

## **The Use of Educational Game-based Learning Media Quizizz on Economics Subjects to Increase Interest and Learning Outcomes of Students of Class XI IPS 7 SMAN 6 Kediri**

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### **Abstract**

*This research is motivated by students who often feel bored, bored and lack of interest in the learning process. The attention and concentration of students become unfocused so that students become lazy and do not do the tasks given by the teacher. The purpose of this study was to increase the interest and learning outcomes of students in class XI IPS 7 SMAN 6 Kediri Economic Subjects through learning media based on quizizz educational games. This research approach was carried out using the Classroom Action Learning (PTK) method. This research must be carried out in a planned manner and according to existing procedures. The implementation of this research through II cycles, where cycle I interest and expected learning outcomes are good but not yet maximized so it is necessary to hold cycle II to increase the interest and learning outcomes of students in class XI IPS 7 SMAN 6 Kediri. The use of quizizz educational game-based learning media in Economics subjects has increased, the data can be seen from the pre-cycle learning outcomes of 37% after applying quizizz learning media in cycle I learning outcomes increased by 79%, while in cycle II learning outcomes increased by 97%. Interest in learning in economic subjects also increased as evidenced by the results of observations of learning interest in cycle I reaching 70% and in cycle II experiencing an increase of 87%. This proves that learning media based on quizizz educational games can increase the interest and learning outcomes of students of class XI IPS 7 SMAN 6 Kediri.*

**Keywords : Quizizz Learning Media, Learning Interest, Learning Outcomes**

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## **INTRODUCTION**

Currently, the development of science and technology is progressing rapidly. Although Indonesia has experienced the *covid-19* pandemic for the past three years, it has not hampered the implementation of education to achieve the educational goals of our country, (Prasetyo & Abduh, 2021). According to Article 1 of Law No. 20 of 2003 concerning the National Education System: "Education is a conscious and planned effort to create an atmosphere and learning process so that students actively develop religious spirituality, self-control, personality, intelligence, noble morals, and skills that are useful for themselves, society, nation and state", (Sandri Dewita, 2023).

The use of technology makes the teaching and learning process more innovative and fun. Article 40 paragraph (2) of Law 20 of 2003 requires educators and education personnel to create an educational atmosphere that is meaningful, fun, creative, dynamic and dialogical. Making learning fun can be achieved through the use of media in learning, (Eka, 2021).

Learning media is one of the important aspects in teaching methodology which functions as a teaching aid that is expected to improve student learning outcomes, (Muliya, 2022). One of the learning media that follows the times with the development of science and technology is internet-based learning media. Internet-based learning media is innovative and can be a reference that offers new innovations in the implementation of an interactive and effective learning process, (Unik Hanifah Salsabila, Iefone Shiflana Habiba et al., 2020).

According to (Afifah & Hasanudin, 2023) *quizizz* as one of the *e-learning-based learning* evaluation tools that is very suitable for evaluating quickly and directly giving results to teachers in taking action to students for remedial or enrichment to continue to the next basic competency.

According to (Yuliana Tatik, 2020) the selection of inappropriate learning strategies and media will affect students' interest and learning outcomes, and vice versa that the selection of appropriate learning strategies can increase students' interest and learning outcomes. In the current teaching and learning activities, the teacher finds that some of the students are less active, it can be seen when the teacher gives assignments to do and write on the board, many of these students choose to wait for their friends' answers and are busy playing cellphones, there are also those who sleep under the table. Initial observations conducted at SMAN 6 Kediri in class XI IPS 7 which amounted to 35 students, obtained data on learning outcomes in economic learning students get a score >80 is 5, students get a score >75 is 8, students get a score <75 is 22.

By looking at some of the problems that occur in the KBM process, if it continues to be left like that, it will not change and increase student understanding so that it will affect student learning outcomes, because passive learning makes researchers change new ways or methods of learning so that the passive classroom atmosphere becomes active again, teachers must be able to design a variety of media and introduce new things in the learning process. Of course, the learning media used must be in accordance with the learning material so that it stimulates students to be active and always involves students in every learning activity so that students do not feel bored in following the learning until the end, (Rofiq et al., 2022).

In this case the teacher chooses to use *Quizizz* educational game learning media as a remedy to overcome the passive classroom atmosphere and increase student interest and learning outcomes. *Quizizz game* is a game-based educational application that brings multiplayer activities to the classroom and makes it more interactive and fun, (Mulyati & Evendi, 2020).

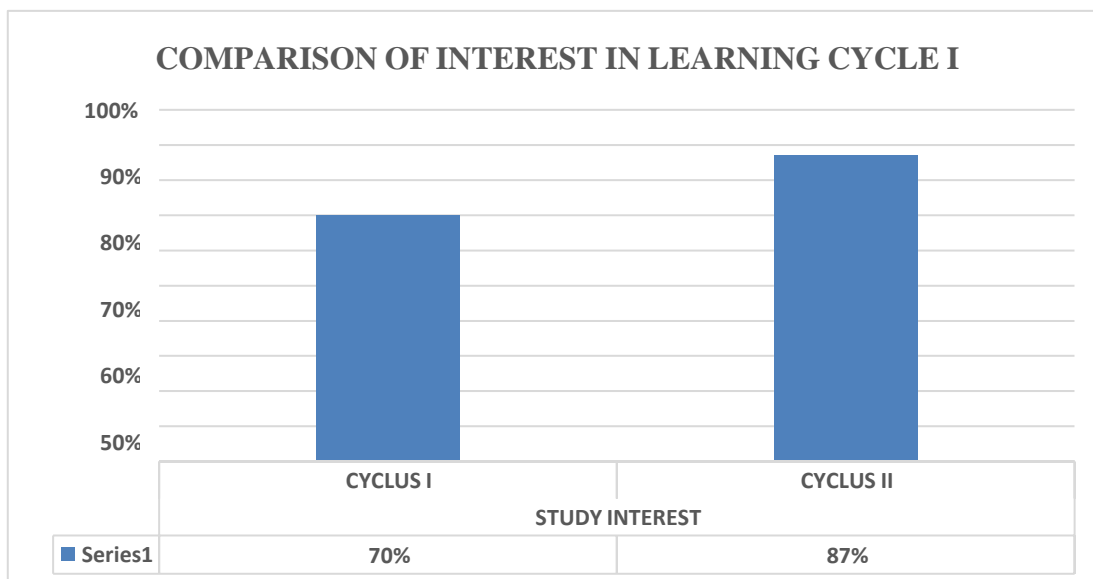
Based on the background, researchers provide a solution in the form of using *Quizizz* educational game-based learning media to find out how far students understand the material. *Quizizz* is a learning system that can improve the effective learning process and can foster a sense of competition between students until a positive evaluation occurs, (Rahmawati et al., 2022). Therefore, researchers are interested in conducting research with the title "The Use of *Quizizz* Educational Game-Based Learning Media in Economics Subjects to Increase Interest and Learning Outcomes of Students of Class XI IPS 7 SMAN 6 Kediri".

## RESEARCH METHODS

This research is devoted to class XI IPS 7 SMAN 6 Kediri which consists of one class. The subjects in this study were students of class XI IPS 7 SMAN 6 Kediri consisting of 35 students of Economics subject at SMA Negeri 6 Kediri. This research approach was conducted using the Classroom Action Research learning method. This research is patterned and specifically designed to increase interest in the learning process so as to produce good grades. This research must be carried out in a planned manner and according to existing procedures. The implementation of this research goes through several cycles, each research implementation is at least 2 cycles. If the expected results up to 2 are not maximized, it will be continued in the 3rd cycle and so on, (Waluyo & Sukatiman, 2021).

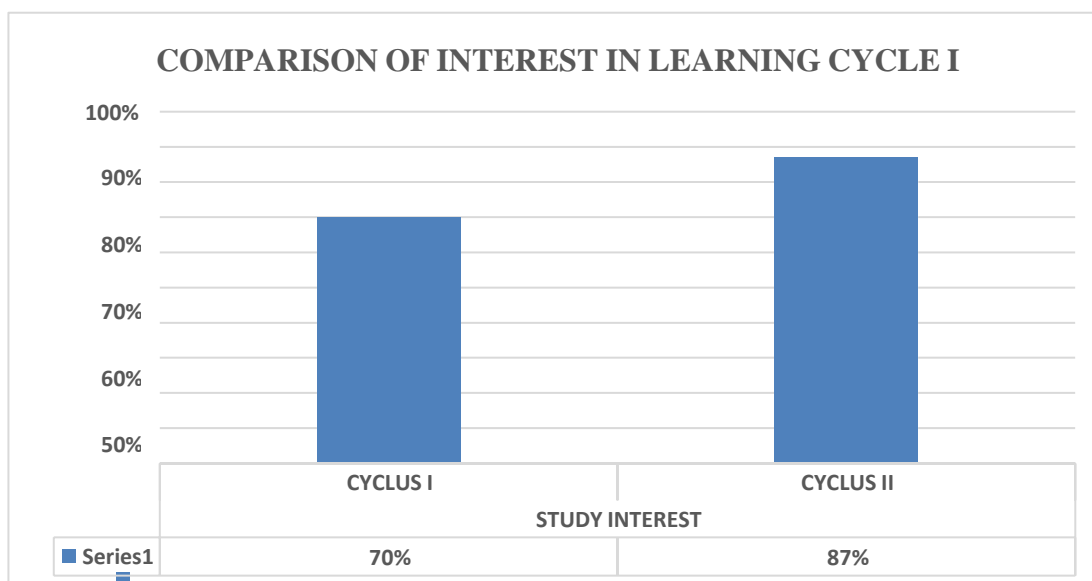
This classroom action research can be seen from its characteristics as research that starts from the mismatch between the teacher's expectations of learning and the reality that exists, this mismatch causes learning problems demanding improvement in order to achieve learning goals. This research is carried out by the teacher with existing procedures and implemented in the learning process so that the results can be observed, (Rosidin, 2021).

## RESULT AND DISCUSSION



**Figure 1. Comparison of Percentage of Interest in Learning Cycle I and II**

The incompleteness of student learning in this pre-cycle is because the teacher uses monotonous learning media, namely by using the lecture method. (Citra & Rosy, 2020). So that it causes students to lack interest in learning and tend to get bored. As a result of students' disinterest in economics lessons, students' interest and learning outcomes are low. So that there needs to be an interesting learning model, one of which is by using learning media based on quizizz educational games to increase student interest in learning. It can be seen in the data that using learning media based on quizizz educational games can increase student interest in learning which was originally 70% in cycle 1 increased to 87% in cycle 2.



**Figure 2. Comparison of Research Results for Each Cycle**

Student understanding in each cycle always increases. In the pre-cycle action, student completeness only obtained 37% with 63% of students who had not reached the minimum completion criteria. Cycle I completeness of student learning outcomes obtained 79% and there were 21% who had not reached minimum completion criteria. Students who have not achieved completeness are not yet familiar with the new teacher and are also not used to learning media based on quizizz educational games. Whereas in cycle II the completeness of student understanding obtained 97% and students who had not completed only 3% with a very good category. As said (Rika, 2019) that the quality of learning is obtained in terms of process and in terms of results. In terms of the learning process, it is known to be successful and of high quality if all or at least most of the 65% of students are actively involved physically, mentally, and socially in the learning process. Besides that, it shows a very high enthusiasm for learning. Great enthusiasm and confidence. Meanwhile, in terms of results, the learning process is said to be successful if there are positive changes in the behavior of all students and at least 65%, this research is said to be successful. (Sunarti Rahman, 2021).

All aspects studied, both teacher activity, student activity and student learning outcomes, experienced an increase in each cycle. This is because students are more active in participating in lessons so that students' understanding increases compared to before. (Rikawati & Sitinjak, 2020). Quizizz educational game-based learning media can increase student interest and learning outcomes because in the learning media used, students are required to be active and confident so that student interest in learning increases and if student interest increases, it will affect learning outcomes will also increase, (Sagala, 2023).

## CONCLUSION

The use of learning media based on quizizz educational games can increase learning interest in economic subjects. This is evidenced by the results of the observation of the Student Activity sheet in cycle I reaching 70% and in cycle II reaching an increase of 87%. This proves that learning media based on quizizz educational games can increase the learning interest of students in class XI IPS 7 SMAN6 Kediri.

The use of learning media based on quizizz educational games can also improve student learning outcomes in economic subjects. This is evidenced by the results of the implementation of cycle I and cycle II with the acquisition of cycle I results of 79% and an increase in cycle II of 97%. This proves that learning media based on quizizz educational games can improve the learning outcomes of students in class XI IPS 7 SMAN 6 Kediri

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