Quizizz Application as A Medium For Evaluating *Tarjamah* Learning

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ARTICLE INFO	ABSTRACT
	This research aims to analyze the use of the Quizizz application as a medium for evaluating tarjamah learning. This research was motivated by the difficulty of teachers correcting students' answers and requiring more time to add more questions. This type of research is descriptive qualitative. Data collection using observation and interview instruments. The results of this research are: Based on the results of the research that has been carried out, it can be concluded that teachers can save time in creating questions without printing question sheets and adding more questions, making it easier for teachers to correct student answers, as well as making the tarjamah learning evaluation process faster with the Quizizz Application. The use of Quizizz also has a positive impact on the learning process, including increasing student interaction, motivation, and the effectiveness of learning evaluation. Quizizz can also be used as a cooperative learning tool, where students can work together in answering questions and compete for points. Thus, this journal concludes that the use of the Quizizz application as a medium for evaluating Arabic tarjamah learning has great potential to improve student learning outcomes through an interactive, fun and technology-based approach.

INTRODUCTION

Learning is the main activity of the educational process at school which aims to produce behavioral changes. These changes include cognitive, affective and psychomotor. This learning activity requires active learning, participation and interactive communication between teachers and students. Learning activities must be designed in such a way as to achieve learning objectives. Success in the learning process can be seen from the understanding of concepts, mastery of material and student achievement. Students with a high level of understanding of concepts and mastery of material, the higher the achievement. An educator is required to understand learning methods, especially those related to learning models. The

definition of learning media is designing learning and planning teaching and learning activities.

Another factor is learning media. learning media is designing learning and planning learning activities. learningmedia can clarify the presentation of material and information so that it can clarify and improve the learning process and results. Learning media can also direct students' attention so that it can generate learning motivation which has an impact on student activeness and learning outcomes (Salsabila et al., 2020, p. 164).

Most teachers use assessments in the form of written tests. With the use of tests, the results are not memorable by students, so that student learning outcomes (Sarah et al., 2023, p. 1).

Along with the development of Technology and Information, to keep up with the challenges of digital-based learning that encourages the utilization of innovative, effective, and efficient learning media, a digital-based learning media is needed to be utilized in an effort to improve student learning outcomes (Citra & Rosy, 2020, p. 262).

Therefore, an effective alternative in the use of assessment can be using the Quizizz application, the Quizizz application is a game-based educational application that can be used as a learning evaluation media. learning activities in the classroom can become boring activities for students if learning evaluations are carried out with text and also read by the teacher, teachers can use evaluation media by utilizing varied learning media to be more interesting for students. Many media can be applied by teachers, one of the game-based learning media that can also be used as an evaluation to measure student understanding as long as students get the material that has been taught is Quizizzeducational game-based learning media (Citra & Rosy, 2020, p. 261).

The Quizizz application as a stimulant that is "fun" but still "learning" which can refresh memory, attract, and give a good impression in students' brain memory. Thus it is expected that the use of the Quizizz Application as an Assessment instrument can improve student learning outcomes. (Mardiyah, 2023, p. 158)

LITERATURE REVIEW

Integration in educational settings has been widely explored in recent literature reviews. In particular, the effectiveness of various educational apps, such as Quizizz, in improving learning outcomes has attracted attention. Several studies have investigated the impact of Quizizz on various aspects of learning, including engagement, assessment, and interactivity.

Arabic Language Education student, 2024 examined the usefulness of Quizizz's effectiveness in evaluating learning outcomes in the context of tarjamah education. Her findings revealed that the Quizizz App offers several advantages, including ease and facilitation of quiz creation for educators through partcipant's view features. This is in line with emphasizing that attractive learning can increase students' interest in subject matter, especially tarjamah lessons (Rahmawati et al., 2024, p. 13).

As for the results of observations about the QuizizzApplication as a medium for evaluating tarjamah learning, Arabic language education students observe and examine the use of the quizizz application in tarjamah learning are: resulted in a significant increase in student participation and their understanding of the material; the students showed a high level of motivation to participate in the tarjamah quiz, which encouraged them to actively learn;

deepening students' understanding of Arabic tarjamah learning as well as knowing the Nahwuscience in the text.

As for the results of other studies Quizizz application has advantages as a learning evaluation media may vary depending on observations and experiences (Salsabila et al., 2020, p. 165). However, on a general basis, some of the frequently identified advantages. First, iInteractive and fun. Quizizz uses an interactive and fun approach to test student understanding. The questions are presented in an engaging game format, with options such as limited time, live scoring, and leaderboards, thus increasing student motivation to participate. Second, customization and flexibility. Quizizz allows lecturers to create quizzes according to the needs and curriculum of the class. This can be done by customizing questions, answers, and quiz settings according to the material being taught and the desired level of difficulty.

Third, independent learning. Students can access quizzes independently, even remotely. This allows students to learn independently, deepen their understanding of the subject matter, and track their individual skill progress. Fourth, instant feedback. After completing the quiz, students can instantly see the results and get feedback on correct and incorrect answers. This helps to understand weaknesses and improve understanding of the subject matter. Fifth, technology integration. By using technology, Quizizz facilitates learning based on the use of digital devices, which suits today's learning styles and increases student engagement in the learning process.

Theories that may be relevant to these advantages may include: motivation theory, for example, intrinsic and extrinsic motivation theories can explain how the game elements in Quizizz can increase students' motivation to learn; constructivist learning theory, this could be applied to explain how Quizizz enables students to construct knowledge through an interactive process and receiving feedback; and learning technology theory, the concepts in this theory can help explain how technology integration such as Quizizz can enhance the learning experience by utilizing the potential of digital devices.

From the description of the results of the above observations, the ultimate goal of the observation of the literature review seems to be to evaluate the effectiveness of using the Quizizz application as a learning evaluation media in the context of Arabic tarjamahfor Arabic language education students. Some important points that can be taken as the final goal of the observation. First, increase participation and understanding. One of the main objectives of using Quizizz is to increase student participation and their understanding of Arabic tarjamah material. The observation results show that the application has successfully achieved this goal by producing a significant increase in students' participation and their understanding of the material.

Second, improving learning motivation. Another objective is to increase learning motivation. By using the interactive features and games in Quizizz, students showed a high level of motivation to participate in the tarjamah quizzes. This indicates that the application is successful in encouraging students to actively learn. Third, deepening arabic language understanding. In addition to testing students' understanding of tarjamah material, the use of Quizizz also aims to help deepen students' understanding of Nahwu in the text. This goal seems to have been achieved based on the observation results. Fourth, enhancing the learning experience. Additionally, the ultimate goal of using Quizizzas a learning evaluation tool is to enhance the overall learning experience. With its ease of use, diverse content options, and other interactive features, it provides a fun and effective learning experience.

Thus, the ultimate goal of the observations from the literature review is to show that the use of Quizizz as a learning evaluation medium can successfully achieve various learning objectives, including increased participation, understanding, learning motivation, and the overall learning experience.

METHOD

This type of research uses descriptive qualitative methods by collecting data through interviews and field observations during tarjamah course learning in the Arabic Language Education Study Program of STAIN Bengkalis semester IV. This research was conducted throughout May 2024 by applying the Quizizz application when Tarjamah learning took place with the research subject being fourth semester students of class 2022.

The expected result of the research is the implementation of the Quizizz application as a medium for evaluating tarjamahlearning in order to save time for making questions without printing and reproducing question sheets. Data collection techniques in this study were observation and interviews. The research was conducted in the 4th semester class of 2022 with ten students who participated in translation learning. This research was conducted in stages which can be divided into three stages, namely the first stage is preparation, the second stage is the research stage and the third stage is the completion stage. The research was conducted on May 16, 2024 and continued with the interview method on the next date. The subjects interviewed were 4th semester students of Arabic language education study program totaling ten people after the research conducted on May 16, 2024 with interview questions recorded through google form as a data collection technique in this interview method. While the interview was conducted by interviewing one by one the 4th semester students of Arabic language education study program totaling ten people.

The data analysis technique used in this research is according to Miles and Huberman, this technique consists of three flows that occur simultaneously, namely data reduction, data presentation, conclusion drawing and verification. The data reduction begins with conducting observations and interviews to obtain raw data. then proceed with the presentation of data in the form of describing the findings in the field and classifying the data found. Ended with drawing conclusions from the results of the study.

RESULTS AND DISCUSSION

The research begins with direct observation with the use of infocus, leptop and Quizizz application. the activity begins with preparing the existing devices, the educator starts by giving directions to students to enter the Quizizz application, the educator provides material about Mubtada' and Khobar then the educator gives a quiz using the quizizz application, the link to enter the quiz is sent via WhatsApp. Then students enter the link, after all students enter the quizizz application, the educator starts the quiz with a duration of about 20 minutes. in the application there are 10 questions with Multiplechoice answers, then students start working on questions on the Quizizzapplication screen, the order that successfully answers questions is displayed with a ranking model and for those who get position 1, 2, 3, and so on can change depending on the accuracy in answering questions and the time to answer questions.

In addition, the results of our observations show that the use of interactive features in the application, such as partcipant'sview where Arabic questions are shown after which students can answer the questions by type your answer in the boxes to find the correct answer

to the question, and there are also real-time assessments and leaderboards, which can provide additional encouragement for students to achieve better results in tarjamahlearning.

In addition, the results of our observations about the quizizz application as a learning evaluation media are ease of use, diverse content options, and flexible scoring. Ease of use – the quizizz application offers a simple interface and makes it easy to use, allowing teachers to quickly and organize evaluation quizzes without requiring complex technical skills. Diverse content options – the app provides a wide variety of options for creating quizzes, including images, tekts, and videos, thus allowing teachers to customize the evaluation meter according to the needs of tarjamah learning. Flexible scoring – in addition to scoring automatically, quizizzesalso allow teachers to review results in detail and provide feedback to students directly, facilitating an effective evaluation process.

Benefits of Using Quizizz

Quizizz application is an online learning platform designed to make it easier for lecturers and students to create and take online quizzes. It offers a range of features that can help lecturers create interactive quizzes, such as the ability to add images and videos, time quizzes, and track student progress. The quizizz application therefore makes learning fun and collaborative. Students can learn while playing, and the media can also help students become more competent. When using Quizizz, learning activities do not feel boring. In addition, the Quizizz application contains educational games that can significantly help learning. The learning process is often measured or evaluated with this application. There are various kinds of questions in the Quizizz application that can be solved by anyone, and users can also create their own questions. Questions can be multiple choice, polls, or essays, and users can also create questions with pictures as answers. Another interesting thing is being able to add videos and images to questions. There is a timer that makes it possible to complete each question in different amounts of time depending on how difficult it is. Here are some advantages of presenting questions in the form of games for learning: engage all students in learning, develop students' literacy and numeracy skills, serves as a therapeutic tool to overcome learning difficulties, implement a specific role or profession, and enhance student creativity.

The utilization of the Quizizz application has the potential to train students in effective time management, improve student learning outcomes by increasing activities during the online learning process, and encourage them to be more careful and calm when working on questions or quizzes. If prepared properly and in accordance with the needs and characteristics of learning, the Quizizz application is very beneficial for both students and lecturers during the learning process. Quizizz has a competitive game. Lecturers around the world have used this application extensively for learning activities such as creating online quizzes. Students can use Quizizz to answer questions prepared by lecturers, track their progress in learning activities, and take online quizzes many times, all of which contribute to active and interactive learning. Quizizz is a fun and useful app for managing areas of study. Students can evaluate progress and choose appropriate learning strategies in self-study. As it can enhance both verbal and visual aspects, game-based learning stands a good chance of being used as an effective learning medium.

Quizizz can also be used as a medium in delivering learning materials in an interesting and fun way. In addition, quizizz can also be used to carry out learning evaluations. Quizizz is a game with features such as music, avatars, and themes that enhance the learning process while still being entertaining. In addition, Quizizz encourages students to actively participate

in the learning process by letting the students themselves compete with each other (Santika, 2023, p. 13)

The use of quizizzes in learning

In the world of education, what needs to be decided and considered by lecturers to their students, namely the use of teaching methods, learning objectives and media. The method used is the cooperative method, which is a teaching approach that uses activities in the form of cooperation between students in the classroom. In this journal, the subjects taken are ten STAIN Bengkalis students in the Tarjamah course. In this course, learning aims to develop language skills with technological media using the Quizizz application.

In addition, this course also aims to develop students' skills in translating texts into Indonesian as well as Arabic. Meanwhile, the results of the interview method there are several indicators of the application of evaluation that need to be evaluated, namely students' skills in translating texts, understanding the science of nahwu and shorof and the appropriate use of technology.

In modern times that are increasingly sophisticated, plus the rampant development of technology in the form of AI tools that help human work become more practical and easier. In the world of education itself, there are many tools that make it easier for educators and students in the learning process. The use of Quizizz itself is based online which is designed by the teacher in providing simulations to achieve subject targets. This can help learners who may have problems or obstacles in independent learning or need additional help outside the general classroom environment. In addition, the quizzes in the Quizizz application are filled in by students as student assignments in working on questions that have been made. this will increase the interest in learning of participants with unique and interesting features in undergoing subjects so that it seems fun.

On the other hand, Quizizz means visible evidence of the revolution of the times from traditional to modern times. This application makes it easier for both parties in the classroom especially for lecturers or educators in teaching. Quizizz is commonly used as a cooperative learning tool where students answer and compete with other teams. Teachers are encouraged to organize learning teams between students to guard questions to get points (Pertiwi, 2020, p. 129) In addition, Quizizz also participates in significant projects in the curriculum, so this is proof that Quizizz is worthy of being an evaluation media in existing learning.

In the Tarjamah course, one observation and interview have been conducted. From the results of these observations, learning is not only done using the face to face method but educators can also do online learning (Pertiwi, 2020, p. 130). Researchers also found that before the teacher gave a quiz on the Quizizz application, the students also prepared themselves to answer the questions in the quiz that would be given.

In the world of education, Quizizz is an application as a learning assessment tool When researchers asked about the use of the Quizizz application, all informants answered that this requires the Quizizz application for learning. In this day and age, technology has an important role in the development of life, including in the world of education. including online which can make it easier for lecturers to see student learning outcomes. The Quizizz application also has interesting features so that students are not easily bored.

Furthermore, researchers asked students about their views on the use of Quizizz, researchers found that most of their answers were that using Quizizz was very easy, and useful. The Quizizz application has interesting features so that students are interested in using Quizizz as a learning media, and this application does not make students bored because the features of this application are in the form of games. This application is also very effective in the world of education, because it can make it easier for students and help or can increase student motivation in learning Arabic. besides this application can provide results or assessments of student answers so that it is very easy for lecturers to assess student learning abilities.

Degirmenci states that Quizizz is an online quiz platform where learners compete with each other to get the highest points. Quizizz is an online assessment tool that can help students, not only check their knowledge and abilities but also see their progress in learning Arabic (Rahayu, 2018). Rahayu said that by using the quizizz application the teacher can also give assignments or homework to students to practice and lecturers do not only give tests. Quizizz is designed with modern technology, a platform that features multiplayer games for teaching and learning activities in this class displays student answers on the screen. Research on online quizzes as learning and assessment tools unequivocally concludes that the combination of quizzes with instructional activities or learning strategies is highly beneficial. It helps students achieve quiz appreciation, activity engagement, increased learning motivation and academic achievement. When teachers apply this application in the world of Education, it appears that students are active, engaged and participating in lessons at school. Quizizz is an online quiz platform where students compete against each other for points (Pertiwi, 2020, p. 129).

CONCLUSION

Based on the above explanation discussing the use of the Quizizz application as a learning evaluation media, especially in the context of Arabic tarjamah learning, it can be concluded that several main things regarding the importance of Innovative Learning Media namely Learning requires innovative and effective media to improve student learning outcomes. In this context, the Quizizz application comes as an interesting alternative to enrich the learning evaluation process. The purpose of using Quizizz is to increase student participation, material comprehension, learning motivation, and overall learning experience. In addition, the identified advantages of using Quizizz include interactivity, fun in learning, content customization, assessment flexibility, self-directed learning, and instant feedback.

The use of Quizizz is supported by various theories, including motivation theory, constructivist learning, and learning technology theory. It illustrates how the application can improve student motivation and learning through an interactive approach and integrated technology. The Quizizz application has been implemented in the Arabic tarjamah learning process using qualitative descriptive methods, including observations and interviews. Observation results show significant improvements in student participation, material understanding, and learning motivation. In this case, the role of lecturers is very important in utilizing the Quizizz application effectively in learning. Lecturers need to understand this technology and be able to integrate it into the curriculum and teaching methods.

The use of Quizizz also has a positive impact on the learning process, including increasing student interaction, motivation, and the effectiveness of learning evaluation. Quizizz can also be used as a cooperative learning tool, where students can work together in answering

questions and compete for points. Thus, this journal concludes that the use of the Quizizz application as a medium for evaluating Arabic tarjamah learning has great potential to improve student learning outcomes through an interactive, fun and technology-based approach.

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