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Utilization of Quizlet as an Interactive Quiz to Improve Student Learning Achievement

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ABSTRACT

Along with the many advances in technology in the world of education, especially in website-based learning. Student learning achievement can be improved by using the Quizlet application. Quizlet is a platform used to make learning evaluations using the internet network. The purpose of this research is to determine the benefits of the Quizlet application as an interactive quiz to improve student learning achievement. This research uses quantitative methods using surveys and in-depth interviews, the survey was conducted online. The results of this research explain that the Quizlet platform can be used to create online-based interactive quizzes and can improve student achievement. The conclusion of this research explains that in using the applicationQuizlet really helps educators and students in the teaching and learning process, especially in implementing quizzes in learning. The limitation of this research is that the researcher only uses the Quizlet platform as an interactive quiz and the researcher hopes that future researchers can carry out the same research but with a more interesting Quiz application or can be used offline.

Keywords: Interactive Quizzes, Learning Evaluation, Quizlet

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INTRODUCTION

There is currently a lot of interest among Indonesian people in increasingly sophisticated technology (Cheng dkk., 2019; O'Kane dkk., 2018; Valentine dkk., 2020). What makes educators and students today or what is called the 5.0 era (Archer-Brown dkk., 2018; Bradford, 2018; Salk & Kennedy, 2020). At this time technology has become an inseparable part of all aspects of human life. Almost all human activities currently utilize technology, whether through simple technology or sophisticated technology (Koenecke dkk., 2020; Mehellou dkk., 2018; Thurman, 2018). Technology was created according to human needs which can facilitate human survival. Current

technology is very useful for learning, both offline and online learning (Marion & Fixson, 2021). Therefore, educators and students must be required to be able to use technology.

Technology plays an important role in information communication processes and practices in society (Alberola-Mulet dkk., 2021; Bradshaw dkk., 2021; Gandy & Nemorin, 2019). In understanding communication and information technology, communication experts have received a lot of attention, that communication information technology is aplatform which contains social and informational value. Technology is very influential in human life in carrying out the teaching and learning process to obtain the needed information and knowledge carried out by teaching staff and students (Alberola-Mulet dkk., 2021; Alomar dkk., 2019; Hsu dkk., 2021). Education in this millennial era is developing rapidly with increasing technological advances which are bringing about changes for the better (Kumar dkk., 2021; Lilly dkk., 2020; TechnologyUniversity of Raharja, Indonesia & Aini, 2019). In usesmartphone widely used by the millennial generation, most of which is used for entertainment. But on the other hand, many people also use itsmartphone as a learning medium (Hammer dkk., 2021; Kaufmann, 2018; Rahman dkk., 2021). Educators and students are required to continue to develop along with the times. In this era, there are many learning media that can be used or utilized by educators and students themselves. Learning media is also referred to as a tool that can be used as a medium for conveying messages through the learning process (Coman dkk., 2021; Tai & Ting, 2019; Vochozka dkk., 2020). One of the learning media that must be applied is learning applicationsQuizlet.

As time goes by, the development of technology and websites cannot be denied, as is known nowadays, even small children already know technology (Jaitovich Groisman dkk., 2019; Lombardo dkk., 2020; Nicholls dkk., 2019), even small children know more than older people. ApplicationQuizlet mostly used for language learning, but its function is not limited to other subjects. ApplicationQuizlet It also has a main function, namely developing students' intelligence in order to improve student learning achievement. ApplicationQuizlet is also an applicationplatform instructional Mediamobile learning which is very interesting to apply to students in the current millennial era (Setiawan & Wiedarti, 2020). So that it can facilitate learning, both general and religious learning.

Platform This is also a learning mediumonline which is applied tosmartphone (Feliz dkk., 2022; Hernawan dkk., 2021; Jafari dkk., 2022). One of the advantages of using the applicationQuizlet is to be able to connect educators and students throughplatform and devicessmartphone whether using the iOS system or the Android system. ApplicationQuizlet can be downloaded on the devicesmartphone educators and students that can be used easily. ApplicationQuizlet can also be used onlineoffline so it can be done easily without using an internet network. Therefore, using this application can help educators and students to be more active so that they can improve student achievement. By using quizzes that are more interesting and creative.

Continuity of learning in various applications or learning media must also consider all circumstances and conditions of students (Archer-Brown dkk., 2018; Etxebarria dkk., 2022; Mukhamejanova, 2019). This application can be used to develop intelligence in language, which can add new vocabulary, and can also be used to practice good and fun language skills. Activities in the current learning process must continue to follow current developments (Aggleton dkk., 2021; Gammon dkk., 2019; Salomon dkk., 2020). All of which are required to develop so that there are many technological advances that can be used in the learning process, for example. Therefore, the learning that must be carried out must be in accordance with the specified curriculum. The many technological methods enable educators and students to continue to be creative in learning.

Utilize the applicationQuizlet in all subjects is very beneficial for educators and students themselves (Chandra, 2020; Chick dkk., 2020; Ifinedo dkk., 2020). Using this application provides many interesting learning methods for creative and innovative educators and students to use.Platform This provides a learning experience that can make it easier for educators and students to carry out the tasks given. For example, in useQuizlet live, in this feature or learning, educators and students can carry out learning in groups to form groups that will take tests together. Which will immediately provide a score on the screen after the learning session.

Learning usingQuizlet can be made more interesting by the existence of various competition systems in completing tasks, both in the form of group tasks and individual tasks. So that it can encourage them to always work together well. This application also explains or provides various questions ranging from those that are generally studied and those regarding other learning. Using this application has a great influence on thinking, so it can increase intelligence in its use and increase student learning achievement. The learning expected in using this application is not only used online but can also be used offline, by providing interactive quizzes for educators and students.

Here researchers are very interested in studying more broadly, to what extent educators and students can utilize the applicationQuizlet as an online-based learning medium in all subjects. This research aims to observe educators and students in utilizing learning technology, whether they are able to receive learning from applications.Quizlet given to educators and students. Researchers really hope to be motivated to make extensive use and development of this media in the learning process. It is hoped that it will be utilized furtherQuizlet This can be further developed and can continue to be used in every subject so that learning can be more interesting and can improve student learning achievement.

RESEARCH METHODOLOGY

Methods used to research utilizationQuizlet inQuiz interactive to improve student learning achievement using quantitative methods (Milad, 2022). The purpose of using this method is so that students can analyze and find out that observations can be used as a Quiz-based learning media that is downloaded in the form of an application. This

research was carried out in several schools located in Tanah Datar in the 2021/2022 academic year. This research time was used because there were many changes occurring in the new learning system, namely the Merdeka curriculum learning. With the many changes that have occurred, many applications have emerged, one of which is the applicationQuizlet that can be used in the school.

This research comes from educators and students at the school who participated in completing an online-based questionnaire. From this questionnaire, the answers from educators and students regarding the use of media are known.platform Quizlet (Belski, 2019; Jay, 2021; Saray dkk., 2021). To what extent can this media be developed to help educators and students improve their students' learning achievements? In useplatform Quizlet can be implemented permanently in the school because it can help educators and students during the continuity of lessons even though there are still many obstacles. Therefore, educators must collaborate with the school so that they can easily use and apply it to subjects so that learning can be carried out as optimally as possible.

The results of the data that have been collected in the form of questionnaires and surveys will safely be explained in the discussion. Researchers hope that respondents will use the applicationQuizlet This is good, before the educator fills out the questionnaire the researcher has asked several questions and been guided by a lecturer who is an expert in the field of media literacy. The validator's suggestions and criticism are used as a basis, reference and basis for improving the descriptions of the questionnaire questions that the researcher shares, in order to get a good response at the research site. The questions the researchers asked were related to the use of the applicationQuizlet as an interactive quiz media to improve student learning achievement. Here the researcher hopes to get a good response from respondents so that it can be easier to carry out research aboutplatform Quizlet as an interactive quiz to improve student learning achievement.

The data that has been collected will be analyzed using quantitative methods so that you can clearly see the percentage of the questions in the questionnaire that has been distributed online viagoogle form, after that the number or percentage who chose the option that has been obtained will be explained through discussion with expert opinion and will be corrected with more relevant research which can be used as a reference and guide. In the discussion, the results of the research will be described and explained by the respondents in the form of diagrams and conclusions. The main purpose of utilizationQuizlet as an interactive quiz to improve student learning achievement, namely so that educators and students are more active in the learning process and can also develop various applications as learning media that will be studied at the school.

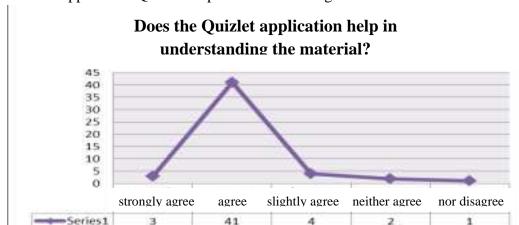
RESULT AND DISCUSSION

The growth and development of teenagers today is an investigation into various problems that lead to the number, size and area related to the size and structure of life. This has an impact on all aspects of life, including in the field of education, because the

current learning media has an influence on technology. Various applications can be used by educators and students to improve students' intelligence and learning achievement. One of the benefits of technology and the internet is that it has a big influence on learning today. Educators and students in Indonesia can compete in utilizing technological advances as a learning medium, namelyplatform Quizlet. In useQuizlet The researcher has carried out observations by distributing questionnaires online and the researcher also knows that the school concerned has already familiarized itself with the learning media that will be used.

Platform Quizlet This is an application that can be used by educators and students as a medium for learning. Not only in general learning but also in religious learning. Quizlet is defined as a learning application that can be used as an application that can improve student learning achievement. Researchers have conducted a survey by distributing online-based questionnaires viagoogle form to find out how far it is

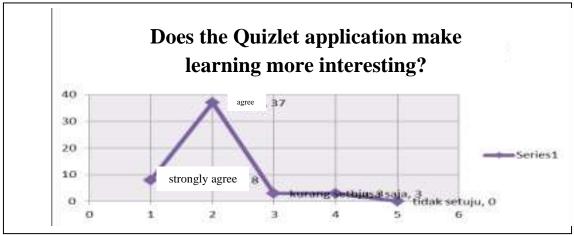
where in the application platform Quizlet used in learning that is used to improve student learning achievement. The following is the questionnaire assessment data which will be attached as follows:



a. Is the application Quizlet helps in understanding the material

Results of the first questionnaire with questions about the applicationQuizlet that can help in understanding the material? From this question, the percentage results obtained from 51 people with 5 options were given the first option: strongly agree with a percentage of 5.9% with a total of 3 people, with the assumption that using this application is very helpful and supports improving student learning achievement. The second option agrees with a percentage capacity of 80.4%, totaling 41 people. They also think that using this application helps in the learning process for student achievement. This option is the one most often chosen. In the third option, namely disagreeing with the message of 7.8% with a total of 4 people, they think that using this application is still not helpful in improving student learning achievement. In the fourth option, which is normal with a percentage of 3.9% with 2 people, they think that this application is normal with other applications in the learning process. The fifth final option is not agreeing with the 2% percentage with 1 person, with the opinion that this application

cannot help in the learning process and also has no effect on improving student learning achievement.



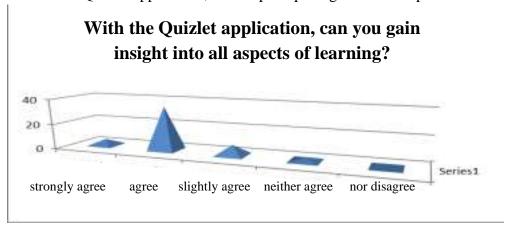
b. Is it with an application? Quizlet learning becomes more interesting

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From the distribution of the second questionnaire that was carried out by researchers with questions using this application, did it become more interesting or not? The survey stated that the percentage obtained that strongly agreed was 15.7% from 8 students or educators, where they thought that this application was very interesting when used in learning so that it could be put to good use. In the second option, the percentage is 72.5%

agree with 37 people who think that using this application is interesting when used in distance learning. The third option, namely 5.9% disagree, totaling 3 people, that this application is less interesting in the learning and teaching process. The fourth option was average, 5.9% with 3 people thinking that the application did not fully support the attractiveness of the learning process. The fifth final option does not agree 0% Thank God, all applications in learning are interesting to use.

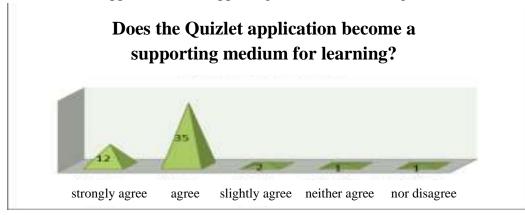
c. With the Quizlet application, it can open up insight into all aspects of learning



In the question in the third option, can using this application open up learning insights? In the strongly agree option, 9.8% of 5 people think that this application really opens up insight into all aspects of learning that are of interest to educators and

students. In the second option, namely agreeing with a percentage of 68.6% of 35 people, they think that this application opens up broad horizons even though there are definitely shortcomings. In the third option, a percentage of 15.7% of 8 people disagree that this application can open up insights in learning because there are many more applications that can be used for learning. The fourth option is normal with 5.9% of 3 people, with the assumption that it is not just one application that can open a person's insight but there are many more applications that can be used in distance learning that can be used. The fifth option is to disagree with the 0.0% of people who think that every application must be able to open someone's horizons, even if only a little.

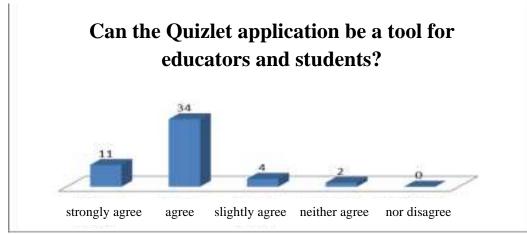
d. The Quizlet application is a supporting medium for learning



The fourth option with the question is applicationQuizlet Can it be a supporting medium in learning? For the first option, which 23.5% strongly agreed with 12 people, they thought that the application really supports the learning process and is easy to use offline. The second option agreed with the highest percentage, namely 68.6% with 35 people agreeing to make this application a supporting media material that can be used in

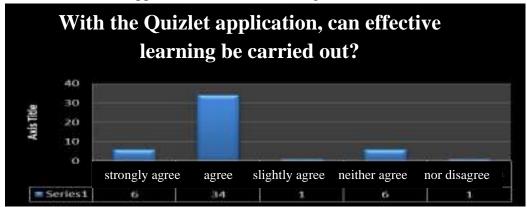
learning later. In the third option, 3.9% of the 2 people who answered disagreed that this application was used as a supporting medium in learning, because the many features used in this learning made users confused. The fourth option is just 2% with 1 person thinking that using this application is the same as other supporting applications used by educators and students. And the fifth option with 2% of the number of people is the only person who does not agree with the support of the application.

e. Can the Quizlet application be a tool for educators and students?



The fifth question the researcher asked was an applicationQuizlet This can be used as a tool for educators and students in learning. There were also five options used with varying responses given. The first option is strongly agree with a percentage of 21.6% where 11 people answered, because the facilities for educators and students must be large and the number exceeds the limit in order to create learning that can improve student learning achievement. The second option agreed where the percentage was 66.7% from 34 people, with responses according to which this application was used as a learning tool for educators and students. The third option was 7.8% less agree with 4 people who answered that it was not suitable or did not agree with the facilities used in this application. In the fourth option it was just 3.9% with 2 people answering because they thought that the facilities of this application were a complete form of distance learning media. And for the last option, namely 0.0% disagree because a small amount can definitely be used.

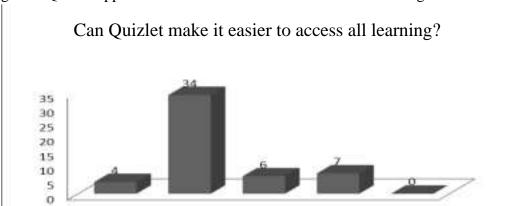
f. With the Quizlet application, effective learning can be carried out



The next question using the Quizlet application can provide more effective learning. This question also has five different options. The first option is strongly agree with a percentage of 11.8% with 6 people, with the reason that they can feel that using this application can be more effective in learning. The second option is agreed with 66.7% among 34 people, because this application can be used in

When offline or without an internet connection, it will be difficult to access, one of which is because of the large number of advertisements that will appear. The third

option, namely less than 2% with 1 person, is possible because increasing access to various applications can make educators and students feel doubtful. The fourth option is just 11.8% with a total of 6 people. If you look at it from various angles, not only can one application be used to be effective in learning, but this application can be a guide. The fifth option disagreed with 2% with 1 person who felt this application was not effective in learning.



slightly agree neither agree

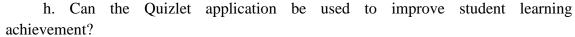
nor disagree

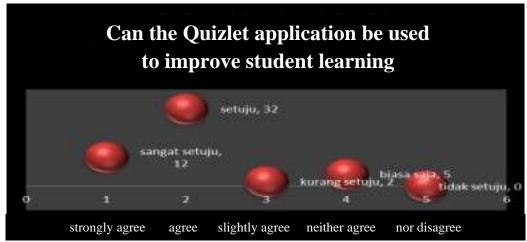
g. The Quizlet application can make it easier to access all learning

strongly agree

agree

Furthermore, with Quizlet questions it is easy to access for all learning. The results of this questionnaire have 5 options, of which the first option is strongly agree, 7.8% of the 4 people who strongly agree with this question, on the grounds that they may think that every application used in learning can definitely be accessed for learning, especially since the application has conditions that can be used offline without hindering learning. For the second option, 66.7% of 34 people agreed with this question and this is also a large percentage and number compared to the others, on the grounds that this application has various features and is easy to understand. The third option, namely 11.8%, the number of 6 people who think this application does not agree, is because applications that support long distances cannot necessarily be accessed by all learning networks. The fourth option is normal 13.7% with 7 people on the grounds that not all applications can be accessed easily in distance learning. The fifth option does not agree 0.0% allows more or less to be accessed slowly.

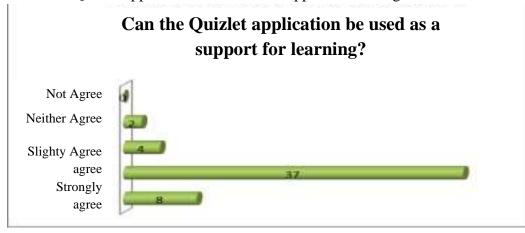




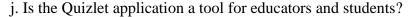
The eighth question is the same as the previous question by having 5 options regarding the applicationQuizlet can be used to improve student learning achievement. In learning

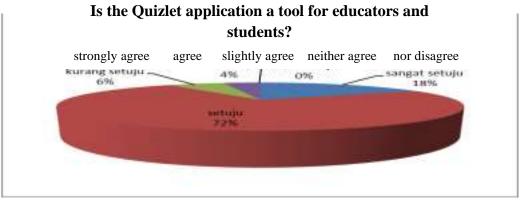
remotely, researchers can see applications that can be used to improve student learning achievement. Therefore, researchers conducted research on applicationsQuizlet This. The first option strongly agrees, 23.5% of the 12 people who strongly agree that using this application can be used to improve student learning achievement easily, because this application has many features and also a lot of knowledge, both in general and special knowledge. The second option agreed with 62.7% of the 32 people who agreed that with this application, namely a new application, it really needs new media to cover interesting learning. The third option disagreed 3.9% with 2 people, they concluded that this application was not suitable or did not agree that this application could be used to improve achievement in learning. The fourth option is just 9.8% with 5 people, giving the conclusion that not all applications can be used to improve student learning achievement, especially in this era of technology which is sometimes positive and sometimes negative. The fifth option is 0.0% disagreed because the aim of all learning applications must be to make educators and students smarter.

i. Can the Quizlet application be used as a support in learning?



With the applicationQuizlet can be used as a support in learning. However, in this case there were various responses from 51 people who thought. For the first option, they strongly agreed with a percentage of 15.7% with 8 people, they said that this application was a support or means of supporting learning. This is very clear because nowadays distance learning is clearly a form of effort to learn from technological competitors. The second option agreed with a percentage of 72.5% with 37 people who used this application as a learning support and an easy application. In the third option, 7.8% disagreed, of which 4 people concluded that it was because in all applications it was possible to have support in every learning application, not only in this application. The fifth option does not agree 0.0% because all the applications created are not made to be thrown away so they require in-depth processes and experience.





The last question is asking about the applicationQuizlet as a means for educators and students. They answered that 18% of those who answered strongly agreed agreed because for them this application is really needed and has even become a learning tool nowadays. The second option agrees because 72% with a total of 37 people feel that learning using this application is needed in the learning process and also in improving student achievement and this is the most common and highest option compared to other options. 6% of the 3 people who disagree with the third option do not agree that distance learning cannot be categorized as a means for educators and students and is not as optimal as possible. The fourth option is usually 4% in the 2 people who answered, because there are already many learning applications that are probably used. For the last or fifth option, 0.0% disagree because educators or students are required to require more facilities for learning, because knowledge is unlimited.

So from the 10 surveys that researchers conducted, it can be concluded that it is in useQuizlet as an interactive quiz to improve student learning achievement in the learning process, the abilities of educators and students can be developed. Utilizationplatform Quizlet including general and special learning can be said to be maximally possible, because in general they prefer to strongly agree and agree about the use of the application. As a medium that helps in understanding learning material, as facilities and infrastructure that make learning more interesting, easy to understand and even more creative than other applications, which makes it more optimal and effective.

Matters related to application useQuizlet This will not be able to stand alone because learning will not be maximized. Therefore, educators really need support from various parties, both the school and students.

The results of the survey that have been carried out have indeed answered agree and strongly agree, however, of the 51 people surveyed there are still many who think that the use ofplatform Quizlet still lacking in improving student learning achievement. This is due to the many obstacles that occur in each application used by educators and students themselves and also the lack of understanding of educators and students in using these applications, resulting in obstruction of the application system. Here the researcher hopes that future researchers will be able to maximize utilizationQuizlet as an interactive quiz to improve student learning achievement as a cooler and more interesting learning medium not only in one lesson but also in all existing subjects.

CONCLUSION

Platform Quizlet is aplatform learning that can be used in the form of interesting and creative quizzes that can be used in the learning process. The purpose of its useplatform Quizlet namely so that it can be used by educators and students, especially to improve student learning achievement. Research on utilization platform Quizlet asquiz interactive to improve student learning achievement which can be maximized as much as possible. Therefore, researchers hopeplatform Quizlet This can be used not only online but can also be used offline, making it easier to interact. As is known that platform Quizlet This, God willing, will enable educators and especially students to increase their learning achievements to the maximum possible, because there are very interesting quizzes for each existing lesson.

Regarding the method used, it is quantitative, because this method can make it easier for researchers to conduct research so that they can conclude the questionnaire or survey that has been distributed. Therefore, researchers hope for a good response from respondents because this is very helpful in research on utilizationQuizlet asQuiz interactive to improve student learning achievement. That way in utilizationplatform Quizlet This can expand the thinking of educators and students to be more advanced and more creative in developing various kinds of applications that can be used as a supporting medium in every learning process that will be studied. From the descriptions above, it can be concluded that it is usefulplatfrom Quizlet can be used as an interactive quiz to improve student learning achievement more effectively and at the same time as optimally as possible.

ACKNOWLEDGEMENT

The researcher is very grateful to the respondents who took their valuable time to fill out the survey that the author created online, of course. Where every response that has been given is very helpful in observing research about the Quizlet platform as a very interesting learning medium and also quizzes that are no less interesting that can be used by educators and students to create learning that can increase student learning

achievement. . Hopefully this research will provide motivation and benefits for every reader and future researcher. Wallahua'lam

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