



The Impact of Quizizz Learning Media in Increasing Interest and Learning Motivation for Early Childhood Education Students

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ABSTRACT

As technology advances in the education sector, there are many updates in the use of learning media, one example is using the Quizizz application. The Quizizz application really helps teachers in the teaching and learning process. The Quizizz application has many interesting features, and makes learning more fun. The quizizz application is one of the learning media chosen by teachers to carry out the learning process for early childhood. The aim of this research is to find out how big the impact of quizizz learning media is in increasing early childhood interest and motivation in learning. This research uses a qualitative method where data is obtained through introducing the Quizizz application to young children and direct interviews with several parties such as teachers and parents of children. The research results show that the use of the Quizizz application in early childhood is carried out well starting from the planning, implementation and evaluation stages. From this research, it can be concluded that the Quizizz application is very helpful in the children's learning process so that children understand the lessons taught by the teacher more quickly and the interesting features can also increase children's learning motivation. The limitation of this research is that the researcher only conducted research on the quizizz application for early childhood even though there are still many applications that can be used to provide learning motivation for early childhood. The researcher hopes that future researchers can conduct research related to early childhood learning motivation but by using other learning media. This research recommends that future researchers use the research as a reference in conducting research on the impact of the Quizizz application in increasing learning motivation in young children.

Keywords: *Early Childhood, Learning Motivation, Quizizz Application*

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INTRODUCTION

The motivation that children have in every learning activity is very helpful in improving learning outcomes in certain subjects (Lady et al., 2018; Loveys & Riggs, 2019). Motivation to learn is considered important for the success of the learning process (Moè et al., 2018; Wang et al., 2018). For this reason, another challenge is how teachers optimize the quality of planned learning outcomes (Department of Computer Education and Instructional Technology, Necmettin Erbakan University, Konya, Turkey et al., 2019). And apart from that, teachers must be able to stimulate students' interest and motivation in learning and change learning to be more interesting (Holmes & Rasmussen, 2018; Williams et al., 2018). For example, teachers are able to create interesting questions or quizzes and teachers must be able to collaborate between games and learning, inviting children to learn to read while having fun. so that children are enthusiastic about answering questions and their interest in learning increases (Deagle et al., 2019; Nandiyanto et al., 2019). (Gale et al., 2023) States that teachers must also be able to provide learning media so that children can be enthusiastic about learning and create a desire to learn and children's motivation and interest in learning increases very well.

The rapid development of science and technology today can have an impact on human life (Abu-Ali et al., 2019; Farquharson et al., 2019). One of them is in the field of education. As technology advances in education, the learning process can improve quality or skills, technology can help solve problems in the world of education, or can help humans in the field of education (Huang & Hsieh, 2020; S. Li, 2018). A teacher is required to respond quickly to changes in learning renewal programs by increasing media and multimedia capacity in the learning process (Cohen et al., 2021; Mohamed & Alawna, 2020; Ukritchon et al., 2018). (Gever et al., 2021; Ninghardjanti & Dirgatama, 2022) States that one of the positive impacts of technology in learning is that technology can be used as an interactive learning medium. By being able to increase the effectiveness of learning and make learning easier and more interesting for children so that the hope of learning is erotic and practical.

Early childhood is a "sensitive" period because at that time there is maturity of physical and mental functions, readiness to respond to environmental stimuli and internal internationalization within oneself. (Alawida et al., 2019; Cimino et al., 2019; McLean & Wilson, 2019). personal and also readiness to respond to technological advances in the advanced world of education today (Leacock & Warrican, 2020; Murillo et al., 2018; Po-Yan Leung et al., 2018). It is a challenge for educators to be able to create interesting learning media so that children do not feel bored while learning (Horovitz & Mayer, 2021; Khalaf et al., 2022). One of the fun learning media or learning applications is Quizizz (Faculty of Education Sciences of the Universidad Nacional de San Augustin de Arequipa, Peru et al., 2023; Pham, 2022). Quizizz is a

digital application which includes fun class activities and allows children to learn together via Android and laptop.(Angjeliu et al., 2020; Ball-Damerow et al., 2019).Quizizz is an application that is narrative and flexible because apart from being able to be used as a means of delivering material, it can also be used as a fun learning evaluation medium so that learning is not boring.(Kaufhold et al., 2020; Wijana et al., 2018).(Berber & Sowerby, 2018)Stating that Quizizz is in the form of a presentation that has very interesting animations and is easy to use. The questions in Quizizz can use pictures so that you don't look at them too much and the pictures can also be used as a target to generate interest in learning for young children.

Quizizz is a game-based application, which can bring multi-players into a class and make the class more interactive and fun.(Ding et al., 2019; L. Li et al., 2019). By implementing the game in the Quizizz application, children can do class exercises on the electronics they own(Janković & Lambić, 2022; Katemba & Sinuhaji, 2021; Tangonan, 2022). This Quizizz application is not the same as educational applications in general. This Quizizz application has game characteristics where there are avatars, themes, memes and entertaining music to carry out the children's learning process. This Quizizz can also enable children to compete and motivate them to learn and improve learning outcomes. Like the teacher displays a quiz on the screen and the child answers and the results of the answers will immediately appear on the screen, and the teacher can immediately monitor the process and download the quiz results for evaluation and see the child's learning performance.(Faculty of Education Sciences of the Universidad Nacional de San Augustin de Arequipa, Peru et al., 2023)Stating that the Quizizz application can also help motivate children's learning and improve children's learning outcomes which were previously only done using paper.

Based on research conducted byYunali in 2016said that teachers were less innovative in carrying out the learning process for children. During the learning process, children are only given a little explanatory material with examples in textbooks with very limited material. Meanwhile, learning activities must be prepared as well as possible so that children can truly understand the material presented by the teacher. Teachers are required to prepare lesson plans, choose learning models, learning methods and also learning evaluation media. One thing that teachers need to convey when teaching is media and learning evaluation. Therefore, as educators, they must be able to manage learning media to increase children's understanding for future preparation. Early childhood children also have the right to receive good and enjoyable learning.

Based on the expressions of previous research, it can be said that there is a difference and there is newness in the current research. This research discusses the impact of the Quizizz application on early childhood in increasing early childhood motivation and interest in learning. The impact of the quizizz application can make children enthusiastic about answering the questions displayed, the animations displayed in quizizz can increase children's motivation to learn. The influence of the quizizz application also has an impact on children's psychology. In this research, the researcher describes the results of the research in the form of tables and analyzes to find out how

teachers respond to the impact of using the Quizizz application in the early childhood learning process. This research also introduces children to how to use the Quizizz application as well as how the Quizizz application is used for young children.

The aim of this research is to create a mobile game application as an alternative learning medium for recognizing symbols, counting, matching pictures and unscrambling words. Games can be used as an alternative learning media for Early Childhood Education (PAUD) teachers in changing traditional ways of learning into learning with simulation games to develop children's creativity as educational games that are challenging, accurate, reasoning and moral. The main goal is to motivate children, foster children's interest in learning, provide players with interesting experiences that strengthen learning and skills, problem solving, and increase proficiency at each stage of the game. The gamification process is the process of creating a game activity that encourages children to be involved and participate in learning. And it also aims to provide a new style of learning so that children don't feel bored when the teacher delivers the material.

Based on the explanation above, researchers are interested in choosing the title *The Impact of Quizizz Learning Media in Increasing Early Childhood Education Students' Learning Interest and Motivation*. This research was conducted to determine the impact of Quizizz learning media in increasing motivation and interest in learning in early childhood. With this research, researchers can find out and understand the influence of the Quizizz application on young children in the learning process. And to see how children respond to this learning media which contains various fun features. The impact of the emergence of learning media called the quizizz application has made elements from schools, teachers, children and parents feel the big effects of this quizizz application and have a big role in guiding children not to focus too much on the current media.

RESEARCH METHOD

This research uses qualitative and descriptive methods. Qualitative methods are a type of scientific research that aims to understand phenomena in a social context through a process of determining communication priorities and in-depth interactions between researchers and research phenomena.(Marhavidas et al., 2019). Using a qualitative approach with a descriptive approach because in this research, facts about something will be described and presented as research where the description in this research is written in the form of words accompanied by a comprehensive description of what is happening in the field(Harris et al., 2018). There are three types of techniques used in conducting this research, namely observation, interviews, documentation and direct introduction to the Quizizz application. And then the data that can be obtained is analyzed by reduction, namely selecting data that the researcher thinks is important and that can be studied, presenting the data, and making conclusions so that it is easy to understand by the researcher and people who read it.

Introducing the quizizz application to children directly so that children know

what the quizizz application is. Before introducing the Quizizz application to children, researchers created questions in the form of interesting quizzes, so that children would become curious about the application that would be displayed. The researcher then explained how to use the quizizz application to children, and the researcher also displayed interesting pictures so that each child could focus on the questions the researcher presented.(Bjørkvold & Blikstad-Balas, 2018; Jambou et al., 2018). The researcher also gave rewards to children who were enthusiastic about answering the questions presented so that children who were initially less interested in the questions the researcher presented in the Quizizz application became motivated to pay attention to the questions. The researcher also documented taking photos after the researcher presented the question. Documentation is carried out so that this research is more effective and reliable.

Interviews were conducted directly with respondents so that researchers could find out how much impact the Quizizz application had on young children's learning motivation. The interview was carried out by means of question and answer between the researcher and the research subject so that the researcher could obtain more accurate and precise information. This data collection technique is needed by researchers so they can collect basic data from this research (Khotimah et al., 2022). These data will be collected as initial data in an interview conducted by researchers. Interviews are conducted as evidence or information from a statement previously planned by the researcher before providing questions and answers to the research subject. The interview can be called a directed interview, because before that there was planning. The interview focuses the respondent on questions that have been prepared in advance by the researcher. The data analysis techniques from this research can be seen from the chart below:

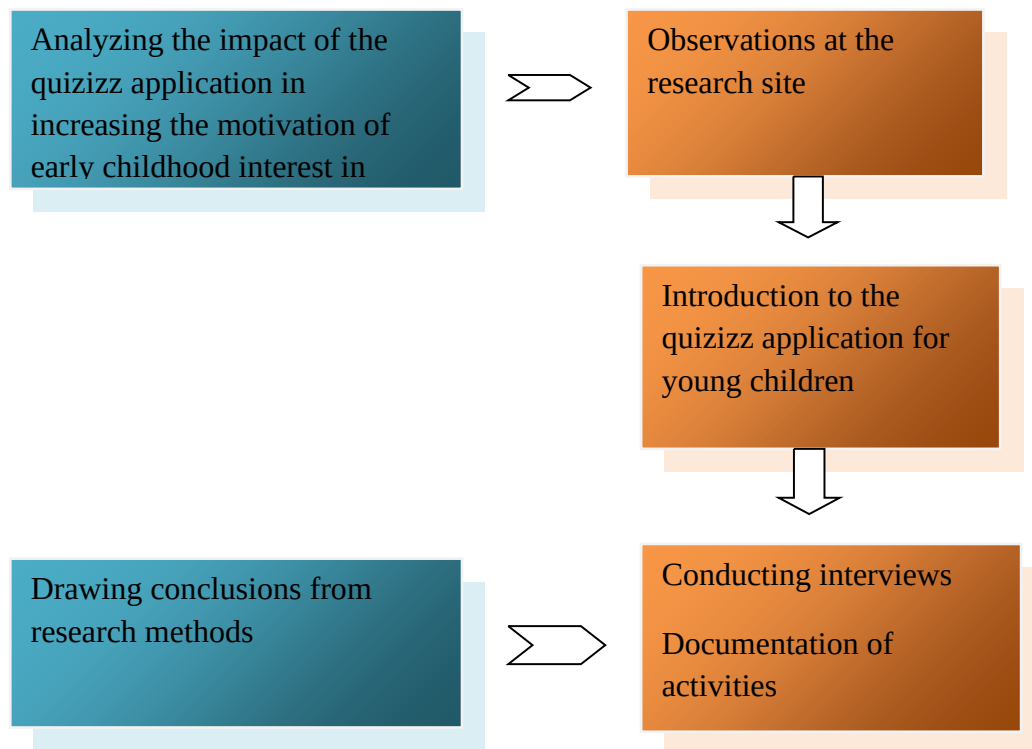


Figure 1. Questionnaire Distribution Steps

RESULTS AND DISCUSSION

The Quizizz application offers various features available for teachers to use as a learning medium. Teachers can display learning materials with various learning models that are desired and also interesting. Submission of questions in multiple choice form in the Quizizz application with various features is assumed to have an influence on children's learning interest, so that children are enthusiastic about starting learning. The features in the Quizizz application are pictures that can be included in a question and there is also a way to perform music so that children feel comfortable while learning. The Quizizz application is very useful in learning for children, children can immediately learn and play at the same time, so that children don't feel too focused on thinking about the lessons delivered by the teacher.

The Quizizz Media Application is presented in the form of a quiz which can make children play an active role in learning. Children are made into several teams, and each team competes to get the most points to become the winner in a quiz. In this competition, it will cause a boosting trigger for the progress of a child's thinking and then continue in an action taken by the child. The impact of this quizizz application is to improve thinking in learning by presenting various types of questions that are interesting to children. This learning method is equipped with the Quizizz application which makes learning more interesting. This quiz is given through the quizizz application using one of the technological media, namely smartphones. In this quizizz application, questions can be answered within a specified time. And after finishing answering all the questions, the Quizizz application will display the score directly so

that children feel challenged and can also make improvements in their learning quickly and well.

Table 1.1 results of questionnaire distribution

No	Question	Data Validity
1	The Quizizz application has a good impact in increasing the learning motivation of young children?	0-30
2	The Quizizz application is a new challenge for a teacher?	0-30
3	Is the quizizz application very good for children?	0-30
4	Does your child really enjoy learning using the quizizz application?	0-20
5	The quizizz application is the right learning media?	0-20
6	With the many features in the quizizz application, does it increase children's motivation in learning?	0-20
7	The quizizz application has a bad influence?	0-40
8	The quizizz application is not interesting for young children?	0-60
9	There is no learning media other than the quizizz application?	0-50
10	Does it make it easier for teachers to carry out learning?	0-60
11	The quizizz application is difficult to download?	0-30
12	Does your child's creativity increase when using the Quizizz application?	0-60
13	Can the quizizz application be used by all students?	0-60
14	Is the quizizz application very popular as a learning medium?	0-40
15	The quizizz application makes learning effective?	0-70
16	Children feel burdened when using the Quizizz application?	0-30
17	Does this quizizz application make children lose focus because they are caught up in time?	0-40
18	The quizizz application is dangerous?	0-60
19	This quizizz application is very boring?	0-40
20	Do you need a quota when learning the Quizizz application?	0-70

In the table above there are questions related to the use of the Quizizz application which were studied by researchers in early childhood. The questions obtained are able to produce information that can help researchers in researching the impact of the Quizizz application in increasing motivation and interest in learning in

young children. The questions tested by researchers were 20 questions which contained questions related to the Quizizz application, benefits, objectives, impacts and advantages and disadvantages of the Quizizz application for early childhood. Questions containing the use of the quizizz application were able to obtain a percentage of 70% by displaying the strongly agree category. And questions that resulted in the category that the Quizzizz application was very easy and practical to use obtained a percentage of 60%. By displaying the strongly agree category. This research also examines the impact of the quizizz application on early childhood which makes children think creatively and innovatively by obtaining a strongly agree category which shows a presentation of 75%.

The statement containing the Quizizz application is not pleasant for children by showing the strongly agree category by showing a presentation of 20%. Researchers also examined how difficult it is to download the Quizzizz application by displaying the strongly agree category which shows a percentage of 10%. Researchers also researched that the Quizzizz application is difficult to use without a network. This Quizzizz application has to use a network to use it, showing the strongly agree category by showing a percentage of 70%. Researchers also examined whether children felt burdened by using the Quizizz application, which received a strongly agree category by showing a presentation of 30%. Researchers also examined the dangers of using the quizizz application for children who received a strongly agree category which showed a presentation of 60%. Researchers also examined children's lack of focus in learning because the time in Quizzizz obtained the strongly agree category and produced a percentage of 40%. The lowest percentage was 20% of researchers researching the Quizizz application, which is an appropriate learning media application for early childhood.

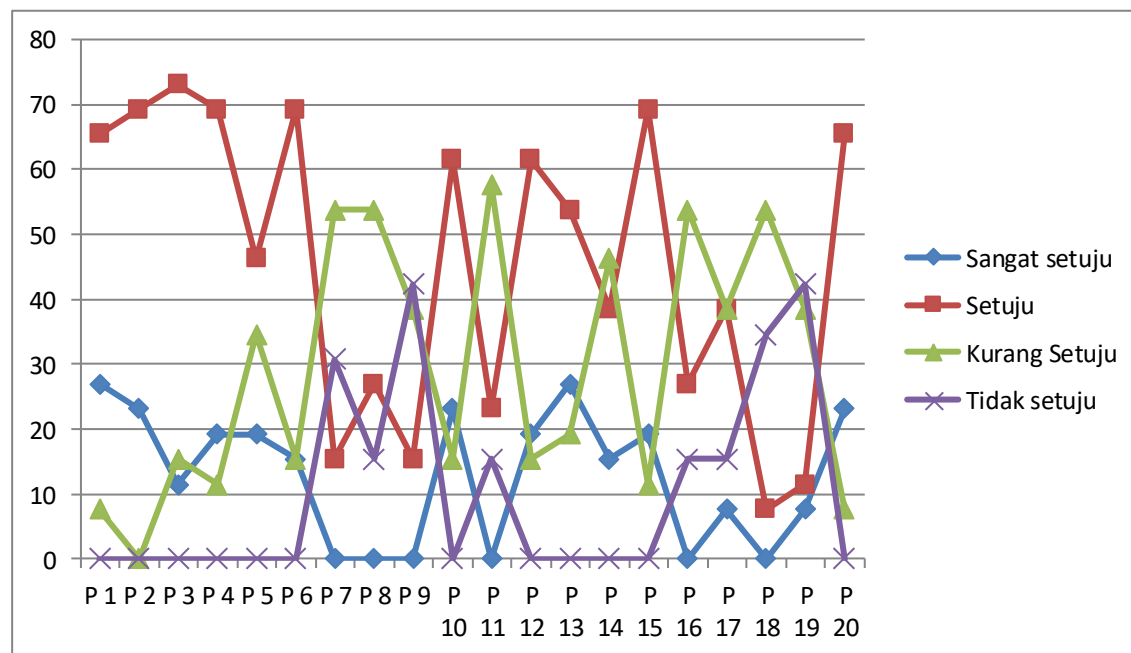


Figure 2. Graph of Quizizz Application Usage

The graph above is a description of the Quizizz application. The graph above explains that this research used 20 questions about how influential the Quizizz application is in increasing the motivation and interest in learning of young children. The purpose of question 20 is to find out the opinions of teachers and children regarding the influence of the Quizizz application in learning. The question that got the highest percentage showed the strongly agree category, there were 2 questions, namely questions number 15 and 20 which got a percentage of 70%. The percentage results that have the second highest weight are 5 questions contained in questions number 8, 10, 12, 13 and 18 which have a percentage of 60% in the strongly agree category. The next highest percentage result is in question 9 which has a percentage weight of 50% in the strongly agree category. And the lowest data acquisition was in questions 1, 2, 3 which had a percentage weight of 30% in the strongly agree category. The next lowest data acquisition was in questions 4, 5, 6 which had a percentage weight of 20% in the strongly agree category.

From the data from the research results regarding the impact of the Quizizz application to increase motivation and interest in learning in young children, it is clear that in the form of the strongly agree category, the strongly agree category shows that the first acquisition is at a percentage of 70% for 2 questions, and the lowest data acquisition is in the strongly category data. agreement was obtained at a percentage of 60% on 5 questions. The second data obtained was obtained in the agree category where the percentage was 50% on 1 question and those who got the lowest data category were agree with the presentation 30% on 4 questions and the lowest percentage agreed was 20% on 3 questions. And the percentage of data that does not agree is 0%. So researchers can conclude that learning using the quizizz application means that children

are very enthusiastic and motivated to learn and make learning effective and efficient. It is proven that those who strongly agree in the Quizizz application have a percentage weight of 70%.

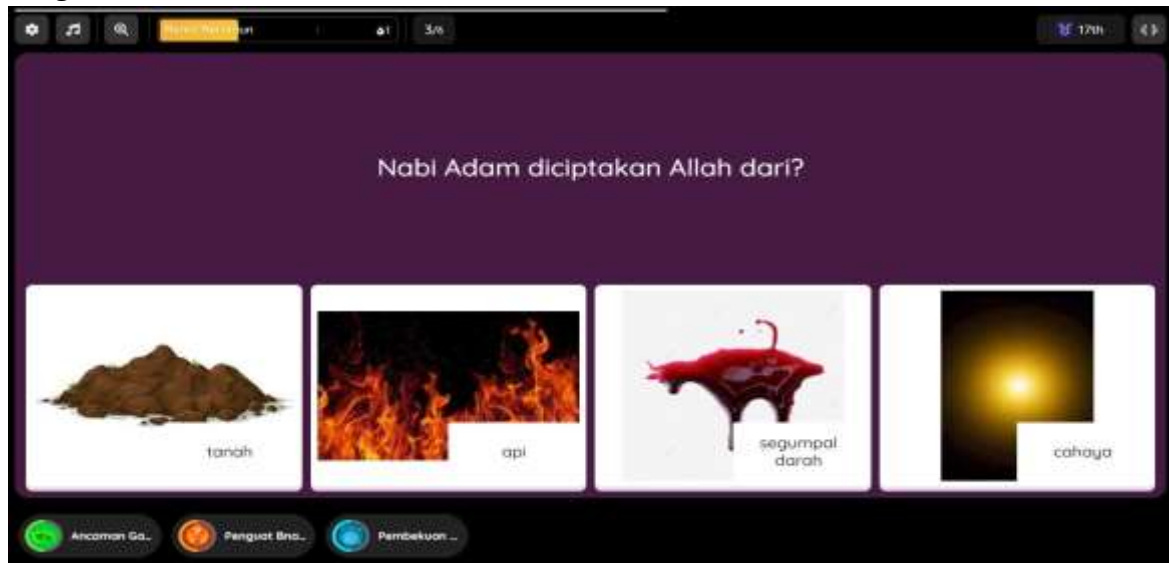


Figure 3. Use of the Quizizz Application

In the picture above is the online quizizz application. The form of this quizizz application is in the form of questions that discuss science, especially in the field of education. This application can be downloaded on children's Android which is easy to carry anywhere. The questions in Quizizz can help children in learning, with the Quizizz application children can access various questions from the lessons they have studied. Teachers are also greatly helped by the Quizizz application because teachers no longer need to manually create questions that will be tested on children, but teachers can type in various questions that will be tested on children so they can access the various existing questions. This online quiz can also help make children creative in learning, and can also help children understand the extent of a child's abilities. Quizizz is a fun and interactive learning medium because it allows children to do it on time and get the right results.

The characteristics of this learning media are that the material in the Quizizz application is displayed very clearly, not long-winded, the purpose of the Quizizz application media is very clear, the instructions for using it are explained clearly and the learning flow is also very clear. So in the Quizizz application it is explained clearly. In the modern era, the Quizizz application is very necessary, because teachers and children prefer to use the internet rather than answering questions on white paper. By using Android, teachers and children are helped in the learning process, especially teachers or lecturers in the learning process with this Quizizz application. This quizizz application has its own appeal for children, the positive impact of using this quizizz application is that it is easier for children to find lessons and can keep up with developments in the modern era today. Therefore, children and teachers must be able to use Quizizz properly and correctly. So that you can make both parents and the name of the school proud. Educators can use the Quizizz application in the following way: first the teacher must log in to their account via Google www.quizizz.com,

then click on the log in text, click on the teacher message as a step for teachers in the Quizizz application, the teacher can immediately enter complete personal data such as username, email and especially password, if the Quizizz application already displays the login text, the teacher can quiz on the Create a quiz text. , then the words create a quiz will appear. And children can join the quizizz application in the following way: The first step is to ask students to enter the game code and enter their name. Students who have joined will be visible on the teacher's laptop, and the quiz can start after all students have joined, after that the teacher only needs to click start, and the online quiz can start.

The results of this research are the impact of using the Quizizz application in increasing motivation and interest in learning in young children. This quizizz application is used to test how much children understand their learning abilities. Using this application also makes it easy for teachers to test the extent of children's ability to understand the lessons they have learned. The advantage of this quizizz application is that it is very easy to carry anywhere and also in real time. What is more important is that this application is very practical. Using Quizizz really makes children who were previously not enthusiastic about taking exams by getting to know the Quizizz application, children become enthusiastic about taking exams. The disadvantage of this quizizz media application is that quizizz depends on the internet network, if you have a good internet network then this quizizz application will run well too but if you have a bad internet network then this quizizz application will not run well and cannot revise answers that have been filled in automatically.

Researchers who studied the Quizizz application found that many children liked the Quizizz application in learning activities. This research method uses a qualitative method where data is collected by distributing questionnaires and making observations at the research site in order to obtain correct and valid data. With this qualitative method, researchers can explain in detail exactly how many people or how much data the researcher has examined in the field. This method can also make it easier for researchers to create tables, line diagrams or graphs in a scientific work with clear data provisions and the source is based on the place being studied. The advantages of this qualitative method are that the results obtained are more accurate and reliable if used in accordance with predetermined rules, this qualitative method can simplify complex problems and also the information obtained is clearer and very detailed. And the weakness of this method is that the reality of events is distorted, it cannot guarantee assumptions, it cannot be used for small sample analysis, data collection starts from the highest value, and this method is not subjective.

The use of Quizizz media is evidence of improving student learning based on collaborative and fun learning. This quizizz application is also suitable for use in the distance learning process by simply entering your email. The quizizz application is an application provided free of charge that can be used as easily as possible for children and teachers. Quiz question types are multiple choice, fill in the blank, check box and choice. In quiz applications, the number of live quiz participants can reach hundreds or even 500 people. The aim of conducting this research is to make it easier for teachers and children in learning activities. Some kindergartens already use the Quizizz application, but there are also some kindergartens that do not use the Quizizz application but still use manual learning. Usually,

kindergartens that have not used the Quizizz application are kindergartens in remote areas that are still unexplored by modern technology. And the kindergartens that have used the quizizz application are kindergartens located in urban areas that have been penetrated by technology, therefore it is hoped that the government can provide good facilities to kindergartens that have not yet been explored by the latest technology and can apply the quizizz application in learning. So the researcher hopes that future researchers can introduce this quizizz application as an online quizizz media so that they can use this media easily according to current developments.

CONCLUSION

Based on the research results above, it can be concluded that the Quizizz application learning media can be used as a reference for children to make it easier for teachers and parents to find out how much thinking ability is carried out through the tests contained in the Quizizz application. The results of this research show that in the graph that was examined, 20 children were of the opinion that they strongly agree, agree, disagree and disagree with the use of the online quizizz application learning media. Therefore, the results of the research, namely the achievement of the online quizizz application, are in into the category that is very suitable for use as learning media that can help children understand learning and increase children's motivation and interest in learning. With this quizizz application, learning is very fun, the effectiveness of learning is very good, the quizizz application is very practical so that anyone can use this quizizz application, there are many questions that can be seen in this quizizz application and young children will not get bored in learning activities .

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