# UTILIZATION OF *QUIZIZZ* LEARNING MEDIA IN TEACHING VOCABULARY TO INTERMEDIATE LEVEL BIPA LEARNERS

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**Abstract**

This article was written with the aim of describing the use of *quizizz* learning media in teaching vocabulary to intermediate BIPA learners. The method used in the study is a qualitative and descriptive research method with a gamification learning method (Gamification Method). Data were collected through observation, test results, and questionnaires distributed to learners after the learning process. The process of utilizing quizizz learning media consists of three stages, namely the design or preparation stage, the implementation stage, and the evaluation stage. Based on the results of the learning evaluation carried out, it was found that the use of *quizizz* learning media in teaching vocabulary to intermediate BIPA learners was carried out well, which can be seen from the learning outcomes and points obtained during the quiz. This can also be seen from BIPA learners who have mastered vocabulary well and are able to write vocabulary into sentences. Therefore, it can be concluded that *quizizz* learning media is effective in teaching vocabulary to intermediate BIPA learners.

***Keywords:*** *Indonesian language, BIPA, learning media, quizizz*

## Introduction

BIPA, in Indonesia language is known as Bahasa Indonesia bagi Penutur Asing (later BIPA is shortened). BIPA is an Indonesian language learning activity aimed at foreign speakers. Indonesian was taught to foreign speakers starting in 1795 in France and still uses Malay. This language teaching was carried out for the demands of political trade at the Institut National des Langues et Civilisations Orientales (Maulida et al., 2019). Indonesian language learning for foreign speakers continues to experience improvement and development every year so that it is designated as one of the official languages of the *UNESCO General Conference.* This achievement was marked by the adoption of Resolution 42 C/28 by consensus at the *Plenary* session of the 42nd UNESCO *General Conference* in France in 2023.

Language is fundamental in every individual's life. That learning a language consequently becomes an important basis in maintaining the dignity of language. Language learning is inseparable from language skills which include speaking, listening, reading and writing skills. And these language skills are inseparable from vocabulary and grammar (Nasution, 2019). However, BIPA learners still have difficulties in understanding and writing words in sentences.

The vocabulary used is not in accordance with the content and context being studied. The writing of vocabulary in sentences is also not appropriate and BIPA learners often use the same vocabulary in simple sentences. Therefore, the researcher conducted some additional exercises in the form of word review. It

is easier for learners to understand vocabulary through practice. BIPA learners are required to have a lot of exposure to the use of vocabulary in sentences.

Nevertheless, BIPA learners still have difficulty applying vocabulary according to the context even though they have been given additional exercises. Therefore, the researcher utilizes learning media as a means in teaching vocabulary for intermediate level BIPA learners. Learning media is a tool used to send messages to the receiver (Irfadila, 2015). This learning media makes it easy for teachers and learners to communicate (Nasution, 2020).

The media used in teaching vocabulary for intermediate level BIPA learners is *Quizizz*. *Quizizz* is one of the digital learning media that contains many features such as quizzes, surveys, *games*, and other discussions. This *platform* produces a fun and interactive learning experience. Making it easier for learners to understand the material presented (Hilmy, 2024). This is in accordance with what Adnan & Adi (2024) said that *quizizz* is an online-based platform designed for interactive learning, especially in the context of teaching vocabulary that requires repetition and practice. *Quizizz* is a digital learning tool that supports active vocabulary learning by adding game elements that can increase learner memory and learning motivation (Fauziah et al., 2021). It can be concluded that *quizizz* learning media can enable learners to practice vocabulary independently and receive immediate feedback (Hidayati & Aslam, 2021).

This article is based on several studies, namely the first research conducted by Rahmawati (2021) entitled "The Effectiveness of the Quizizz Platform in Indonesian Language Learning for Foreign Speakers" published in the *BIPA Journal* in 2021. The results of this study indicate that *quizizz* helps improve the vocabulary mastery of basic level BIPA learners through a fun interactive approach. The results show an average score increase of 30% after using this platform. The research equation with the researcher's research is to use *quizizz* media as a means of vocabulary learning. While the difference lies in the subject used, the study used the subject of basic or beginner level BIPA learners while in the researcher's study used the subject of intermediate level BIPA learners.

Second, a study conducted by Christine Permata Sari with the title "The Use of Online Vocabulary Game Applications to Improve Writing Skills in Beginner Level Long-Distance BIPA Teaching" published in 2020. The results showed that the use of online vocabulary game applications made it easier for learners to master vocabulary and apply it according to context correctly. The assessment results also showed a significant improvement. The researcher's research equation with the study is that both use online media in the form of *quizizz.* Meanwhile, the difference lies in the learning method used and the research subject. The learning in the study was conducted online using the subject of beginner-level BIPA learners while the researcher's study was conducted offline with the research subject of intermediate-level BIPA learners.

Based on the description of previous research above, this research was conducted by utilizing *quizizz* media in teaching vocabulary to intermediate level BIPA learners. This research was carried out with the aim that the learning process can be carried out effectively and is able to increase the motivation of learners to develop and increase vocabulary so as to master language skills.

**Method**

This article uses qualitative and descriptive research methods. Qualitative research is an investigative research process that aims to understand the meanings that arise from various social or human problems through narrative data collection and textual analysis (Cresswell & Clark, 2015). This quantitative research is used to examine the condition of natural objects holistically in a descriptive way in the form of words and language (Sugiyono, 2011).

Then descriptive research is research that describes a particular event or situation systematically, factually and accurately. Descriptive research is used to describe existing phenomena in the form of both

natural and man-made conditions with the aim of providing more detailed information about a topic (Abdussamad, 2022). This is in accordance with the purpose of this article, which is to be able to describe the learning outcomes of intermediate level BIPA learners by utilizing *quizizz* learning media in teaching vocabulary.

Subject selection using *purposive sampling technique.* This technique is a subject or sample selection technique used with certain considerations. Subjects are selected based on certain criteria that have been determined by the researcher in accordance with the research objectives. *Purposive sampling* is a technique of determining samples or subjects with certain considerations that aim to obtain more representative data in accordance with the focus of the research (Suyono, 2015). The samples used were intermediate level BIPA learners.

The method used in BIPA learning is the gamification method. *Gamification* method is a method that uses game elements in learning so as to make the learning process more fun and interactive. *Gamification* is the use of game elements, such as challenges, rewards, and competition to increase motivation and engagement (Kapp, 2012). *Gamification* can be applied in learning to increase learner engagement. One of the platforms that can be used is *quizizz.* It provides various game elements such as interactive quizzes, rankings, and rewards to make learning more effective and fun.

Vocabulary materials are organized based on relevant themes such as food, transportation, or daily life. Vocabulary comes with definitions, synonyms, antonyms and examples of their use in sentences. Learners take the designed quiz by answering vocabulary questions individually. At the end of the lesson, the *quizizzes* provide feedback on the explanation of the correct or incorrect answers.

Data collection was conducted using observation and questionnaire. Observation is a data collection technique that is carried out by directly observing the object under study both in actual situations and artificial conditions (Sugiyono, 2013). The observation technique is used to collect data directly on the object under study. Teachers observe the learning process by utilizing *quizizz* learning media*.* As well as monitoring the scores obtained by learners through the *quizizz* application*.*

The questionnaire contains a series of questions or written statements to respondents to answer. Questionnaires are used to obtain factual and opinion data from a number of individuals who are the subject of research. This questionnaire is a data collection technique that is done by giving a set of questions or written statements to respondents to answer (Harahap, 2020).

**Result and Discussion**

The learning process by utilizing *quizizz* learning media runs smoothly and effectively. Before the learning begins the researcher prepares learning materials and makes test questions in the *quizizz* application*.* In this preparation stage, the teacher identifies the main goal, namely increasing the vocabulary mastery of intermediate level BIPA learners. Then the teacher compiles the material according to the intermediate level in the form of introducing body members or family members' names. This vocabulary is contained in quiz questions in a variety of multiple choice and picture matching questions that are integrated according to the elements of *gamification*, namely loading points, *leaderboards* and awards.

The way to create a *quizizz* application account is as follows:
1) Open the *web* type *quizizz*.
2) Please select sign up. Then fill in the terms and conditions of account registration.
3) After filling in the data enter the *quizizz* application by clicking log in.
4) Fill in the email and password used when registering an account.
5) Determine the desired quiz model by selecting *create my quiz.*

After creating an account, the operation of the *quizizz* application is as follows:
1) Please enter the link *www.quizizz.com*
2) Click *log in*
3) Click teacher or as a teacher
4) Fill in your identity, namely username, email, and password
5) If you have logged in, then create a quiz by clicking create a quiz
6) Then let's create a quiz will appear
7) Enter the quiz name, then click save
8) On the next display click create new question
9) Then write the question in the write question here column, then select the answer option and check the correct answer column.
10) Set the duration of the question, then click save
11) When finished, click finish quiz
12) When the quiz details display appears, then click save details
13) On the next display please select homework if the assignment is homework. And select play live if it is done now.
14) Enter the deadline, then click procced.
15) Then the code used by the learner in doing the quiz will appear on the next display.
16) The final stage please open the link *http://quizizz.com/admin/*

After the planning and preparation is complete, the researcher implements the learning process by utilizing learning media in the form of a *quizizz* application. In this implementation stage, the teacher explains the learning objectives, the benefits of the *gamification* method, and how to use the *quizizz platform.* When the teacher explained the material, the learners listened enthusiastically and took the initiative to write down the important things the teacher explained the material. After explaining the material, the teacher guides to carry out quizzes through *quizizz* which ends with a joint discussion to discuss the correct answers and provide feedback on the learner's results.

Based on the results of learning conducted by utilizing *quizizz* learning media in teaching vocabulary makes learners feel interested in learning. The utilization of this *quizizz* application makes the learners become more concentrated in learning and understanding the material presented especially with the additional quiz feature that can be used as a measure of the extent to which the learners master the knowledge. The discussion and questionnaire results show that the learners have successfully understood the vocabulary well and can write it into a clear sentence structure.

Through the learning process, the teacher evaluates and identifies some strengths and weaknesses of this *quizizz* application if it is used as a learning media in teaching vocabulary to intermediate level learners. The advantages of *quizizz* learning media in supporting the success of learning are (1) it makes it easier for teachers to make questions or quizzes. (2) The correct answer will appear correct and vice versa if the answer is wrong, the wrong answer will appear, making it easier for learners to know their abilities by seeing the points earned after completing the quiz. (3) Quizzes can be made in various interesting variations and when the process of working on questions will be randomized so as to minimize cheating between learners.

Besides having advantages, this *quizizz* application also has disadvantages as a learning media, including: (1) The use of this application must use the internet so it is inevitable that the network can have problems. (2) Working on this question can be done by the learners along with opening a new tab so that it opens up opportunities to find other answers through *Google* or other internet access. (3) If the learners are not good at time management, they may experience a decrease in rank.

The completeness of each element contained in this *quizizz* application greatly supports the success of the learning process in teaching vocabulary for intermediate level BIPA learners. Based on all the studies that have been done, it can be obtained that the utilization of *quizizz* learning media in teaching vocabulary to intermediate level BIPA learners is very necessary because it suits the needs of learners. The utilization of *quizizz* learning media can accommodate learners' learning outcomes to be better and easier to understand the vocabulary presented. The learning process is carried out effectively with satisfactory learning outcomes and the intermediate level BIPA learners have mastered the vocabulary well.

## Conclusion

*Quizizz* learning media is one of the learning media that can produce fun and interactive learning. This *quizizz* media is used as a media in teaching vocabulary to intermediate level BIPA learners. The utilization of this media is used because learners still have difficulty in understanding and writing vocabulary into sentences.

The process of implementing learning by utilizing learning media consists of planning and preparation, implementation and evaluation stages. In the planning stage, the teacher identifies the main objective which is to improve the vocabulary mastery of intermediate level BIPA learners, then the teacher compiles the material in the form of introducing body members or family members' names. Then at the implementation stage the teacher explains the learning objectives, the benefits of the *gamification* method, and how to use the *quizizz platform.* At the evaluation stage, the teacher conducts a discussion with the learners regarding the learning process that has been carried out.

Based on the results of the learning evaluation conducted, it was found that the utilization of *quizizz* learning media in teaching vocabulary to intermediate level BIPA learners was carried out effectively which could be seen from the learning outcomes and points obtained during the quiz. It is also seen from the BIPA learners who have mastered the vocabulary well and are able to write vocabulary into sentences. Hence, it can be concluded that *quizizz* learning media is effective in teaching vocabulary to intermediate level BIPA learners.

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