



Developing Question Items Through Quizizz in Grade X MAN 1 Blitar

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Abstract

This study aims to develop question items through quizizz application for students of class X Religious 1. Based on the results of interviews with 21 students. Learning english in the classroom during the pandemic many students have difficulty in reading skills because students cannot practice it directly with their teacher and friends. In addition to being a student, which makes students bored with monotonous lesson. This research and development refers to the Borg and Gall design. The data collection instrument used was a questionnaire. The data collection techniques were interviews and observations. The Process of developing question items through quizizz application is research and development steps are: (1) Potential and problem, (2) Data collection, (3) Product design, (4) Design validation, (5) Design revision, (6) Product testing, (7) Trial use, and (8) Product revision. The results of developing question items through quizizz application is the researcher analyzed the data from a questionnaires by presenting it and then comparing it with the validity criteria, the data obtained was 70.3% from media expert and 63% from material expert, which means valid or feasible to use. From the teacher have 79% is valid and feasible to be more active in learning. After being tested for effective and practical development products, this is evidenced by the analysis of students satisfaction questionnaires which is used as the main reference for product feasibility. The data results show 76.6% which means students are very helped and motivated by the help of learning media application from the product, namely the application quizizz.

Keywords: Development, Question, Quizizz.

Introduction

Learning is a process of developing knowledge, skills, and attitudes in a new domain that occurs when a person interact with the environment and the information its gets. At the beginning of 2020, the world community was shocked by the Covid-19 pandemic. This pandemic has a profound impact on all fields, including education. Formal education which is usually carried out directly in school by doing face-to-face meeting must be constrained by this pandemic. Transmission through contact between humans is difficult to predict because social activities that cannot be avoided are the biggest cause of the spread of Covid-19. The only solution that can be chosen to overcome, the obstacles during this pandemic is by doing

online learning. In general, media is the plural word for medium, which means intermediary. According to (Arsyad, 2013) states that "the media is an introduction or intermediary for messages from senders to message recipients". This understanding is in line with the opinion of (C, 2011), which states that "the term media or medium is an intermediary that delivers information between the source and receiver". In addition, education experts define E-Learning as a distance learning process by combining learning principles combined with technology. One type of E-Learning in Indonesia is Quizizz. According to (Purba, 2019) game quizizz is a game-based educational application, which brings multi-selection activities to classrooms and makes classroom interactive and fun

exercises. According to (Makrifah & Widiarini, 2019) is critical. In the age of globalization and technology, society need solid english language skills, as well as opinions (Mubarok et al., 2020). Based on the results of interviews with 21 students. Learning english in the classroom during the pandemic many students have difficulty in reading skills because students cannot practice it directly with their teacher and friends. In addition to being a student, which makes students bored with monotonous lesson. The reason of researcher chose this school is because this school has implemented the 2013 Curriculum and is the government's target school in implementing the 2013 Curriculum in the 2019/2020 school year. Based on the results of observations by researcher with an english teacher at MAN 1 Blitar on January 6,2021. Namely the school has implemented the 2013 curriculum. The learning resources used in schools are the package books, supporting books, internet, and the book intan pariwara. English books used in schools attract students to master english. English textbooks in schools make it easier for teachers to improve students' english skills both orally and in writing. At the school using E-Learning to provide and work on questions and assignments. From the results of this research, the researcher wants to develop question item through the quizizz application.

The finding of past studies utilizing the quizizz application as a learning medium to practice reading skills in German, namely: Research conducted by (Amiroh & Afifah, 2021) with the title " Quizizz as a learning medium to practice reading abilities in German". There are parallels between this article and the researcher, notably reading skills utilizing the quizizz application. The distinction is in (Amiroh & Afifah, 2021) paper on German reading skills, but the author's researcher is a question items. Based on the problems above, the researcher are interested in conducting research on " Developing question items through quizizz in grade X MAN 1 Blitar". The subject used as research material by the researcher is the students grade X Religious 1 at MAN 1 Blitar. The material is recount text. Based on the formulation of the problem, the research objectives are as follow: To describe the process of developing question items through quizizz in grade X Religious 1 at MAN 1 Blitar and to describe the results process of developing question items through quizizz in grade X Religious 1 at

MAN 1 Blitar. To make research more specific and focused, this researcher supports taking into account the ability of researcher. Research limitations can be determined as follows: In the meeting with student researcher using the google form which is shared through E-Learning school as an instrument for collecting data. Development of this question items discuss about recount text. Pandemic constraints are limitation field trials. Many researchers related to the development of questions items have been carried out before, but there are some differences and similarities with this research. From Fang zhao (2019) the title is using quizizz to integrate fun multiplayer in the classroom, which is loaded in internasional journal of higher education 8 (1). The result of this research is that using quizizz can improve students' learning experience. In addition, students who use quizizz give higher evaluation scores and quizizz has a positive impact on student involvement and student learning outcome in accounting class. The difference from this research is that research use quizzes to provide evaluation scores, but the researchers that will be carried out by researchers develops question items. The similarity is using the quizizz application where the application plays an important role in online learning during the pandemic. From Faradina'i ima (2018) the title is higher order thinking skill questions in reading exercises from this results the research have a similarity is conducted based on the importants of reading skill. But the research have a difference namely faradina improve reading skill with higher order thinking skill question in exercises in "BRIGHT"but the research will to improve reading skill with developing question items in quizizz application.

Material and Method

The model developed in this study is to use the development model presented by (Meredith D. Gall, 2003) in (setyosari, 2010) The strategy for developing an educational product by Borg and Gall is referred to as research and development, which is a process used to develop and validate educational products. The product produced in this study is the development of question items through the quizizz application for ten grade students of MAN 1 Blitar by raising the recount text material. The researcher used eight stages of development from ten stages in development proposed by Borg and Gall because in the pandemic constraints are limitation fields

trials. In terms of procedure, the research steps proposed by (Meredith D. Gall, 2003) and changes depending on the research demands of question items generation using the quizizz application are as follows: Potential and problem, data collection, product design, design validation, design revision, product testing, trial use, product revision.

The development research instrument used to collect data on developing question items through quizizz on the recount text material is as follows:

a. Questionnaire

A questionnaire is a research instrument in the form of a list questions or a written statement that must be answered or filled out by the respondent in accordance with the instructions for filling it out.

1. Validation questionnaires

Validation questionnaires are addressed to validators, namely media expert and material expert. This questionnaire was used by researcher to find out information about the assessment of question items development through the quizizz application which was developed through criticism, suggestions, responses, input from experts. The validation questionnaire in this study was prepared based on the material instrument lattice assessment criteria, namely accuracy and suitability of the presentation, language accuracy with good and correct english rules, communicative language. In the question items display instrument, it is seen from the use of colors in the application, the use of images, color combinations, and also the design of making the question items in the quizizz application according to the recount text material.

2. Students response questionnaire

The students response questionnaire was aimed at students of class X Religious 1 at MAN 1 Blitar. This questionnaire was used by researchers to find out information about students enthusiasm and interest in using and answering questions in the quizizz application developed in this study. The process

of filling out the response questionnaire was carried out by the researcher giving the google form link which was sent via Whats-App to the english teacher. The students response questionnaire in this study was prepared based on the assessment criteria of the lattice instrument of students interest in developing the question items through the quizizz application, students understanding of the material presented and the appearance of questions in the quizizz application.

3. Teacher response questionnaire

Response questionnaire for teacher are used to find out how feasible the product used to learning.

4. Documentation tool

The documentation tool used in this research is in form of photo screenshots, used to take photo images during the testing process through the quizizz link that has been shared with the teacher. Documentation method is needed by researchers to strengthen data that has been obtained from observations and interview.

In this study using data collection techniques in the form of interviews and observations.

a. Interview

Interview in this study were conducted at the research stage and data collection. Interview techniques are used to obtain qualitative data, which is in the form of information about the applications used by teachers in the implementation of learning english as well as problems that exist in the classroom at the time of evaluating english learning.

b. Observation

Observations were carried out to determine student activities in the E-Learning or Whats-App during the implementation of learning activities with the teacher and during the implementation of online learning evaluations.

Validity

Product validation is done to assess whether the design of the english question items developed is to appropriate and to find out whether these are any discrepancies in the product made from both the appearance and the content. The product validity test is carried out by a team of

Table 1. Percentage of Validity

Percentage (%)	Validity Category	Explanation Eligibility Category
85%-100%	Very valid	Very decent
70%-84%	Valid	Feasible
55%-69%	Less valid	Less feasible
40%-54%	Invalid	Very imporor

Table 2. Percentage the eligibility category

No	Percentage (%)	Eligibility category
1	<21%	Very imporor, needs revision
2	21-40%	Less feasible, needs to be revised
3	41-60%	Decent enough, needs to be revised
4	61-80%	Feasible, does not need to be revised
5	81-100%	Very decent no need to revise

experts consisting of material, and media expert. Namely teaching media expert is Siti Rofi'ah M.Pd, material expert lecturer is Abd. Charis Fauzan, M.Kom. Researchers asked experts as validators to assess and provide input both in terms of strengths and weakness of product development.

Reliability

Data obtained from respondents through a questionnaire then performed data analysis. Data analysis techniques are used to analyze qualitative data resulting from validation by calculating the final value of the items concerned. The following formula calculates the average value according to (Arikunto & Suharsimi, 2013):

$$P = \frac{\sum x}{\sum x_i} \times 100 \%$$

Information

P = Eligibility

$\sum x$ = Number of assessment answers

$\sum x_i$ = Highest number of answers

The data resulting from Table 1 the assessment of the developing question items through quizzz by experts and students will be

processed using qualitative descriptive analysis. The assessment was carried out using a validation questionnaire and a student response questionnaire containing questions about the developing question item through quizzz (show on Table 2).

Result and Discussion

This research is classified as *Research and Development (R&D)* in accordance with the aims of the researcher, namely to developing question items through quizzz on recount text material. According to (Putra, 2015) Research and Development is a research method intentionally, systematically, to find, improve, develop, produce, or test the effectiveness of products, models or methods or strategies or ways that are superior, new, effective, efficient, productive, and meaningful. Based on some of these opinions, research and development is a research method that is carried out intentionally and systematically to improve existing products or develop a new product through testing, so as the product can be accounted for.

The process of development began when the researcher is given a syllabus by the researcher as a teaching guide and makes questions. The process of development is:

1. Analyze the curriculum. The researcher analyze the core competence and basic competence.
2. The researcher plans to make lesson plan. In creating lesson plan the researcher purposes learning objectives and learning materials. The result of learning objectives and learning materials are in accordance with core competencies and basic competencies.
3. After making learning material about recount text, the researcher downloaded the learning video about recount text from youtube which was uploaded by the researcher to youtube account and then gave it to the students.
4. Making agrid of questions
 - The material is recount text.
 - The form of the question is multiple choice.
5. The researcher made 20 questions through the quizzz application, which were in accordance with the grid and the lesson plan. The researcher choose 20 questions because the time given for product testing is limited and students' internet access is inadequate and the school does not allow to give difficult and many questions, the researcher decided to make only 20 questions for product testing.

6. The next stage is developing question items through quizizz application. Because the question link in the quizizz application is only around 24 hours, so every time the researcher want to give assignments to students, the researcher must update the question links that have been created in the quizizz application.

Thus, the variety of learning media through the quizizz application can be utilized and operated properly, by taking advantage of the convenience of educational technology in the pandemic era. The operation of the quizizz application is as follows :

1. Initial view

Initial view contains a page to log into the quizizz application in which there are fields for filling the E-mail and password from the user. This initial display aims to open the quizizz page (show in Figure 1).

2. Home (Quizizz start page)

On the home screen, there is an icon of choice for creating questions with the command” create a new quiz”. This icon serves to create multiple choice questions. On this page there is also a cover quiz that can be tailored to the wishes and needs of the use (show in Figure 2).

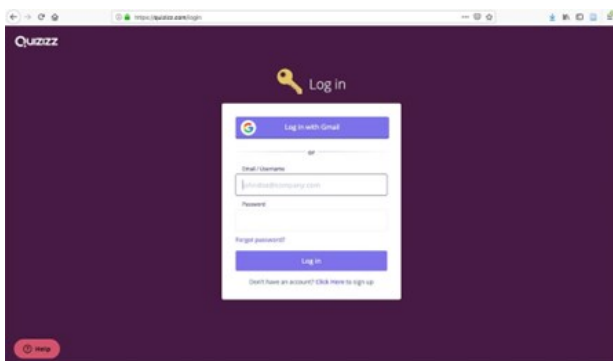


Figure 1. Initial view

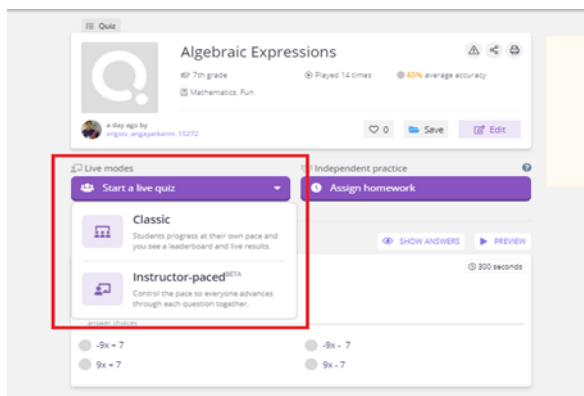


Figure 2. Home (Quizizz Start Page)

3. The create quiz page

In this section serves to provide the name and category of the quiz that will be created. In the choice of the relevant subject there is a choice of eye types lessons that match the desired quiz category (show in Figure 3).

4. Quizizz editor (Create question page)

On this page the user can create question items and answer options according to the initial product design., besides that the user can add images and adjust the duration of working on question (show in Figure 4).

Material Expert Validation

The material expert in this study was a lecturer in english education at the University of Nahdlatul Ulama Blitar, namely Siti Rofi'ah M.Pd validation of this material expert is done by filling out a questionnaire sheet. The assessment by one material expert has a total of 73 with a criterion score of 116, the percentage acquisition is 63%. This value is included in the 61-80% feasible eligibility category, does need to be revised. So as the developing question items through the quizizz application in terms of the presentation component is said to be feasible.

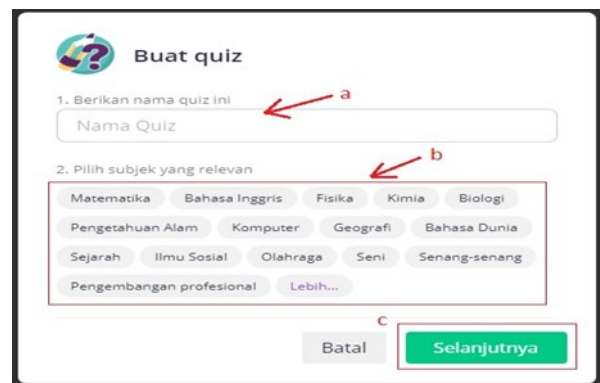


Figure 3. the create quiz page

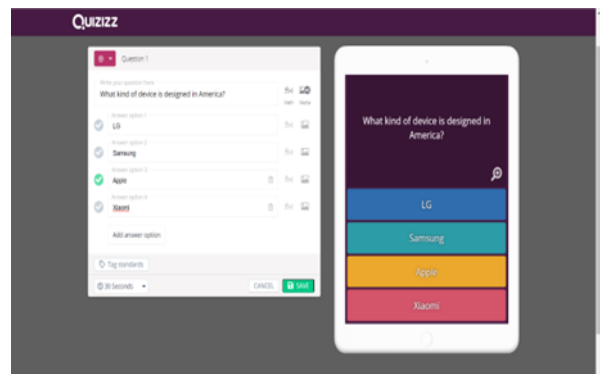


Figure 4. A place to edit questions

In addition to providing an assessment, material expert also provide the following suggestions:

1. Fix the question instrument that has been made again
2. Make sure the wording or spelling is correct
3. Make questions easy to understand by readers
4. The content of the questions used ensure that they are in accordance with the recount text material with the abilities that must be achieved by grade 10 high school students.

Teacher Assessment of The Product

Product assessment is carried out to determine teacher responses and to the developing question items through quizizz that has been developed. Assessment in this research and development sample of English teacher in MAN 1 Blitar was taken. 79 % Most of the teacher state that developing question item through quizizz is valid and feasible to be more active in teaching.

The Tryout

The trial of developing question items through quizizz application product was conducted in class X Religious 1 at MAN 1 Blitar in the academic year 2020/2021. The trial was carried out once through an online questionnaire conducted on Tuesday, February 9, 2021 at 07.00 WIB until 19.52 WIB. Trial activities were carried out by class X teachers via the E-Learning scholl in the link quizizz application, in the form of questionnaires and product files. While the researcher observed the result of the questionnaire and the products tested. We can see the result of the grades and students learning assesment results in the following explanation :

a. Analysis of the results in trial exercise

The analysis of the results this trial exercise is compared with the results of previous students exercises conducted by class teacher with the same theme. From the data and formula calculations above obtained a percentage of 76,6% with the category "Valid" and feasible to be used in learning. Means that students of class X Religious 1 who fill in the questionnaire satisfaction generally enjoy, understand, and argue that this additional developing question items through quizizz application is appropriate to be used for class X Religious 1 students at the MAN 1 Blitar.

Conclusion

The process of developing question items through quizizz application with the following

steps: Potential and problem, data collection, product design, design validation, design revision, product testing, trial use, product revision.

The results of the quizizz application development from a questionnaires by presenting it and then comparing it with the validity criteria, the data obtained was 70.3% from media expert and 63% from material expert, which means valid or feasible to use. From the one teacher have 79% most of the teacher state that developing question items through quizizz is valid and feasible to be more active in teaching. From the data dan formula calculations above obtained a percentage of 76.6% with the category "Valid" and feasible to be used in learning. Means that students of class X Religious 1 who fill in the questionnaire satisfaction generally enjoy, understand, and argue that this additional developing question items through quizizz application is appropriate to be used for class X Religious 1 students at the MAN 1 Blitar.

Suggestion

From the results of research, analysis , discussion and conclusions can put forward some suggestions as follows:

1. For researcher
Need more careful preparation so as the research can run more smoothly. Besides that, self- development is needed in order to create media that is better than the existing media in this study. Researcher must also understand the character of students who are active and inactive in learning. Researcher also have to learn a lot about the application, how to use it. Its advantages and disadvantages are how to understand very well about the application being developed.
2. For students
Students can use learning media to be more active independently learning at home not depending on teacher at school.
3. For teacher
Can be used by teachers as a variety of learning media.
4. For other researches
Can be developed further for other texts.

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