International Journal of Community Engagement Payungi



Vol. 3 No. 1 May 2023

https://journal.payungi.org/index.php/ijcep

Training of Using Quizizz Application to Increase the Arabic Teachers Quality in Pandemic Time

Dian Risky Amalia^{1*}, Nurul Aisyah^{2*}, Nasidatul Khusna³

1,2,3 Institut Agama Islam Ma'arif NU (IAIMNU) Metro Lampung, Indonesia

⊠d14nr1sky@gmail.com*

Abstract

Before the Covid-19 pandemic, learning evaluations generally used question sheets in printed form which were done by students and supervised by teachers. However, during the Covid-19 pandemic, it was not possible to use the evaluation sheet in printed form. Evaluation sheets using paper are less effective in their implementation. This makes a demand that Arabic language teachers or educators must be able to optimize the use of website-based applications as an easy means of evaluating learning so that the learning process can be more interesting and challenging. Therefore, the article gave the training of Using Quizezz Application to Increase the Arabic Teachers Quality in Pandemic Time. This Community Service uses the ABCD (Asset-based community development) approach. Through the ABCD approach, community members are facilitated to formulate a change agenda that they consider important and useful. Elementary or Madrasah Ibtidayah Arabic Subject Educators in Metro City as partners have scientific assets and expertise in the Arabic language field who will be assisted to learn about the quizizz application as an effort to become innovative educators. The Quizizz application makes it easy for educators to give questions or exercises online to be more effective and efficient. This training is carried out by the Arabic language teacher community at the elementary/MI education unit level in Metro City. This training prioritizes the utilization of the potential and assets that already exist in Arabic teacher educators

Article Info

Article History
Received:
September 03, 2022
Revised:
November 05,
2022
Accepted:
December 11,
2022

Keywords:

Training Quizizz Application, Arabic Teachers Quality, Increasing Arabic Teachers

Published by Yayasan Payungi Smart Madani

Website https://journal.payungi.org/index.php/ijcep

This is an open access article under the CC BY SA license

https://creativecommons.org/licenses/by-sa/4.0/



INTRODUCTION

In order to break the chain of *Coronavirus* 19, the government has implemented a policy, so that all activities carried out outside the home must be stopped, including educational activities (Khadijah, I. (2021). Educators and students are required to be able to quickly adapt to existing changes, all face-to-face-based learning systems must be replaced with learning systems that are integrated through the internet network or commonly called online learning (Khairiyah, Faizah, an Lestari 2021; Rahimah, et al., 2020)

Hamzah B. Uno and Satria Koni stated that the test is a set of tasks that must be answered by students in order to measure the level of understanding and mastery of the required material coverage according to certain teaching objectives. Meanwhile, Yulinda Erma Suryani stated that the description of the good and bad of a measuring

instrument in a test is reflected in the characteristics of the test device itself, such as the level of validity, reliability, level of difficulty and discrimination. (Suyasa 2019)

Prior to the COVID-19 pandemic, Learning evaluations generally use question sheets in printed form which are done by students and supervised by teachers. However, during the Covid pandemic, it is not possible to use the evaluation sheet in printed form. The evaluation sheet using paper in its implementation is considered ineffective (Pratiwi 2017; Said & Muslimah, 2021) Rahmawati added in her research that learning aids must be in the form of effective media that will provide variety in the learning process so that children do not get bored.(Rahmawati and Ramdhan 2021). The largest internet user, it turns out that it comes from students who reach 6.3%, which is 8.3 million internet users. And as many as 66.6% of internet users in Indonesia have used Google Chrome. This provides great potential in the learning and education process by using information and communication technology. So that internet-based learning in places that are already covered by the internet network can be done very well. Especially in the learning evaluation process, so that teachers can hold on-line quizzes, one of which is by using the Quizizz application. Agus Wilson in his research assesses that the E-learning learning system must be balanced with an increase in the competence of educators. (Wilson 2020) Strengthened by research results which show that one of the media to create a pleasant learning atmosphere but does not eliminate students' understanding of the material and utilizes technological developments, namely the application of games or games. (Aini 2019)

Not a few students complained and were bored when learning, because the questions were still in the form of a *paper list* said Sarah Amaliyah and Lismawati in their research. (Amaliyah n.d.) This also happened to students at SD/MI Metro, that evaluation learning only uses question papers that are photographed which are then given in WhatsApp Groups to be done by students, the results of researcher interviews with local students. Making a demand that Arabic language teachers or educators should be able to optimize the use of website-based applications as an easy means of evaluating learning so that the learning process can be more interesting and challenging. Therefore, our PKM team is trying to facilitate Arabic teachers so that they can have . and *soft* skills in evaluating learning with this quizizz training

The condition of the subject assisted by Arabic Language Teachers in Metro City which can be described as follows. The subject of assistance is currently still centered on the implementation of online learning which still uses conventional methods, namely by giving assignments in WhatsApp groups by sending messages, audio, or video. Then the students send the results of their assignments via WhatsApp personally. There are still many assisted subjects who do not know the more effective use and optimization of SmartPhone usage. Assisted subjects have not received empowerment carried out by government or private parties in developing *hard skills* and *soft skills* during the pandemic to increase their competence. The assisted subjects do not yet have a plan for their long-term and short-term program in the use of online-

based games. This problem can be seen that there is no more optimal use of smartphones, especially in the introduction of the quizizz application.

Online learning evaluation media is an appropriate evaluation tool or tool and can be used online. Website-based applications provide an easy means in the learning evaluation process. (Fuady 2016). There are many researchers found that the kinds of of application learning media can engage the students learning and influence the the effective learning program, hence it can give impact of students interest in learning process. (Purba, et al., 2021; Rohibni, et al., 2022; Wijaya, A., & Salis, R. N. 2022; Laili, et al., 2022). Hence the suitable of application learning media is essential for beginning of learning process (Pramesti, M., & Amelia, W. 2022. The Quizizz application platform is used to be a good alternative learning tool without losing the real essence of learning, by enriching and giving new color to the learning process and learning evaluation. With Quizizz, educators can actively involve students from the beginning of learning to their evaluation activities.(Ira Lestari, Rody Putra Sartika 2022). Is a web tool to create interactive quiz games that are used in classroom learning. The interactive quiz created has up to 4 answer choices including the correct answer and an image can be added to the background of the question. (Wilson 2020) Nunung Supriadi et al mentioned that the quizizz application is an online E-Learning learning media based on free games that can be used in activities teaching and learning in order to increase enthusiasm and provide motivation to the results of the student learning process.(Supriadi, Tazkiyah, and Isro 2021)

As for the advantages of the Quizizz application for students, namely for students who answer correctly, a score will appear in one questions and also get a rating in answering the question, but if students answer the question incorrectly, then the correct answer will appear so that students can review the previously selected answers. In addition, students will get different questions from other students because the questions that arise will be randomized, thereby minimizing the possibility of students exchanging answers or cheating, the time limit for working on each question can be adjusted to the level of difficulty of each question. This makes Quizizz media a very effective e-learning media to evaluate and provide results quickly to teachers so that teachers can take action as soon as possible to students. (Yan mei, Yan Ju, and Adam 2019). Online test assessment media with applications Quizizz provides statistical data about student performance, and can also download these statistics in the form of an Excel spreadsheet. The teacher can see the number of students' answers. So that the use of Quizizz can assist teachers in conducting evaluations without being limited by places with an attractive appearance and also the time setting that is set to guide the concentration of students. (Saputri, Wikan Jaya Ali, and Asmarawati 2021). By looking at the effectiveness of using online game media, one of them is by Quizizz application, then this is a solution that is provided for optimization in providing Arabic learning media during the pandemic, so that it can foster interest and enthusiasm for learning in students.

METHOD

This community service uses the ABCD (Asset-based community development) approach. Through the ABCD approach, community members are facilitated to formulate a change agenda that they consider important and useful. Community Service Activities are very important to ensure that community members "have the opportunity" to participate as determinants of the change agenda. By knowing the strengths and assets of the community, as well as having a jointly formulated change agenda, it is hoped that the issue of sustainability of a program to improve the quality of life can be realized. (Arofik et al. 2018) The ABCB approach focuses on assets owned by partners as the main basis for program development. Partners are assumed to have a "half-filled glass" capital, where the strengths, capacities, and assets of the community need to be explored and developed as a strong foundation for progress. This approach was chosen to foster a positive mentality, self-confidence and enthusiasm to explore their potential. (Suryaningsih et al. 2021) The approach in implementing empowerment using Asset Based Community Development (ABCD) will be able to provide opportunities for partners to overcome the problems they face. so that it has an impact on

Elementary/MI Arabic Subject Educators in Metro City as partners have scientific assets and expertise in the Arabic language field who will be assisted to learn about the quizizz application as an effort to become innovative educators. The Quizizz application makes it easy for educators to give questions or exercises online to be more effective and efficient. This training is carried out by the Arabic language teacher community at the elementary/MI education unit level in Metro City. This training prioritizes the utilization of the potential and assets that already exist in Arabic teacher educators. To be able to carry out this mentoring program, the steps used in this mentoring activity are ABCD asset based community development, including the following:

1. Inculturation

process activities meeting with directly assisted subjects, namely through

- The existence of FGD (Focus Group Discussion) activities which were carried out with online media for all Arabic language teachers in Metro City
- The existence of an association of Arabic teachers who are members of the IMLA organization (Ikatan Mudaris Lughotil 'Arobiyyah)
- The existence of a laptop or smartphone owned by the Arabic teacher and students

2. Discovery

There is a spirit and consistency that exists in Arabic language teachers in fostering innovation and creativity in carrying out teaching and learning activities.

3. Design

This planning stage has the aim of understanding in improving skills in carrying out evaluations of online game-based Arabic learning. In addition, it has innovation and creativity in using smartphones. The output in this assistance is an increase in knowledge and skills in the use of interactive online games, generating concepts

and designing online-based learning evaluations, independence in organizing online learning media, Smartphones being useful and having a positive impact in online learning, especially during the pandemic.

4. Define

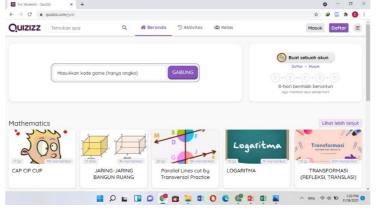
Supervision and evaluation carried out by the Arabic teacher association, including workshop activities, Arabic webinars and scientific discussions. Arabic teachers in Metro City have WhatsApp groups that make it easier to organize activities

RESULTS AND DISCUSSION

The Arabic language teacher community in the city of Metro does not yet have the right place to channel their talents and interests, as well as empower the quality of soft skills and hard skills of Arabic language teachers at the elementary/min equivalent education level. This service activity was carried out in the library hall of the Ma'arif NU Islamic Institute (IAIMNU) Metro Lampung, on Saturday, February 20, 2022 from 13.00 to 16.30 WIB. The initial activity is the introduction of the Quizizz Application, all participants in this activity are asked to answer questions about the Arabic language that have been designed in this quizizz application, the presenter provides a link to quiziz questions, and the questions will be able to start after most of the participants have successfully entered the quizizz link. If one of the participants is late in entering, then the participant can immediately enter the game code to be entered in the participant column in the application.

Figure 1 Filling Material

Figure 2 Practice joining the Quizizz application



The second activity is the practice of making quizzes with the Quizizz application, participants are asked to open the quizizz.com/join page, select teacher mode, click register, a screen like this will appear to fill in the user's biodata for the account.



Figure 3. Quizizz Making Practice

Next, participants are asked to click Create and select a new quiz, then start entering questions, while the form of questions has many choices of types, there are description questions, multiple choice questions, short questions, surveys, essays, and slides. Meanwhile, what is often chosen by teachers to make quizzes is multiple choice, because it has a score that can make students more interested and enthusiastic about collecting scores. When the children have finished working, a screen like this will appear, so that children will feel happy when they get a high score, and the correct and incorrect answers will also be displayed

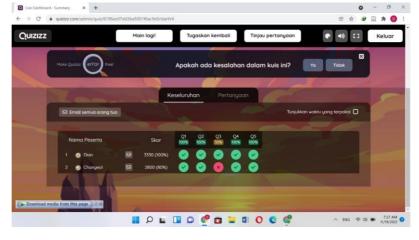
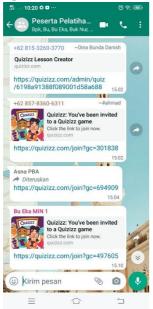
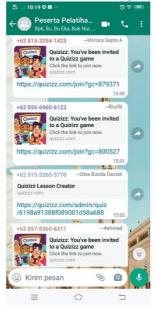


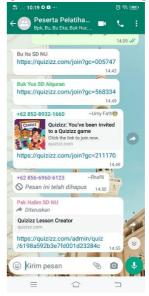
Figure 4 Display of the results of doing quizizz

Each teacher who was present was asked to make a quiz directly with the quizizz online application, they were very enthusiastic as seen from the many questions that had been made which were then shared in the participants' WhatsApp groups, the presenter asked all of the training participants to answer each other's questions from quiz questions which they have created in the quizizz app.

Figure 5 The results of the Quizizz link from participants and Follow Up







Activities The third is the evaluation of quiz making, some teachers have been able to master the making of questions/quizzes using the online quizizz application, while the obstacles are wifi or internet which sometimes cannot be accessed or loading. Meanwhile, even older teachers find it difficult, so this application is very supportive for millennials and above. The percentage of training participants who managed to make a direct evaluation of learning using Quizizz was 85%, while the 15% who had not succeeded in making it were due to not being able to log in due to an error in the email account and the age factor of participants over the age of 40. The results of the feedback given by participants for questions 1-10 can be seen in table 1. Based on Table 1, it was evaluated that the highest number for questions 1-10 was related to the delivery of material, the effectiveness of using the Quizizz application for evaluation of learning and teacher motivation in applying it to the learning process. learning.

Question	SS	S	TS	STS
1. After this training activity, I will try to apply it during the teaching and learning process in class		100%		
2. Submission of material about the Quizizz application by the presenters can be understood	7%	93%		
3. The use of the quizizz application in the learning process in the pandemic era is more effective and efficient	28%	71%		

4. The Quizizz application makes it easy for teachers to provide materials and questions online	7%	93%	
5. Quizizz application is difficult to apply by teachers and students		21%	78%
6. Making questions with the Quizizz application is easier to measure student understanding	7%	92%	
7. When the teacher will do remedial or give homework, the Quizizz Application is an easy alternative	7%	85%	7%
8. The Quizizz application makes it easy for teachers to give different questions to groups of students		100%	
9. The Quizizz application can improve student learning outcomes in the cognitive realm		100%	
10. The use of the Quizizz Application makes it difficult for Teachers and Students			100%

CONCLUSION

Quizizz Application Training as a learning evaluation tool is very useful for SD/MI teachers alike, especially during the pandemic period which tends to be boring and there is no interest in learning. Strengthening the capacity and ability of SD/MI teachers is one of the efforts to improve the quality of learning so that it continues to run as desired.

ANKNOWLODGMENT

Acknowledgments to all those who contributed, especially LP2M IAIMNU Metro for their help and support in the implementation of this Community Service.

AUTHOR CONTRIBUTION STATEMENT

All authors contributed equally in the preparation of the manuscript of this article, all authors have read and approved the final manuscript.

REFERENCES

Aini, Yulia Isratul. 2019. "Pemanfaatan Media Pembelajaran Quizizz Untuk Pembelajaran Jenjang Pendidikan Dasar Dan Menengah Di Bengkulu." *Jurnal Kependidikan* 2(25):1–6.

- Alhamuddin, Alhamuddin, Helmi Aziz, Dinar Nur Inten, and Dewi Mulyani. 2020. "Pemberdayaan Berbasis Asset Based Community Development Untuk Meningkatkan Konpetensi Profesional Guru Madrasah Di Era Industri 4.0." *International Journal of Community Service Learning* 4(4):321–31. doi: 10.23887/ijcsl.v4i4.29109.
- Amaliyah, Sarah. n.d. "Pengaruh Implementasi Aplikasi Quizizz Terhadap Hasil Belajar Siswa Pada Mata Pelajaran Pendidikan Agama Islam Di SMAN 32 Jakarta Aplikasi Arus Globalisasi Sudah Tidak Terbendung Masuk Ke Indonesia . Disertai Dengan Pekembangan Teknologi Yang Semakin Cang." 2:842–48.
- Arofik, Slamet, Misbahul Abdul Basith Fitri, Muchammad Nadhif, and Afiful Huda. 2018. "Pendampingan Peran Dan Potensi Keagamaan, Sosial, Dan Ekonomi Di Dusun Karangsemi Kecamatan Gondang Kabupaten Nganjuk." *Jurnal Pengabdian Masyarakat (JANAKA)* 1(1):69.
- Fuady, Muhammad Jauharul. 2016. "Pengembangan Aplikasi Evaluasi Pembelajaran Online Untuk Pendidikan Jarak Jauh." *Tekno* 26(September):148–54.
- Ira Lestari, Rody Putra Sartika, &. Rahmat Rasmawan. 2022. "Pelatihan Optimalisasi Pengguna Aplikasi Quizizz Sebagai Alat Evaluasi Online Dalam Pembelajaran." *Jurnal Buletin Al-Ribaath* 19(1):17–23.
- Khairiyah, Ummu, Silviana Nur Faizah, and Awaliah Dea Lestari. 2021. "Pendampingan Pembuatan Kuis Dengan Aplikasi Quizizz Bagi Guru Sekolah Dasar Di Desa Made Lamongan." *Wikrama Parahita: Jurnal Pengabdian Masyarakat* 5(2):25–31. doi: 10.30656/jpmwp.v5i2.2690.
- Khadijah, I. (2021). The Competency of Science Teachers in Implementation of Online Learning In Covid-19 Pandemic Period at SMPN 2 Kramatwatu Serang. *Bulletin of Science Education*, 1(1), 67-79. https://doi.org/10.51278/bse.v1i1.110
- Laili, N., Fadillah, L., Zaini, M., & Lolishvili, T. (2022). Teacher Training in the Development of Video-Based Learning Media by Using Bandicam Application. *International Journal of Community Engagement Payungi*, 2(2), 51-62. https://doi.org/10.58879/ijcep.v2i2.22
- Pramesti, M., & Amelia, W. (2022). The Development of Animated Video Media in Mathematics Learning Map Scale Material for Grade V Elementary School Students. *Bulletin of Pedagogical Research*, 2(2), 86-108. https://doi.org/10.51278/bpr.v2i2.259
- Pratiwi, Vivi. 2017. "Menggunakan Wondershare Quiz Creator Pada Materi Penyusutan Aset Tetap." *Prosiding Seminar Pendidikan Ekonomi Dan Bisnis*.
- Purba, D., Sinurat, B., & Herman, H. (2021). Utilizing Instagram Social Media on Language Style: An Analysis to Teenagers as Millennial Generations in Their Captions. *Anglophile Journal*, 2(1), 1-11. https://doi.org/10.51278/anglophile.v2i1.268
- Rahmawati, and Vickry Ramdhan. 2021. "Penerapan Pembelajaran Membaca Pada Usia Dini." *Seminar Nasional Riset Dan Inovasi Teknologi (SEMNAS RISTEK)* 842–45.

- Rahimah, R., Juriah, N., Karimah, N., Hilmatunnisa, H., & Sandra, T. (2020). The problems and solutions for learning activities during Covid-19 pandemic disruption in Hidayatul Insan Pondok school. *Bulletin of Community Engagement*, 1(1), 13-20. https://doi.org/10.51278/bce.v1i1.87
- Rohibni, R., Rokhmawan, T., Sayer, I. M., & Fitriyah, L. (2022). The Variety of Mathematics Learning Media for Early Childhood in Improving Basic Mathematics Ability. *Bulletin of Science Education*, 2(3), 102-114. https://doi.org/10.51278/bse.v2i3.427
- Said, A., & Muslimah, M. (2021). Evaluation of Learning Outcomes of Moral Faith Subjects during Covid-19 Pandemic at MIN East Kotawaringin. *Bulletin of Science Education*, 1(1), 13-26. https://doi.org/10.51278/bse.v1i1.99
- Saputri, Amelia Hani, Febrianto Wikan Jaya Ali, and Dewi Asmarawati. 2021. "Implementasi Merdeka Belajar Di Masa Pandemi Covid-19: Peluang Dan Tantangan." Pp. 90–100 in *eksistensi Tari Virtual Pada Masa Pandemi Covid-19*.
- Supriadi, Nunung-, Destyanisa Tazkiyah, and Zuyinatul Isro. 2021. "Penerapan Aplikasi Quizizz Dalam Pembelajaran Daring Di Era Covid-19." *Jurnal Cakrawala Mandarin* 5(1):42. doi: 10.36279/apsmi.v5i1.101.
- Suryaningsih, S. A., A. Hafidz, A. A. Ridlwan, and ... 2021. "Rebranding Dan Peningkatan Kualitas Produk Air Minum Dalam Kemasan 'Maden' Pondok Pesantren Mamba'ul Ma'arif Jombang." *Inspirasi: Jurnal ...*.
- Suyasa, Wayan Arta Dkk. 2019. "Pelatihan Pembuatan Tes Interaktif Dengan Aplikasi Quizizz Bagi Para Guru Di SMPN 2 Kediri." *Jurnal Prosiding SENADIMAS* 4:24–29.
- Wilson, Agus. 2020. "Penerapan Metode Pembelajaran Daring (Online) Melalui Aplikasi Berbasis Android Saat Pandemi Global." *SAP (Susunan Artikel Pendidikan)* 5(1). doi: 10.30998/sap.v5i1.6386.
- Wijaya, A., & Salis, R. N. (2022). An Assistance Teachers of Development Google Slide-Based Learning Media at School. *International Journal of Community Engagement Payungi*, 2(2), 63-71. https://doi.org/10.58879/ijcep.v2i2.24
- Yan mei, Suo, Suo Yan Ju, and Zalika Adam. 2019. "Implementing Quizizz as Game Based Learning in the Arabic Classroom." *European Journal of Social Science Education and Research* 5(1):194–98. doi: 10.2478/ejser-2018-0022.

Copyright holder:

© Dian Risky Amalia, Nurul Aisyah, Nasidatul Khusna (2023)

First Publication Right:

International Journal of Community Engagement Payungi

This article is licensed under:

CC-BY-SA

