

STUDENTS' PERCEPTION TOWARDS INTEGRATING QUIZIZZ APPLICATION IN BASIC ENGLISH GRAMMAR LESSON

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Abstract. This study aims to describe the students' perceptions on using Quizizz, a tool for online gamified quiz, in Basic English Grammar lesson for the first-semester students of English Education Department, State University of Manado. This research uses a qualitative descriptive method by collecting data using observation and closed ended questionnaires with 30 students. It explores students' views on the effectiveness, ease of use, and motivational impact of Quizizz. The findings show that most students have positive opinions about the application, with many agreeing that Quizizz enhances their grammar learning, makes lessons more enjoyable, and is user-friendly. Quizizz was also found to encourage independent learning and facilitate engagement with the material. Despite the overall positive feedback, some students expressed concerns about the tool's applicability to subjects beyond grammar. These results suggest that while Quizizz is effective for teaching Basic English Grammar, further adaptation may be needed to expand its use in other areas of study. Overall, Quizizz proves to be a valuable educational tool.

Keywords: Students' Perception, Quizizz Application, English Grammar

Abstrak. Penelitian ini bertujuan untuk mendeskripsikan persepsi mahasiswa tentang penggunaan Quizizz, sebuah alat untuk kuis gamifikasi online, dalam pelajaran Tata Bahasa Inggris Dasar untuk mahasiswa semester pertama Jurusan Pendidikan Bahasa Inggris, Universitas Negeri Manado. Penelitian ini menggunakan metode deskriptif kualitatif dengan mengumpulkan data menggunakan observasi dan kuesioner tertutup kepada 30 mahasiswa. Penelitian ini mengeksplorasi pandangan siswa tentang efektivitas, kemudahan penggunaan, dan dampak motivasi dari Quiz. Temuan menunjukkan bahwa sebagian besar siswa memiliki pendapat positif tentang aplikasi ini, dengan banyak yang setuju bahwa Quiz meningkatkan pembelajaran tata bahasa mereka, membuat pelajaran lebih menyenangkan, dan mudah digunakan. Kuis juga ditemukan mendorong pembelajaran mandiri dan memfasilitasi keterlibatan dengan materi. Terlepas dari umpan balik positif secara keseluruhan, beberapa siswa mengungkapkan kekhawatiran tentang penerapan alat ini untuk mata pelajaran di luar tata bahasa. Hasil ini menunjukkan bahwa meskipun Quiz efektif untuk mengajarkan Tata Bahasa Inggris Dasar, adaptasi lebih lanjut mungkin diperlukan untuk memperluas penggunaannya di bidang studi lain. Secara keseluruhan, Quiz terbukti menjadi alat pendidikan yang berharga.

Kata Kunci: Persepsi Mahasiswa, Aplikasi Quizizz, Tata Bahasa Inggris

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INTRODUCTION

Integrating technology into basic English grammar classes has become increasingly important in today's digital era. With the advancement of technology, students now have access to an array of tools and resources that can enhance their learning experience and improve their understanding of grammar knowledge. Lecturers can utilize various technological tools such as grammar apps, online platforms, interactive websites, and multimedia resources to engage students and make the learning process more interactive and interesting. Therefore, integrating technology into grammar classes can provide students with opportunities to practice grammar exercises and receive practical feedback, allowing them to identify their mistakes and learn from them more effectively.

Additionally, Quizizz application is one of technological tools which can help create a more dynamic and immersive learning environment by incorporating multimedia elements such as pictures, audio recordings, and interactive Quizizzes. Quizizz is one of the online assessment media that is usually used by teachers for class quiz activities that can be accessed by all students in a fun way because this application is game-based with features that are funny, interesting, and easy to use (Basuki & Hidayati, 2019). By incorporating it into basic English grammar classes, teachers can expose students to real world examples of grammar usage through authentic multimedia sources. The use of it in grammar classes has also been found to promote collaborative learning and provide opportunities for learning assessment. Web tools provide rich experiences for students and can introduce, support, extend and assess classroom instruction. Otherwise, the students are motivated, active and may build the students conceptual skills (Hamilton, 2022, p.32). Quizizz plays an important role in education and has been widely adopted by schools and universities. While the app does have limitations, its positive impact on the learning process makes it a useful tool when used appropriately.

Nowadays, many EFL lecturers have integrated the Quizizz application into the teaching and learning process particularly in Basic English Grammar Class at English Education Department, State University of Manado. Based on the observation, the tools used in the classroom is seen as learning media to learn grammar such as part of speech like noun, verb, adjective and others. The app provided analysis of assessment items and graphs of students' scores, which helped lecturers evaluate learning. The result of the observation showed that the students felt more motivated to face assessments with Quizizz's game features to learn grammar. It helps the students to be motivated and enjoy the learning process. Basic English grammar is the method through which we connect words to form a meaningful sentence with the help of some general rules applied. Therefore, the students can do some exercise to increase

their grammar knowledge through Quizizz Application. For example, the students do exercises about noun by filling in the blank use Quizizz Application. Thus, the students enjoy because they can practically do the assignment through it.

In addition, Hong (2003) states that perception is a person's thought about something he has learned to measure how he or she behaves towards the use of something, whether he or she agrees or not about that method or about something he or she has learned. It means that students have their own opinion about something that they got from teaching and learning process and how they react toward it. Therefore, it is important to analyze the students' perceptions about the function of Quizizz Application in the learning activities. Moreover, Sidhu (2003) states that students' perceptions are students' perspective on something that happens in the classroom learning process and produced it with suggestions or arguments for teachers or classmates to improve their language processes. So, the students' perception is the process of students' treatment of information about an object that applies in the school environment, especially in the classroom through observation with the sense owned, so students can give meaning and interpret observed object.

Additionally, perception is the process by which individuals give meaning to their environment or individual processes in receiving, processing, storing, and reproducing information through organizing and interpreting sensory impressions. Robbins et al., (2016) said that perception is a mechanism by which individuals give meaning to their environment through the organization and interpretation of sensory impressions. According to Robbins & Judge (2007) stated that positive perception and negative perception are the two types of perception. Positive perception, according to Robbins & Judge (2007), is the appraisal of information or objects by a person who has positive expectations for or ideas about the thing being perceived. One's satisfaction with the perception's source object is what leads to this positive perception (Hanif, 2019). When someone perceives information or objects, they do so while harboring negative feelings. People's dissatisfaction with the thing that is the source of perception is what leads to the creation of negative perception (Puspita & Hanif, 2019). This might be understood as a person's appraisal of information or a source of perception that they have perceived negatively.

Moreover, student perceptions play a key role when evaluating the effectiveness of such an intervention. Understanding how students feel about using Quizizz provides valuable insight into how Quizizz impacts their learning experience in grammar class. Positive recognition can indicate improved engagement and understanding, and identifying problems can help lecturers refine strategies. Emphasizing student feedback helps ensure that teaching methods are aligned

with learners' needs and expectations. In addition, the integration of Quizizz can tackle the limits of traditional grammar education. This allows lecturers to interact the rules and exercises of grammar and promote deeper understanding. The competitive and fun aspects of Quizizz also create a positive learning environment where students are motivated to participate and improve their skills without the fear of being judged. This modification encourages collaborative learning and peer interaction, which are essential for developing language skills. To sum up, it is important to describe how the students' perceptions about integrating online application like Quizizz into basic English grammar lesson at Manado State University. This study aims to provide evidence-based recommendations for improving grammar teaching practices by analyzing students' perceptions. This approach not only benefits students but also helps lecturers implement innovative methods to improve the quality of teaching and learning process.

METHOD

This study aimed to describe students' perceptions of using Quizizz in Basic English Grammar lessons in the first semester of the English Education Department at the State University of Manado. The study uses a descriptive qualitative research design to describe the students' perceptions regarding the integration of Quizizz into their grammar lessons. Creswell (2003) describes that qualitative research is a combination of a procedure for observing and collecting information in order to gain a clearer understanding of a. This design is appropriate for understanding the nuances of students' views, attitudes, and feelings toward using Quizizz in their Basic English Grammar learning. The participants of this study are first semester students enrolled Basic English Grammar Lesson in the English Education Department at the State University of Manado. The number of the participants are 30 students. The techniques to collect the data are observation and questionnaires. Observation is used to observe the classroom situation when the teaching and learning Basic English Grammar and close ended questionnaire distributed to all participants, containing both closed and open-ended questions to capture general views and personal reflections on using Quizizz. The questionnaire assess students' attitudes toward the app and their perceived effectiveness in improving grammar. The data collected through questionnaires analyzed using thematic analysis, which involves identifying, analyzing, and reporting patterns or themes within the data.

RESULT AND DISCUSSION

The findings of this study shows significant insights into students' perceptions of using Quizizz in Basic English Grammar lessons. The integration of Quizizz into the learning process showed positive effects on student engagement, motivation, and grammar learning. Below are the table of the students' response.

Tabel 1. The students perception towards integrating quizizz in grammar lesson

Statements	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Quizizz can enhance learning experiences	5	25	0	0	0
Quizizz is easy to use and has positive impact in learning activities	30	0	0	0	0
Quizizz is a practical tool without paper	3	27	0	0	0
Quizizz can motivate me to learn grammar	24	6	0	0	0
Quizizz is effective to reinforce grammar concepts	7	20	2	1	0
Quizizz promote independent learning and practical tool to collect assignment	21	9	0	0	0
The features of Quizizz provided activites outside the classroom	30	0	0	0	0
Students can use Quizizz in another lesson	20	2	0	5	3
Quizizz can help to develop knowledge about grammar materials	3	25	1	1	0
Quizizz encourage students to participate in a competitive way	25	5	0	0	0

The data in table above reveals that students generally have positive perceptions of Quizizz as a learning tool. Most students believe that Quizizz enhances learning experiences, as 5 students strongly agree and 25 agree with this statement. All students unanimously agree that Quizizz is easy to use and positively impacts learning activities. Similarly, 27 students agree, and 3 strongly agree that it is a practical, paperless tool. Quizizz also appears to motivate grammar learning, with 24 students strongly agreeing and 6 agreeing. It is effective in reinforcing grammar concepts, supported by 7 students strongly agreeing and 20 agreeing, though a few (2 neutral, 1 disagree) express reservations. Additionally, Quizizz is seen as a tool that promotes independent learning and helps in collecting assignments, with 21 students strongly agreeing and 9 agreeing.

Moreover, all students strongly agree that Quizizz facilitates activities outside the classroom, emphasizing its utility beyond conventional learning environments. However, its applicability to other lessons shows mixed responses-20 students strongly agree and 2 agree, but 5 disagree and 3 strongly disagree. Most students find Quizizz helpful in developing grammar materials, as reflected by 25 students agreeing and 3 strongly agreeing, with minimal disagreement. Lastly, Quizizz is widely acknowledged for fostering competitive participation, with 25 students strongly agreeing and 5 agreeing. Overall, the data suggests that Quizizz is a highly valued tool, with students appreciating its practicality, user-friendliness, and positive impact on learning, particularly in grammar. However, some challenges exist in extending its perceived usefulness to other lessons.

The data shows that most of students gave positive feedback, showing that Quizizz makes learning more effective and enjoyable, though some areas could still be improved. Basuki & Hidayati (2019) describe Quizizz as a fun technological tool, interactive tool that is simple to use and great for assessments. It also helps assess learning more efficiently, offering instant feedback to show students their strengths and areas for growth (Singh, 2024, p.68). The data confirms this, as 30 students agreed that Quizizz improves their learning.

They appreciated its practicality, paperless system, and usefulness for extra learning activities. These findings suggest that Quizizz's fun and user-friendly features make learning easier and more enjoyable for students. Students felt more motivated to face assessments with Quizizz's game features to learn grammar. It helps the students to be motivated and enjoy the learning process. Basic English grammar is the method through which we connect words to form a meaningful sentence with the help of some general rules applied. So, the students can do some exercise to increase their grammar knowledge through Quizizz Application. For example, the students do exercises about noun by filling in the blank use Quizizz Application. Thus, the students enjoy because they can practically do the assignment through it.

The example is the lecturer uses Quizizz to make learning about subject-verb agreement fun. Students join the game using a code and answer questions like "*which sentence is correct? she walk to school every day or she walks to school every day?*" When they answer, they get feedback right away. If they pick the wrong answer, a message explains the correct one: "*The correct sentence is she walks to school every day. Add an 's' to the verb for singular subjects!*" A leaderboard shows who is doing well, and this makes the students excited to keep trying. At the end of the game, the lecturer goes over the answers and explains any tricky questions. The students enjoy the activity because it's fun and helps them understand grammar better. Therefore, the students enjoy use Quizizz application while learning grammar. Moreover,

Hong (2003) defines perception as an individual's thoughts about something they have learned, which influences their behavior. In this study, students demonstrated positive perceptions of Quizizz, as reflected in the majority of "Strongly Agree" and "Agree" responses for statements such as its ease of use, motivation for learning grammar, and fostering independent learning. This indicates that students' positive experiences with the tool translate into favorable attitudes toward its use in education. Sidhu (2003) highlights that students' perceptions are shaped by their classroom experiences and provide insights for improvement. The data illustrates that Quizizz effectively motivates students to learn grammar (30 students agree or strongly agree) and reinforces grammar concepts (27 students agree or strongly agree). These findings reflect students' satisfaction with the tool, suggesting it addresses specific educational needs in a classroom setting. The small percentage of disagreement regarding its use for other lessons (5 students disagree, 3 strongly disagree) indicates room for further exploration of its adaptability to various subjects.

Furthermore, Robbins et al., (2016) describe perception as the process of interpreting sensory information to understand the environment. Students' high satisfaction with Quizizz seems to be linked to its game-like design, instant feedback, and competitive elements, which align with the principles of gamified learning. These features make learning more engaging and interactive, encouraging students to participate actively. The positive feedback suggests that students find the tool enjoyable and effective for enhancing their learning experience. Moreover, Robbins & Judge (2007) further categorize perceptions as either positive or negative. Positive perceptions come from satisfaction, while negative ones arise from dissatisfaction (Hanif, 2019). The data shows that most students have a positive view of Quizizz due to its engaging and practical features. However, a small number of students shared negative perceptions, especially regarding the tool's suitability for other lessons. This feedback highlights areas where Quizizz may not fully meet expectations, suggesting room for improvement in its application across different subjects. The findings align with theories of web tools which provide rich experiences for students and can introduce, support, extend and assess classroom instruction.

Otherwise, the students are motivated, active and may build the students conceptual skills (Hamilton, 2022, p.32). The data demonstrates that Quizizz fosters a sense of competence (through immediate feedback and rewards) and autonomy (allowing students to engage with content at their own pace), which are critical for positive perceptions. Additionally, Vygotsky's Sociocultural Theory supports the notion that tools like Quizizz scaffold learning and promote collaboration and independence. This is evident in the students' responses that Quizizz

promotes independent learning (21 strongly agree, 9 agree). The tool's ability to extend learning beyond the classroom (30 strongly agree) also aligns with modern pedagogical practices that emphasize integrating technology to support diverse learning environments.

CONCLUSION

The students' perception towards integrating Quizizz Application in basic english grammar lesson that Quizizz is a helpful, fun, and easy-to-use tool for learning. Most students like using it because it motivates them, helps them understand grammar better, and makes learning more enjoyable. The results indicate that most students have a positive view of the application, with many agreeing that Quizizz improves their grammar learning, makes lessons more enjoyable, and is easy to use. Quizizz was also found to encourage independent learning and help students engage more with the material. While the feedback was generally positive, some students raised concerns about how well the tool works for subjects other than grammar. These findings suggest that, although Quizizz is effective for teaching Basic English Grammar, some adjustments may be needed to make it suitable for other subjects. Overall, Quizizz is considered a valuable educational tool.

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