can determine the processing time for each item of the question, can find out the number of students who have logged in, find out the results of students, save, print, and send the results of student assignments to their parents in the form of an Excel file.

SMKN 1 Sambeng is a public educational institution in Lamongan area. SMKN 1 Sambeng in its learning assessment use the Quizizz application. The use of this Quiziz has started from the beginning of the 2020/2021 school year. Starting from the emergence of Covid-19 which made it difficult to study online and also saw students who were never separated from their smartphones and were always busy accessing various social media until they forgot the time of study. In the end, of all teachers, especially the English teacher, decide to use smartphones in learning activities by utilizing one of the digital applications as an assessment application, and choosing Quizizz as a learning

evaluation tool. This quiz is very attractive in appearance and it triggers the enthusiasm of students in participating the assessment activities.

Online learning with Quizizz demands teacher creativity in making questions for assessment and also mature planning. The implementation of Quizizz at SMKN 1 Sambeng is for daily test. In presenting learning outcomes with Quizizz, it is available in excel form with very complete analysis results, making it easier for teachers to check, assess, and record the results.

There are many previous studies related to this research conducted by Sugian Noor entitled Implementation of quizizz in Learning Assessment on Biological Scope Materials to Improve Student Learning Outcomes in class X.6 SMA 7 Banjarmasin. The type of research is field research, using a qualitative descriptive approach, with observation, documentation, and data analysis methods carried out by data reduction, data display, and drawing of conclusion / verification.

The second research conducted by Cahyani Amildah Citra, with the title The Effectiveness of Using Quizizz Educational Game-Based Learning Media on Learning Outcomes of Office Technology for Class X Students at SMK Ketintang Surabaya. This was an experimental study using a Quasi Experimental Design and a Nonequivalent group pretest and posttest design.

Third, research conducted by Dionisius Heckie Puspoko Jati under the title Improving Civics Learning Outcomes Through Quizizz-Based Online Learning. The aims of the study was to discover the improvement of student learning outcomes in class VIII A of SMP Kristen 2 Salatiga by applying a

quizz-based learning. Classroom Action Research (CAR) is the design of this research. To collect the data, it uses documentation technique. Analyzing learning outcomes with comparative descriptive analysis is the procedure of data analysis. Based on the results of research, discussion, and data analysis described, it can be concluded that online learning using the Quizizz application was able to improve the learning outcomes of Civics Class VIII A Christian Middle School 2 Salatiga.

From some of these studies, the Quizizz research as an assessment tool for learning outcomes in this study is different from previous research. The difference is in the research subjects, namely students at the SMKN level, the research objectives, and the research location. The data analysis technique used descriptive qualitative method.

The students can immediately see the learning outcomes from the leaderboard that appears on the student's screen when they have finished in answer the questions/quizzes. From the background above, the researcher is interested to conduct the research about Implementation quizz as a learning outcome assessment tool.

B. Problem of Study

The problems of this research are as the following:

1. How is the implementation of Quizizz as a tool for assessing student learning outcomes at SMKN 1 Sambeng?

2. What are the underlying problems in the implementation of quizizz as a learning outcome assessment tool?

C. Objectives of Study

Based on the research question above, the purposes of this research is

1. To analyze the implementation of the learning outcomes assessment using Quizizz at SMKN 1 Sambeng
2. To describe the underlying problems in the implementation of quizizz as a learning outcome assessment tool.

D. Significances of Study

In terms of study objectives, the researcher will discuss the significance of this study, which is divided into the following categories:

1. For students

The results of this study are expected to be able to motivate students in utilizing their smartphone for learning activities well and introducing them to the use of technology for learning activities, so that learning is more fun.

2. For teachers

This research is expected to motivate teachers to be creative in good teaching and learning activities. Teachers are also able to create more effective and interesting learning by utilizing today's learning media, able to interact with students using available applications, and able to use these media as a tool for assessing learning outcomes.

3. For other researchers

The author hopes that this research can be a source of knowledge and material for reflection as well as input for other researchers about the importance of teachers in assessing learning outcomes in the digital era, using appropriate learning media so that learning activities become more effective and interesting.

E. Scope and Limitations of study

Based on the background above, in order to this research does not get out of the discussion context and time constraints, this research need to be limited in order that this research is more focused on the implementation of Quizizz as a tool for assessing the learning outcomes of SMKN 1 Sambeng conducted by the teacher.

F. Definition of Key Terms

a. Quizizz

Quizizz is a gamefield student platform with a variety of elements that make learning enjoyable, dynamic, and engaging in the classroom. It can provide formative assessment, offer homework, and engage in other engaging interactions with pupils..

b. Learning Outcome

Learning outcomes are statements that explain the knowledge or abilities that students should have at the end of a specific assignment, class, course, or program, and that help students understand why that knowledge and skills will be helpful to them. They assist students connect learning in different contexts and drive assessment and evaluation by focusing on the context and potential applications of information and abilities.

c. Assessment

Assessment is the process of gathering and discussing data from a variety of sources in order to gain a comprehensive understanding of what students know, understand, and can do with that knowledge as a result of their educational experiences; it culminates when assessment results are used to improve subsequent learning.