



Training on Quizizz as a Learning Media for Elementary School Teachers

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Abstract : The use of technology in education will enhance the effectiveness of the learning process, thereby improving the quality of existing education. Education has been developed through various innovations, including teaching methods, learning models, and instructional media. This article aims to explain the training on quizizz as a learning media for elementary school teachers and its resulting impacts. This study using asset based community development methods. The method of community service using the Asset-Based Community Development (ABCD) is a approach that focuses on empowering the community by utilizing their existing potentials and assets. The results of this study is quizizz as one of the game-based instructional media used in Distance Learning (DL), has a positive impact on its student users. The research results indicate that there is a change in teachers' abilities in using instructional media, including Quizizz.

Keywords : Training; Quizizz; Learning Media; Teacher.

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INTRODUCTION

The rapid development of information technology in the current era of globalization cannot avoid its influence on the world of education. Global demands require the education sector to constantly adapt to technological advancements in efforts to improve the quality of education, especially in its application to the learning process. Information technology represents the development of information systems by combining computer technology with telecommunications (Farias-Gaytan et al., 2023).

The use of technology in education will enhance the effectiveness of the learning process, thereby improving the quality of existing education. Education has been developed through various innovations, including teaching methods, learning models, and instructional media. In the field of education, a teacher's role in the learning process must always keep up with the changing times while preserving the cultural heritage ingrained in society (Diana et al., 2022). Educators play a crucial role in providing facilities, such as accessible spaces outside the school, where students can continue their learning. Therefore, educators are expected to possess specific skills and expertise in integrating learning with current technological developments.

Educators should be able to deliver educational services without having to be physically present with the students (Dakir et al., 2022). One vital service that enhances motivation in learning is instructional media. With the availability of instructional media, teachers are expected to be more creative and innovative in delivering materials to students. Instructional media is used as a means to improve the quality of education (Baharun, 2016). Speaking of media, it indicates that media plays a significant role in facilitating the learning process since its usage acts as an intermediary between educators and students, making the transmitted information easier to comprehend. This aligns with the definition of media as a channel through which messages or learning information are conveyed by the message source to the target audience to achieve learning outcomes (Sholikhun et al., 2022). It is crucial to understand the importance of instructional media in distance learning implementation. This is because instructional media serves as a tool or intermediary between teachers and students in delivering materials from teachers to students during the learning process (Arsyad, 2011). The presence of instructional media in the learning process greatly helps students to better understand the materials being taught. The selection and use of media must be appropriate to easily achieve the learning objectives (Alfiyah et al., 2016).

Teachers are consistently required to upgrade their knowledge on educational developments and master teaching technology to achieve the educational goals as intended. The purpose of National Education is to enlighten the nation's life and develop individuals to their fullest potential, thus the role of professional educators is crucial. According to the Republic of Indonesia Law No. 20 of 2005 concerning the National Education System, the position of a teacher as an educator is considered a professional role. Therefore, teacher professionalism requires continuous development in line with the advancements in time,

science and technology, and the needs of society, including the need for high-quality human resources capable of competing both regionally, nationally, and internationally.

To achieve the above-mentioned educational goals optimally, several interrelated components are required, forming a unified entity that cannot be separated from one another. One of the essential components is the educators (Teachers) and technological knowledge. Therefore, as an effort to produce professional and high-quality educators, both in teaching and nurturing, is needed.

The expected output from the community service mentoring activities is that the teachers have an understanding and awareness of the importance of utilizing instructional media during teaching and learning activities. After this activity, it is hoped that teachers will also be capable of operating instruments or tools used as instructional media, such as laptops, Android phones, and tablets, which are utilized as means of learning for students. Not only that, but it is also expected that teachers can create ICT-based instructional media, such as Quizizz, and others. It is essential for teachers to master instructional media in the era of digitization because the world of education is continuously evolving, and teachers are required to be technologically competent in teaching. They are also expected to have the necessary skills and competencies to keep up with the developments in the educational world.

Teacher competency is a set of knowledge, skills, and behaviors that must be possessed, internalized, mastered, and actualized by teachers in performing their professional duties. According to Government Regulation (PP) Number 18 of 2007 concerning teachers, it is stated that the competencies that teachers must possess include pedagogical competence, personality competence, social competence, and professional competence obtained through professional education. Therefore, teachers are expected to master appropriate teaching techniques, patterns, and strategies. Teaching strategies are defined as "general patterns of actions performed by a teacher towards students in the teaching and learning process, which can manifest the learning activities." (Ahmad Rohani: 1995). In a global context, strategy is defined as a general outline for taking action towards achieving predetermined objectives. Therefore, it is expected that teachers will also take appropriate steps in using instructional media.

METHOD

In this study using asset based community development methods. The method of community service using the Asset-Based Community Development (ABCD) approach is a approach that focuses on empowering the community by utilizing their existing potentials and assets. The ABCD approach emphasizes on the strengths and resources within the community itself, rather than solely focusing on the problems and shortcomings. The ABCD approach is begin with identification of community assets and potentials, strengthening and empowering the community, collaboration and partnerships, focus on sustainability and

capacity building, and active and inclusive participation. For the first step is identification of community assets and potentials is conducted. Assets can be in the form of human resources (skills, knowledge, talents), natural resources (land, water, forests), and social resources (community networks, local institutions). This identification is done through a participatory approach involving community members in identifying what they possess and what they can contribute to the community's progress. The second step is strengthening and empowering the community. After identifying the assets and potentials, the next step is to strengthen and empower the community to utilize and develop those assets. In the ABCD approach, community service providers act as facilitators, assisting in developing the community's capacity and skills to manage and utilize their assets sustainably. For the third step is collaboration and partnerships. The ABCD approach encourages collaboration and partnerships between the community, local institutions, organizations, and other external parties. These partnerships aim to strengthen community assets by leveraging support, resources, and expertise from various stakeholders. Through these collaborations, community service providers can help build networks and expand the community's access to various opportunities and resources. And for the last step is focus on sustainability and capacity building. The ABCD approach seeks to create sustainable changes within the community. Therefore, the focus is on sustainability and capacity building. Community service providers strive to assist the community in identifying problems, planning solutions, and implementing sustainable activities to ensure that the achieved outcomes continue beyond the project's completion. Active participation from all community members is crucial in the ABCD approach. Every individual is involved in the planning, decision-making, and implementation processes. This ensures that everyone feels a sense of ownership towards the desired outcomes, leading to higher motivation and commitment to contribute.

The ABCD approach differs from traditional approaches, which often focus more on the problems and shortcomings within a community. By actively involving the community, utilizing existing assets, and building strong collaborations, the community service method using the ABCD approach is expected to create sustainable changes and have a positive impact on community progress.

The mentoring and training activities for creating instructional media are conducted with a classical and individual approach. The classical approach is implemented during the delivery of information about: 1) General concepts of instructional media, 2) the essence and objectives of instructional media, 3) types and varieties of instructional media, 4) the benefits of using instructional media, 5) strategies for developing instructional media, and 6) designing and creating ICT-based instructional media. The individual approach is carried out by each teacher responsible for specific subjects in the school. In creating ICT-based instructional media, teachers are given the opportunity to share and consult with resource persons.

The methods used in this activity include 1) lectures, discussions, and Q&A sessions, and 2) training & mentoring. Various lectures are used to convey the material. Mentoring is provided for practical exercises in creating ICT-based instructional media using engaging animations and characters, along with guidance for teachers until they produce the final product, which is the ICT-based instructional media called "QUIZIZZ."

RESULT AND DISCUSSION

1. The Impact of Changes in Teacher Behavior and Abilities

The community service is conducted for teachers in the form of training and mentoring in creating ICT-based instructional media called "QUIZIZZ" that are creative and enjoyable for students. Through this activity, it aims to broaden the teachers' perspectives on various applications that can be used to create interactive media and develop their skills in delivering engaging lessons using ICT-based instructional media "QUIZIZZ" to students. Additionally, with these skills, the target community has the opportunity to create more interesting and effective learning processes, develop creative and innovative instructional media to enhance motivation, cognitive development, interpersonal development, and social aspects. Rahmawati et al. (2017) state that the use of technology in learning can encompass various aspects related to processes, tools, manipulation, and information management.

The success of this community service can be measured by observing the performance of teachers who are capable of creating their own ICT-based instructional media "QUIZIZZ." Furthermore, there are specific achievement indicators, and the success of this community service is determined when teachers have at least one ICT-based instructional media "QUIZIZZ" ready for use in the classroom. The successfully developed ICT-based instructional media "QUIZIZZ" by teachers can be implemented in different themes present in the 2013 curriculum and can also improve teachers' life skills (Mundiri et al., 2023).

Based on the results of this community service, 6 out of 7 teachers were able to create ICT-based instructional media "QUIZIZZ," accounting for 85.7% of the teachers. However, there was one teacher, or 14.3%, who had not yet been able to create instructional media using QUIZIZZ. This occurred because the teacher encountered difficulties in using technology and was using QUIZIZZ as an instructional media application for the first time. The explanation above indicates that the development of instructional media has numerous benefits, as media plays an integral role in the classroom and serves as a primary means of learning. The benefits of instructional media include; 1) more active lesson delivery; 2) more engaging learning experiences as media captivates students' attention and keeps them focused; 3) more interactive learning by applying learning theories and psychological principles that involve student participation, feedback, and reinforcement; and 4) The required learning time can be

shortened as most media only require a brief period to deliver messages and lessons effectively, allowing for a considerable amount of content to be absorbed by students (Arsyad, 2011).

Sudjana and Rivali stated the benefits of instructional media in the student learning process as follows; 1) teaching becomes more engaging, capturing students' attention and fostering learning motivation; 2) instructional materials become clearer in meaning, enabling better understanding by students and helping them to master and achieve teaching objectives; 3) teaching methods become more varied, not solely relying on verbal communication through teacher's speech. This prevents students from getting bored and saves the teacher's energy, especially when teaching in every class session; 4) Students can engage in more learning activities, not just listening to the teacher's explanations, but also participating in other activities such as observing, practicing, demonstrating, role-playing, and others.

The Encyclopedia of Educational Research details the benefits of educational media as follows; 1) laying a concrete foundation for thinking, thereby reducing verbalism; 2) increasing students' attention; 3) providing essential foundations for learning development, making lessons more solid; 4) offering real experiences that promote students' independent efforts; 5) cultivating organized and continuous thinking, especially through vivid images; 6) assisting the growth of understanding that supports language development; 7) providing experiences not easily obtained through other means, leading to greater efficiency and diversity in learning. From the explanations and opinions of several experts above, it can be concluded that some of the benefits include overcoming limitations of senses, space, and time (Mundiri, 2018). Objects or complex processes that cannot be perceived by the senses can be presented through microscopes, films, slides, or images.

Facilitate the learning process to enhance communication between teachers and students, making it easier for teachers to teach and enabling students to receive and comprehend the lessons. This process requires professional teachers who can align instructional media with teaching methods. The advancements in technology, science, and changes in societal attitudes have a significant impact on the field of education. This encourages educational institutions to advance by utilizing modern technology and scientific progress as instructional media. Facing the advancements in science and technology further pushes for efforts to renew the use of technological advancements in the learning process. Teachers are expected to be able to use instructional media in the classroom as it is essential to achieve the intended learning objectives. Besides being able to use instructional media, teachers are also required to develop skills in designing instructional media to be used. Therefore, teachers must possess sufficient knowledge and understanding of instructional media.

The rapid development of Information and Communication Technology (ICT), especially the internet, allows for the improvement of information services within an

educational institution (Fauzi et al., 2018). In the environment of secondary education institutions, it is essential to introduce and initiate the use of Information and Communication Technology (ICT) as a more advanced basis for learning. This is crucial considering that the use of ICT is an important factor enabling the swift transfer of knowledge to the students, the future generations of this nation, on a broad scale. In a more specific context, it can be said that the policies governing education, whether implemented by the government, local authorities, or the community, must be capable of providing broad access to understanding and mastering the latest technology for the students (Alves et al., 2017).

According to Sujadi, the concept of ICT-based learning is a learning process conducted with the aid of information and communication technology. Through this medium, the teaching and learning process can become more effective. Thus, it can be understood that ICT-based learning is not merely the utilization of technology to deliver learning materials but also involves accessing materials through a Local Area Network (LAN) prepared by the school or even accessing learning materials through the Interconnecting Network (Internet) (Sholikhun et al., 2022).

Based on the above explanation, it can be understood that ICT-based instructional media serves as an intermediary tool to convey messages that can facilitate the learning process. This media includes both hardware and software components, such as transparent materials, and others. The ICT-based instructional media referred to in this study includes learning materials with the assistance of computers/laptops, through media such as PowerPoint presentations, LCDs, videos, and the internet. In connection with this, Munir explained that ICT in learning functions as Audio Visual Aid, which utilizes audio and visual aids (utilizing sound and images) to deliver instructional materials.

2. Quiziz and Changes in Teacher Behavior

The community service activity conducted is a training and mentoring on the creation of ICT-based instructional media "QUIZIZZ" for teachers at elementary schools in Probolinggo. The goal of this training is to enhance teachers' knowledge and abilities in creating and using creative ICT-based instructional media "QUIZIZZ" to make the learning process at elementary schools in Probolinggo more creative and varied. This, in turn, aims to increase students' interest in learning and improve their learning outcomes. The expected outcome of this training is to broaden teachers' understanding of ICT-based instructional materials, especially Quizizz, and enhance their skills in creating and using such instructional media.

Media plays a role in connecting information from one party to another. In the field of education, media is referred to as instructional media. Instructional media encompasses anything that can be used to convey messages or information in the

teaching and learning process, stimulating students' attention and interest in learning. Various instructional media are used by teachers to deliver teaching materials, tailored to the teachers' own capabilities and capacities in using them.

Danim (2011) argues that technology-based instructional media can make learning more powerful, as the use of technology-supported communication can add value to specific communication capabilities. The use of media in the teaching and learning process is not an additional function but has its own function as a tool to create an active, effective, and enjoyable learning situation. Based on the above opinions, it can be concluded that media is a learning tool used to present facts, concepts, principles, or specific procedures to make them appear more real or concrete, thus creating an active, effective, and enjoyable learning situation.

Rusman also states that ICT-based instructional media is a component of learning that contains instructional materials for students in the form of information and communication technology. In other words, media is a means of disseminating information in the form of hardware, software, network systems, and computer or telecommunication infrastructure so that data can be distributed and accessed globally (Rusman, 2012).

Quizizz is a free learning platform-based game, considered as educational technology. It is an internet website that brings a lively and exciting quiz atmosphere to the classroom. Playing Quizizz makes learning very enjoyable and prevents students from getting bored with difficult-to-understand lessons. However, playing Quizizz requires an internet connection as the quizzes or questions available and created using Quizizz can only be played online. It has its merits and downsides; it is highly engaging, can be played not only through PCs but also smartphones with internet connectivity, but the requirement for an internet connection is necessary. If there is no internet connection, students can only watch but cannot participate.

Several positive impacts that arise after using Quizizz in online learning indicate that Quizizz is beneficial for online learning processes as currently happening. This is in line with (Nugroho et al., 2019) stating that the use of technology in the form of gamification during the learning process can be used for positive activities, creating creative and enjoyable learning experiences that support students' achievements. However, Quizizz or the use of game-based instructional media still needs to consider possible negative impacts. For example, the extrinsic reward system may become the main focus in controlling the class. Teachers must be able to build intrinsic motivation in students for the learning process in the classroom. Learning based on intrinsic motivation will be more effective compared to extrinsic motivation, such as giving rewards or prizes. This aspect needs attention because the use of game-based instructional media can be effective but also carries the risk of failure. Therefore, the implementation of game-based media needs to be designed effectively and must be accompanied by evaluation

techniques tailored to the learning objectives to be achieved. This way, the desired learning competencies can be achieved effectively.

CONCLUSION

Quizizz, as one of the game-based instructional media used in Distance Learning (DL), has a positive impact on its student users. Learning becomes enjoyable and not monotonous as students feel like they are playing a game. It sharpens students' competitive spirit because Quizizz shows their scores directly each time they answer a question. It enhances focus in learning, increases enthusiasm, and stimulates students to better understand the questions compared to textbook-based questions. However, the use of Quizizz during learning also needs to consider other impacts, such as ensuring that students' main motivation for learning comes from within themselves. Additionally, teachers are expected to use other instructional media that have different characteristics than Quizizz since not all students have the same learning style. Moreover, the use of Quizizz should be adjusted to the learning model, the characteristics of the learning materials, and the students' characteristics to effectively measure students' learning outcomes and achieve the learning objectives. The research results indicate that there is a change in teachers' abilities in using instructional media, including Quizizz. The results of the mentoring activities show an improvement in teachers' abilities in using ICT-based instructional media, particularly Quizizz, which was the main focus of the discussion.

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