



The Effectiveness of Using Quizizz Application in Learning English at the Second Grade of SMPN 01 Pongkok

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DOI:

<https://doi.org/10.47134/jpbi.v1i4.615>

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Received: 05-06-2024

Accepted: 12-06-2024

Published: 19-06-2024



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Abstract: In language, there are rules that used as guidelines for compiling words into a sentence. In English, the rules that regulate words into the composition of a sentence and have this meaning are called grammar. The benefit of learning grammar which includes part of speech and then apply it is to facilitate the preparation of a correct sentence both orally and written. Learning media will attract students' attention and increase student learning motivation. The design in this research is experimental research. The subject of this research was 32 students of eight class A and C of SMP Negeri 01 Pongkok. This study used a quantitative approach using a interviews and instruments. The process of treatment by using Quizizz Application as learning media goes through stages as follows: (1) Stage 1: Giving Pre-test, (2) Giving Treatment, (3) Giving Post-test. The research was aimed to find out the whether Quizizz Application effective to enhance students grammar achievement in second grade of SMP Negeri 01 Pongkok, and also to find out the strenght of significance value the effect of Quizizz Application to enhance students grammar achivement in second grade of SMP Negeri 01 Pongkok. The result of the reseach showed that; (1) The applied of Quizizz Application as learning media effectively enhance the students grammar achievement. (2) The significance value of the effectiveness of Quizizz Application as learning media in the amount of 7,025 based on the t-value. Based on the result of research, it can be concluded that the effectiveness of Quizizz Application as learning media towards the english grammar achievement of the second grade students of SMP Negeri 01 Pongkok was effectively to enhance the grammar achievement and show the strenght of significance.

Keywords: English Grammar Achievement, Quizizz Application, Tenses

Introduction

Language is a tool in the form of sound and gestures used as a means of communication. According to (Wibowo, 2001) "Language is a system of symbols that are meaningful and articulate sound (generated by said tool) which are arbitrary and conventional, which is used as a means of communicating by a group of human beings to give birth to feelings and thoughts." Language means the sounds produced by human, serves to convey feelings and thoughts, and create a communication. The language between human groups is also different, due to the nature of language, which is conventional and arbitrary. In the English Dictionary, conventional is an adjective that has a meaning based on a general convention (agreement). While arbitrary is an adjective which means of an action, a decision, and a rule. Language cannot be separated from rules and words. In language, there are rules that used as guidelines for compiling words into a sentence. Where sentences compiled according to these rules have meaning, so they can be understood. Sentences that have meaning can create communication in language. Now, grammar has been taught and learned in school. To teach grammar there are two approaches which can be used by teachers. The approach is divided into two, namely the deductive approach and the inductive approach. In practice, the deductive approach is carried out in a straight way, where teaching grammar is done by providing an explanation of the grammar rules, then students give examples of sentences which appropriate with grammar rules.

In English, the rules that regulate words into the composition of a sentence and have this meaning are called grammar. Thornbury, S (2000:4) concludes "Grammar is a process for making a speakers or writers meaning clear when contextual information is lacking". Based on the interview with the English teacher at SMP Negeri 01 Ponggok, namely Mr Yusuf, it can be found that in teaching grammar in second grade, teachers use learning media based on book and technology. It is in line with the rapid development of technology. The development of technology makes it easier for humans to carry out their activities in various fields. As happened in the field of education, where schools are already facilitated with technology, such as language laboratory and computer laboratory.

Based on the several things related to language, grammar, the process of learning activities, the development of technology and applications, as well as the results of research and development of the Quizizz Application. Researchers want to conduct research in different schools and use the Quizizz Application to teach grammar, in order to know the learning achievement of eighth grade students. Where the researcher will conduct a research entitled "The Effectiveness of Using Quizizz Application In Learning English at the Second Grade Students of SMP Negeri 01 Ponggok".

Research Methodology

The research method is an activity to find new things or prove a theory systematically. To test the effectiveness of the Quizizz Application on the achievement of English grammar, the researcher used an appropriate research method, namely experimental research. This study uses a quantitative approach as described by Creswell (2012) stated "an experimental design is the traditional approach to conducting quantitative research." Therefore, this study has two variables, namely the independent variable and the dependent variable. The independent variable in this study is the effect of using Quizizz Application (X), while the

dependent variable is grammar learning achievement (Y).

In this research, the researcher choose to applied quasi-experimental design. Where the sample was chosen by the researcher based on the same number of sample and the group who has smartphone. Moreover, Creswell (2012:309) stated “quasi-experiments include assignment, but not random assignment of participants to group.” After choose the design, the data in this research was collected by pretest and posttest. The pretest was given to experimental and control group. The next step is treatment which applied in experimental group. And the last is posttest which given to both of the groups. Therefore the research used pretest-posttest control group design (non-equivalent control group design).

Result and Discussion

A. Findings of the Experimental and Control Group

To find out the students' English grammar achievement before and after taught by using Quizizz Application, the researcher conducted pretest and posttest towards sample. The test was given to the experimental group and control group which is both of them consist of 32 students. The kind of the test that used of the researcher is multiple choice. The test consist of 30 questions that given to both of them in form of paper-based test. The pretest was given to experimental and control group. Pretest was given to both of them to measure the English grammar achievement. After the pretest was done, the experimental group was given the treatment by researcher using the Quizizz Application. For the control group the researcher taught the material by using the conventional method. For the first time of treatment was given to experimental group, the students looked enthusiastic to pay attention the explaining by researcher because curious about the application. Where as the control group was taught the material for the first time by using book.

The posttest was given to both of experimental and control group. The students should answering the multiple choice test in paper-based test. The kind of the test was same for both of them. Thus, after the students took the test, the researcher obtained the data (score). The result of measure data in experimental and control group presented as follow :

1. The Pretest of Experimental Group

The pre-test was given to the students before the treatment. The experimental group was consists of 32 students of class 8A. By using the SPSS can obtained the data are as follow: the lowest score was 40, the highest score was 80, the mean was 55,75 , the median was 55, and the mode was 57.

2. The Post-Test of Experimental Group

The post test was given to the students after the fourth of treatment. By using the SPSS can obtained the data are as follow: the lowest score was 80, the highest score was 100, the mean was 89,28 , the median was 90, and the mode was 90.

3. The Post-Test of Control Group

The post-test was done in August, 18th 2022. The test was given to the students after the fourth of treatment. By using the SPSS can obtained the data are as follow: the lowest score was 70, the highest score was 93, the mean was 79,16 , the median was 80, and the mode was 80.

4. The Difference of Data Statistic of Experimental Group

To find out the answer for first questions of “Is Quizizz Application effective to enhance the students grammar achievement in second grade of SMP Negeri 01

Ponggok?" the researcher measured pretest and posttest score of experimental group by using SPSS. Based on the table above, it can be known the difference of students score in pretest and posttest. The standard deviation of pretest was 11,077 and posttest was 5,182. The students mean score of pretest was 55,75. While the students mean score of posttest was 89,28. From the explanation above can be seen that the students mean score of experimental group was increase as much 33,53.

Therefore, the used of Quizizz Application as learning media be able to enhance the students grammar achievement. The significance value of the students mean score in the experimental group be able measured by using SPSS.

The result of measurement paired samples test above showed that in the paired differences row there were mean (-33,531), standard deviation (8,568), standard error mean (1,515) lower (-36,621) and upper (-30,442). While the *t* value was -22,137. Therefore *df* was 31. Moreover the Sig.(2-tailed) was 0,000. Based on the result of *t-value* which is negative (- 22,137) this is because the pretest score is lower than the posttest value. To find *t-table*, it can be seen from the *df* and significance value (0,05) where is the *t-table* was 2,039513. Thus, the value of *t-hitung* 22,137 > *t-table* 2.0395, so based on the basis of decision, it can be concluded that H_0 was rejected and H_a was accepted. Where the hypothesis as follow: (H_0) state that there is no enhance of the students grammar achievement and (H_a) state that there is enhance of the students grammar achievement.

After the data of pretest and posttest was measured then the value of significance (2- tailed) was 0,000. Based on the first question "Is Quizizz Application effective to enhance the students grammar achievement in second grade of SMP Negeri 01 Ponggok ?" the researcher made hypothesis as follows: (H_0) state that there is no enhance of the students grammar achievement and (H_a) state that there is enhance of the students grammar achievement. Accordingly to the basis of interpretation of paired sample *t* test (Singgih Santoso, 2014:265) as follows: (1) If Sig.(2-tailed) < Research Alpha(0,05), then H_0 is rejected and (2) If Sig.(2- tailed) > Research Alpha (0,05), then H_a is not rejected. The result of significance value above was 0,00, it means that the H_0 is rejected. Based on the measurements above, it can be seen that the students score after received treatment enhance by 33,53, the *t-value* was 22,137 and the significance value(2-tailed) was 0,00. Thus, the result of hypothesis was there is enhance of the students grammar achievement. Therefore the Quizizz Application is effective to enhance students grammar achievement.

B. Discussion

The research was conducted quasi-experimental design by using Quizizz Application as learning media for eight grade students of SMP Negeri 01 Ponggok. The sample has 64 students which divided into two group. The first group was experimental group that consist 32 students of class 8A. The second group was control group that consist 32 students of class 8C. Furthermore, the research design was used experimental design. Which is used three steps to find out the result of research. The first step of experimental research was given pretest to the students. The pretest was given to obtain the data as follows: the experimental group was 55,75 and the control group was 55,19. The data obtained by the paper-based test that consist 30 questions of multiple choice. The both of group was given 45 minutes to finished the test. The second steps was treatment. Treatment was done in

different way for two groups. The experimental group applied the Quizizz Application as learning media. The control group applied the conventional method, which is mostly using book as learning media. The treatment was done in four times. The first time the students in experimental group was introduced the Quizizz Application. The reaction of students was excited and curious about the game.

In accordance with Hassan's (2016) theory, games on Android are becoming increasingly popular and the demand for more challenging games is increasing. Some of students asked how to operate the game and the inside (features) of the game. Based on that situation can be discussed that the using game as learning media was effective to gain the interest of learning. In other hand, the control group was learning grammar based on the book. The students pay attention the explanation and write down the important note on their book. The different between the experimental and control group when learning process was in their reaction. Which is some of students in control group was quite calm.

The last steps of experimental research was given posttest to the students. The posttest was given to measure students knowledge about tenses after giving the treatment. The result of posttest as follows: the experimental group mean score was 89,28 and the control group mean score was 79,16. It showed that their score in posttest better than the pretest (first step). The posttest was given as paper-based test that consist 30 questions of multiple choice. Nana Sudjana and Rivai (2011:2) said if learning media has benefits. First, learning media will attract students' attention and increase student learning motivation. Second, students will easily understood the teaching material so they will master the teaching goals better. Third, the teaching method will be more varied, the students will do more learning activities such as observing, doing, and presenting. Based on that statement recently the learning media are develop better times goes by. The combination of real life simulation, computer, and android in learning process has benefits to increase student motivation.

The applied of Quizizz Application as learning media has benefit to students as follows: (1) The students of experimental group can do exercise everytime on their own smartphone. (2) The students can learning the material without the book. (3) The Quizizz Application has completed material of grammar included the exercise

Conclusion

Based on the findings as described in chapter 4, it was known that the result paired sample test (t -value) was -22,137, the difference mean score was 33,53, and the significance value (2-tailed) was 0,000. Referred to the result of the calculation it can be conclude that the hypothesis null (H_0) was rejected. Thus, the answer can obtained for the questions "whether the Quizizz Application effective or not to enhance the students grammar achievement in second grade of SMP Negeri 01 Ponggok?". Thus, it concluded that Quizizz Application is effective to enhance the students' grammar achievement in second grade of SMP Negeri 01 Ponggok.

Secondly, the result of calculation between independent sample test which explain in chapter 4, showed the mean score of posttest experimental group was 89,28 and control group was 79,16, the t -value was 7,025, and the significance value was 0,00. Thus, to answer the questions of "to what extend is the effectiveness of Quizizz Application to enhance the students grammar achievement in second grade of SMP Negeri 01 Ponggok?", then it is conclude based on the hypothesis null (H_0) which was rejected. If looked at the t -value

bigger than *t-table* then the extended of the effectiveness of Quizizz Application to enhance 42 the students grammar achievement in second grade of SMP Negeri 1 Ponggok was as much 7,025.

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