

IMPROVING STUDENTS' VOCABULARY MASTERY THROUGH QUIZIZZ APPLICATION AS GAME BASED LEARNING

Aseptiana Parmawati¹, Siti Ruqoyyah²

¹Fakultas Pendidikan Bahasa, IKIP Siliwangi

email: aseptiana@ikipsiliwangi.ac.id

²Nama Fakultas, nama Perguruan Tinggi (penulis 2)

email: siti-ruqoyyah@ikipsiliwangi.ac.id

Abstract: Mastering vocabulary is very important for foreign language learners. Since today's era demands teacher and lecturer to deal with technology in teaching, the role of technology is really important. E-learning as the concept of computer and network-based learning can be used by the educators in this era. One of the e-learning media is quizizz. The purpose of this research: to find out the improvement of student's vocabulary through Quizizz application as game based learning. The subject of this research consist of 20 students in one of senior high schools in Cimahi. The design of this research is Classroom Action Research (CAR). Test and Questionnaire as instruments in this research. From the result of pre-test, the researchers found that the result of students' vocabulary mastery was under average and still far from what was expected. The finding was supported by the result of students' vocabulary scores. The average score of pre-test was 64,67. After the implementation of Quizizz in every cycle, the students' vocabulary score were getting better. It can be seen from the result of students' average score Cycle 1 was 71,37 and Cycle 2 was 81,31. It can be concluded that Quizizz can improve students' vocabulary mastery and Quizizz can improve vocabulary classroom into a better situation.

Keyword: Vocabulary, CAR, Quizizz

Abstrak: Menguasai kosakata sangatlah berguna bagi mempelajari Bahasa. Di era sekarang ini, guru dan dosen harus dapat menguasai teknologi dalam pembelajaran, maka keberadaan para guru tersebut memiliki peran penting. E-learning merupakan lonsep dari computer dan network based learning, yang dapat berguna bagi pelajar saat ini. Salah satu media pembelajaran e learning yang dapat digunakan adalah Quizizz. Tujuan dari penelitian ini adalah untuk mengetahui sejauh mana peningkatan kemampuan kosakata siswa melalui aplikasi Quizizz sebagai media pembelajaran berbasis game. Subjek dari penelitian ini berjumlah 20 siswa dari sebuah sekolah tinggi di wilayah Cimahi. Desain dari penelitian ini adalah Penelitian Tindakan Kelas. Test dan Quesioner digunakan sebagai instrument dalam penelitian ini. Dari hasil pre test, peneliti dapat menyimpulkan bahwa kemampuan penguasaan kosakata siswa masih jauh dari yang diharapkan. Hal tersebut mengacu pada nilai score yaitu 64,67. Setelah mengimplementasikan Quizizz di setiap siklusnya, nilai siswa mengalami peningkatan. Hal tersebut dapat dilihat dari hasil tes di siklus 1 yaitu 71,37 dan 81,31 untuk siklus 2. Dari hasil penilaian tersebut maka dapat disimpulkan bahwa Quizizz dapat meningkatkan kemampuan penguasaan kosakata siswa, selain itu situasi kelas juga menjadi lebih baik.

Kata Kunci: Kosakata, PTK, Quizizz

PENDAHULUAN

English is considered as a foreign language in Indonesia since Indonesians do not use it for daily communication (Mandasari and Oktaviani, 2018) as cited in (Sari & Aminatun, 2021). Mastering vocabulary is very important for foreign language learners. John (2000: 16) as cited in Hariati (2020) mentioned that vocabulary is knowledge involves knowing the meanings of words. In learning vocabulary automatically it must to know the meaning of words itself and can use it in sentences. Robinson (2001: 1) as cited in Bahtiar (2017) states that vocabulary is foundation of ability to think and to share the thought with other people. So, it can be concluded that when you improve your vocabulary, you improve your ability to bring your intelligence to bear on the world around you. "Hiebert and Kamil (2005) as cited in Nurchurifiani & Febriyanti (2021) stated that "Vocabulary is the knowledge of meanings of words." They also divided two types of vocabulary: active vocabulary that is used in speech and writing and passive vocabulary (receptive) that is known but not used by a person. Therefore the purpose of a vocabulary test into find out whether the learners can match each word with a synonym, a dictionary – tape definition, or an equivalent word in their own language. Based on previous research, some of students still find the difficulty in learning vocabulary due to various factors. Students will have difficulty in voicing their comprehension and even production if they do not have enough words in their vocabulary. That's why teachers try to teach vocabulary through some techniques and methods through definitions, self-defining context, antonyms, synonyms, dramatization, pictures and drawings, realia, illustrative sentences and some other techniques (Mehta, 2009) as cited in (Artırmak & Samet, 2018).

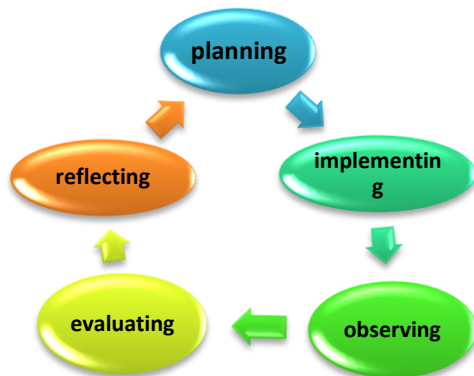
Based on pre research to the students in one of Senior High School in Cimahi, they showed that difficulty of their learning English coming from their vocabulary. They had difficulty in understanding the meaning of words and they were not able to use references correctly. In addition, some of teachers use monotonous method or media which cannot challenge students to learn vocabulary. In teaching vocabulary, a teacher needs to use proper method or media in order to help the students have good understanding on new words being learned. Since today's era demands teacher and lecturer to deal with technology in teaching, the role of technology is really important. E-learning as the concept of computer and network-based learning can be used by the educators in this era. One of the e-learning media is quizziz. Based on the phenomena above, the researchers are intended to choose Quizziz as game-based learning to solve the problem. Quizziz is a famous e-learning platform that teachers and students can use in their daily lessons. Quizziz become more interesting because the teacher can add music and picture (Medvedovska as cited in Zuhriyah & Pratolo, 2020). Reece (2016); Yoshida (1985) as cited in Pitoyo (2019) stated that quiz is a test of knowledge which has been gained in advance, especially as a competition in the form of game. Although it is like competition, but it is entertaining. Based on the explanation above, the researchers are interested to find out the improvement of student's vocabulary through Quizziz application as game based learning.

METODE PENELITIAN

Classroom Action Research was used in this research. Action research can improve the teaching and learning process by reinforcing, modifying, or changing perceptions based on informal data and

nonsystematic observations (Parmawati & Yugafiati (2017). This research composed for two or more cycles then it observed and evaluated to identify all facts including the success and the failure of the action. It means that the action should be stopped or continued and revised to the next cycle based on the selected criteria of success. Before beginning the cycle one, the researchers conducted a preliminary observation to gave the students pre-test to measure their early vocabulary mastery. At the end of each cycle, the researchers gave final test after all the meetings were done.

The following is a brief overview of the CAR cycle adapted from Wiriaatmaja (2005) as cited in Parmawati & Yugafiati (2017).



The subject of this research consist of 20 students (10 male and 10 female) in one of senior high school in Cimahi. The techniques of collecting data in this research can be seen in the following table:

Table 1. Technique of Collecting Data

Technique	Target	Purpose	Data
Observation	Students	To watch and record action	Field note Researcher's diary
	Teaching and Learning activity		
	Teacher		
Questionnaire	Students	To get response in non-face-to-face Interaction	Questionnaire scoring
Test	Students	To get	Vocabulary

Technique	Target	Purpose	Data
		information About the current and previous mark, judgment and situation	scores

The formula to find the mean as stated by Ngadiso (2013: 5-7) is follows:

$$M = \frac{\sum X}{N}$$

M = Mean score

$\sum X$ = Total score

N = Total students

If the mean score increases, the students' vocabulary mastery is considered improving.

HASIL DAN PEMBAHASAN

The results of this study are divided into three parts (The Result of Pre-Test, The Result of Cycle 1, and The Result of Cycle 2). The data was attained from the teaching and learning process and evaluation.

The result of each parts were on the table below:

Table 2. The Average of Students' Vocabulary Mastery Score in Pre-Test

No	Indicator of Vocabulary Mastery	Score
1	Pronunciation	64.55
2	Spelling	65.05
3	Grammar	64.30
4	Meaning	64.80

Table 3. The Average of Students' Vocabulary Mastery Score in Cycle 1

No	Indicator of Vocabulary Mastery	Score
1	Pronunciation	71
2	Spelling	72
3	Grammar	71.25
4	Meaning	72.25

Table 4. The Average of Students' Vocabulary Mastery Score in Cycle 2

No	Indicator of Vocabulary Mastery	Score
1	Pronunciation	80
2	Spelling	82.75
3	Grammar	80.5
4	Meaning	82

Based on the data from pre-test, cycle 1, and cycle 2, it could be seen that the students' scores in every indicator was increase.

From the data from pre-test, the researcher found some factors that influence the students' vocabulary mastery: the classroom situation not alive atmosphere; low participation of students; teacher domination; limited vocabulary practice and low exploration of students' potential. Based on the data from cycle 1 and cycle 2, it could be seen that the students' scores in every indicator of vocabulary has increased due to the use of quizizz application as game-based learning in the classroom.

Table 5. The Result of Questionnaire

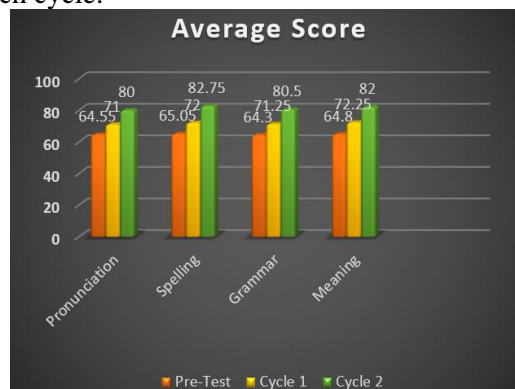
No	Questions	Yes	No
1.	The vocabulary activity through story quizizz was fun	20	0
2.	Technology media that used in vocabulary activity help me to comprehend the content of the material	18	2
3.	The vocabularies that used in the texts easy to understand	18	2
4.	The teacher gave clear instruction in learning activity that make me easy to follow the material	20	0
5.	I always pay attention to the teachers when teaching learning process in the class	19	1

Based on the results of the questionnaire given to the students, it can be concluded that some factors that influence the improvements:

- The motivation from the students has increased when quizizz applied in the classroom because quizizz was a new game-based learning for them.

- The material related to the daily activities, so the students enjoy to follow the class.
- The instructions given by the researchers as instructors very clear and easy to understand.

The following is an improvement chart of each cycle.



SIMPULAN

Having conducted the research in using Quizizz to improve students' vocabulary it can be drawn some conclusions as follows:

- The improvement of students' vocabulary mastery can be identified from the improvement of students ability in pronunciation, spelling, grammar, meaning. It shows that there is a comparison between the students' vocabulary mastery during the intervention and the performance criteria of success.
- Quizizz as game based learning can improve the classroom into a better situation. They were motivated in joining vocabulary class.

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