

# **STUDENTS' PERCEPTION OF THE QUIZIZZ APPLICATION FOR ASSESSMENT AT SMAN PLOSO JOMBANG**

Ratna Sari<sup>1</sup>

Muh. Fajar<sup>2</sup>

1,2 English Language Education, STKIP PGRI Jombang

Corresponding author, email address : [ratnasari11127@gmail.com](mailto:ratnasari11127@gmail.com)<sup>1</sup>

[fajarstkipjb@gmail.com](mailto:fajarstkipjb@gmail.com)<sup>2</sup>

## **ABSTRACT**

The purpose of this study was to determine students' perceptions of Quizizz as an assessment media. The subject of this study were 40 students of class XII IPA SMAN Ploso Jombang. This research use descriptive qualitative which focuses on content analysis. The method use to collect data is a survey method with google form as a data collection tool. The data analysis technique use the Miles & Huberman interactive model with a cycle starting from data collection, data reduction, data presentation, and drawing conclusions. the results showed that, most of the students agree that they enjoyed doing assignment using Quizizz. students are also very active when using Quizizz. students also agree that if they respond quickly to every quiz on Quizizz, they immediately take the quiz when using Quizizz, answer correctly when taking quiz on Quizizz, and collect quiz in a timely manner. Then, most of the students agree that Quizizz could motivate students to study harder. they are motivate to win the game while playing Quizizz. And they are more optimistic about getting good grades when doing quiz using Quizizz. Not only that, most students agree that they are more interested in doing quiz using Quizizz than through WhatsApp. students are more enthusiastic about taking quiz when using Quizizz. And most students agree that they like to use Quizizz because it is more challenging and they enjoy the atmosphere of competition on Quizizz. they get more new experiences after using Quizizz. they also agree that Quizizz is an appropriate and effective as an assessment media. However, there are still drawbacks in using Quizizz as an assessment media. This is indicated by students who think that they cannot remember well the material given from the quiz on Quizizz and students are also not always looking forward to quiz on Quizizz.

**Key Words :** Digital learning, Digital game based learning, Quizizz, Assessment, Pesception

## 1. INTRODUCTION

We know that in 2020, the whole world was shocked by Coronavirus Disease 2019 (COVID-19). In the field of education, the policy's impact is that face-to-face learning activities in schools are replaced by online learning in their own homes. Here, teachers must master technology because it is imperative in the learning process in the present. This kind of thing has also been explained by Yunitasari & Hanifah in their journal that mastery of technology for a teacher is essential so that distance learning continues to run effectively, during the pandemic (Yunitasari. R & Hanifah. U, 2020). Digital game-based learning (DGBL) uses game-based media for learning purposes as a tool that significantly supports the learning process (Torrente. J , et al.,2009). The use of games in the learning process can make students interested in learning activities. In addition, the way teachers teach will not be monotonous and cause boredom in students. The use of game-based media can also be used for the learning assessment process, so the test questions will not be burdened.

Irwan et al. said that one of the exciting learning media has an interactive nature and can cause interaction between students is through games (Irwan et al., 2019). Many studies have stated that game-based learning media is effectively used for the assessment of student learning outcomes. There are several examples of game-based learning media, namely, Kahoot, Quizizz, Quizlet, Wordwall, Educandy, Oodlu, Quizalize, Baambozle, Facile, and others. Quizizz itself is an educational game application that is narrative and flexible. In addition to being used as a means of conveying material, Quizizz is also used as a media of evaluation of learning that is interesting and fun (Salsabila,2020). Rajagukguk.M also defines Quizizz as a game-based educational application, which brings multiplayer activities to the classroom and makes it fun interactive exercise classes (Rajagukguk.M,2020).

Perception is the process of interpreting sensory impressions of what is observed to give meaning to his environment (Robbins & Judge, 2017). And perception is a response a person receives from sense, both with vision, hearing, touch, feeling, and smell after experiencing an event (Fadilla. S.D, et al., 2020). So, perception is a process in which an individual gives meaning to his environment from information received through his sensory system.

Several previous studies examine the Quizizz game-based learning application. First, research was conducted by Dermawan.MS et al. (2020) discuss "Using Quizizz as an Online Assessment Application for Science Learning in the Era of Pandemic." This study aimed to determine the response of science education students at the State University of Semarang on the application of an online exam using Quizizz. Second, research was conducted by Irwansyah. R & Izzati.M (2021) discusses "Implementing Quizizz as Game-Based Learning and Assessment in the English Classroom." The purpose of this study was to describe the implementation of Quizizz as a learning and assessment-based game in the English class of SMA Negeri 1 Tamban, Barito Kuala Regency. Third, research was conducted by Zuhriyah.S & Pratolo. B.W (2020) discusses "Exploring Students' Views in the Use of Quizizz as an Assessment Tool in English as a Foreign Language (EFL) Class." The purpose of this study was to explore students' views on using Quizizz as an assessment tool in English classes. Fourth, research conducted Amalia. D.F (2020) discusses "Quizizz Website As An Online Assessment For English Teaching And Learning: Students' Perspectives." This study aimed to investigate students' perspectives on Quizizz as an online assessment tool for teaching and learning English, exceptionally informative ones. This study's results indicate that students' responses to the use of Quizizz as an assessment tool are positive.

From some of the preview studies above, it can be concluded that some of these studies were conducted to determine student responses to the application of online exams using Quizizz, describe the implementation of Quizizz as assessment-based learning and games, explore students' views on using Quizizz as an assessment tool, explore perceptions of 91 distant graduate students towards Quizizz, and investigate students' perspectives on the use of Quizizz. From previous research, it can also be concluded that students' responses to Quizizz are positive. In addition, Quizizz can also increase students' motivation while studying. Based on the explanation above, the researcher focused on students' perceptions of Quizizz as an assessment media in class XII of SMAN Ploso Jombang.

Based on the results of interviews conducted with SMAN Ploso teachers on December 25, 2020, the teacher explained that during the pandemic, all teachers had utilized technology and used digital-based learning media when carrying out the learning process. The media often used to deliver material so far are the Whatsapp, Zoom, and Quizizz applications as assessment media. It also stated why using application media was considered adequate, most accessible, students did not find it difficult when using it, did not spend a lot of data quota, and was very helpful for teachers. The researcher conducted this research to find out students' perceptions when using Quizizz as an assessment media. This research was conducted at SMAN Ploso Jombang, in class XII IPA. Because teachers and students of class XII IPA are used to doing learning using Quizizz. Because teachers and students have done learning using Quizizz. This is also supported by teacher interviews who said that when students took quizzes using Quizizz, they were more enthusiastic while working. Many respond quickly when taking quizzes using Quizizz. Therefore, the researcher took a

study entitled "Students' Perceptions of Quizizz Applications for Assessment at SMAN Ploso Jombang."

## **2. RESEARCH METHOD**

### **1.1. Research Design**

In this research, the researcher use qualitative research because to investigate a depth case. And the design used is the descriptive qualitative method. In this research, the researcher investigated students' perceptions of Quizizz as an assessment media.

### **1.2. Population**

This study took the participation of 40 students in class XII IPA SMAN Ploso Jombang.

### **1.3. Data Collection Procedure**

The instrument in this research has used a questionnaire with four indicators based on the statement put forward by Robbins & Judge (2017). Here, students' responses would be measured by the Closed-Ended questionnaire as the research instrument adopted from Iman (2020). The contents of the questionnaire were 20 questions. There are four characteristics in the questionnaire that will be given to participants. The description of the four characteristics is: (1) Attitudes and attitudes are evaluative statements about objects, people, or events that reflect how a person feels about something. (2) Motives, the motive is an impulse in a person that arises because of the desire to do something. (3) Interests, interest is an impulse or desire in a person for a particular object that is pleasant and gives satisfaction. (4) Past experiences, experience is everything that has been experienced or felt by someone. Each compiled indicator will be equipped with four optional options arranged

according to the internet self-efficacy scale developed by Eastin&LaRose as reference. The answers to each item used a Likert scale. Respondents answered these questions using four options, strongly agree (SA), Agree (A), disagree (D), and strongly disagree (SD).

#### **1.4. Data Analysis**

The data were analyzed using qualitative analysis. the data analysis in this study was carried out in several stages, namely: (1) using a questionnaire that will be given via online media Google Form address to 40 class XII IPA students at SMAN Ploso Jombang. (2) After the data is reduced, the next step is to display the data. In this research, researcher present the results of the data in the form of a pie chart along with a brief description to describe it. (3) After the data results are obtained, the researcher then draws conclusion so that the research finding can be known.

### 3. RESULT AND DISCUSSION

#### 1.1 The Result of Questionnaire Responses

**Table 1 Categorization positive and negative criteria**

Criteria positive and negative	
Percentage (%)	Criteria
51-100	Posistive
0-50	Negative

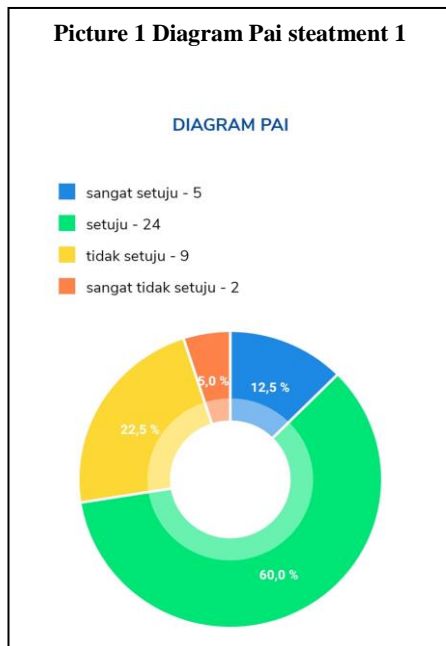
**Table 2 Result value for students' responses**

No	Statement	Students' responses			
		SA	A	DA	SD
1	I enjoy doing quiz using Quizizz	5	24	9	2
2	I answer every question presented with Quizizz	9	30	1	0
3	I respond quickly to every quiz question on Quizizz	4	27	9	0
4	I answered correctly when doing a quiz on Quizizz	6	27	6	1
5	I collect the quiz on time	8	28	4	0
6	Quizizz can motivate me to study harder	3	26	10	1
7	I am motivated to win the game	13	20	6	1
8	I immediately do the quiz while using Quizizz	11	22	6	1
9	I am optimistic that I will get good grades when taking quiz using Quizizz	8	19	12	1
10	I can remember well the material given using Quizizz	1	19	20	0
11	I always look forward to quiz served with Quizizz	3	14	21	2
12	I'm more interested in doing quiz using Quizizz than through WhatsApp	7	16	14	3
13	I am more enthusiastic about taking quiz when using Quizizz	4	20	15	1
14	I like to use Quizizz because it's more	4	20	14	2

No	Statement	Students' responses			
		SA	A	DA	SD
	challenging				
15	I enjoy the atmosphere of competence on Quizizz	6	22	11	1
16	I always want to be a winner when I play Quizizz.	13	18	7	2
17	I can remember the material well after taking the quiz on Quizizz	2	22	15	1
18	Quizizz is the right media as an assessment media	2	22	12	4
19	I get more new experiences after using Quizizz	3	28	8	1
20	After using Quizizz I think Quizizz is an effective media for doing quizzes	7	21	10	2



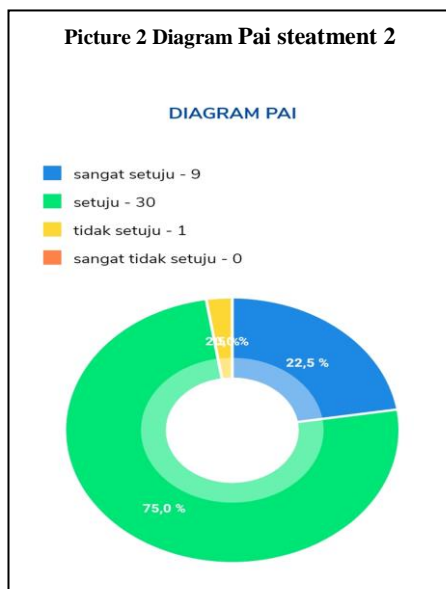
Picture 1 Diagram Pai steatment 1



Based on the pie chart above, the results of questionnaire number 1 (I enjoy doing quizzes using Quizizz) can be seen that 5 students or 12.5% answered strongly agree, 24 students or 60.0% answered agree, 9 students or 22.5% answered no agree, and 2 students or 6.0% answered strongly disagree. From this, most students agree with statement number 1, which means that

students like to take quizzes using Quizizz. So, the student's response to questionnaire number 1 is positive.

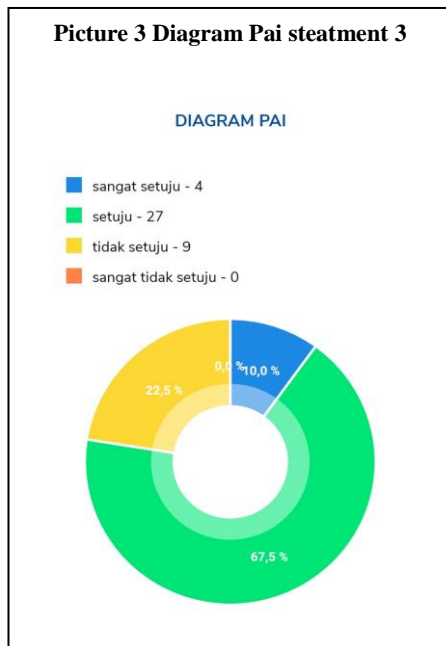
Picture 2 Diagram Pai steatment 2



Based on the pie chart above, the results of questionnaire number 2 (I answer every question presented with Quizizz) can be seen that 9 students or 22.5% answered strongly agree, 30 students or 75.0% answered agree, 1 student or 2.5% answered disagree, and 0 students or 0.0% answered strongly disagree. From this, it can be

concluded that most students agree with statement number 2, which means that if students answer all the questions presented with Quizizz. So, the student's response to questionnaire number 2 is positive.

Picture 3 Diagram Pai steatment 3

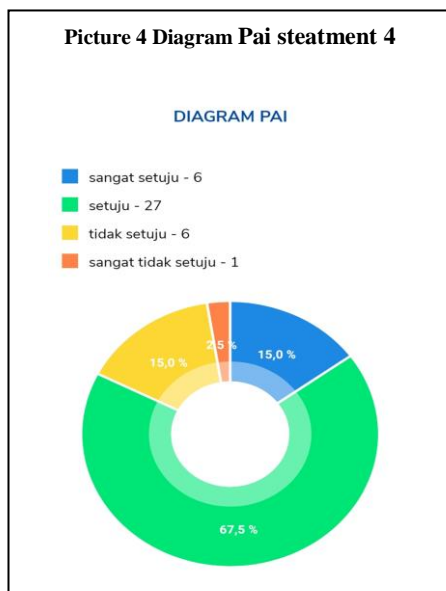


Based on the pie chart above, the results of questionnaire number 3 (I respond quickly to every quiz question on Quizizz) can be seen that four students or 10.0% answered strongly agree, 27 students or 67.5% answered agree, nine students or 22.5% answered disagree, and 0 students or 0.0% answered strongly disagree. From this, most students agree with statement number 3,

which means that students respond quickly to quizzes presented with Quizizz.

So, the student's response to questionnaire number 3 is positive.

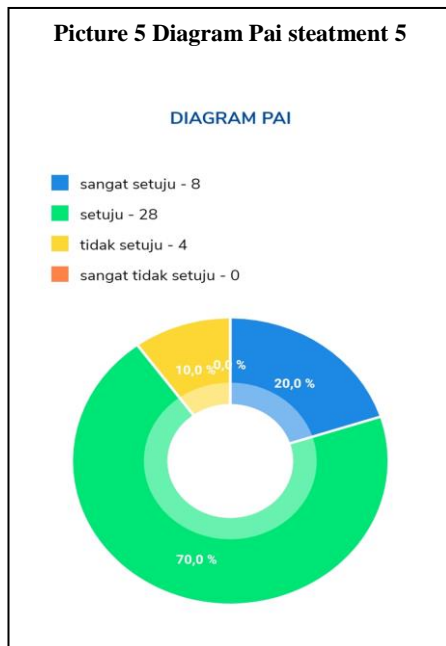
Picture 4 Diagram Pai steatment 4



Based on the pie chart above, the results of questionnaire number 4 (I answered correctly when doing a quiz on Quizizz) can be seen that 6 students or 15.0% answered strongly agree, 27 students or 67.5% answered agree, 6 students or 15.0% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, most

students agree with statement number 4, which means that students answer every quiz on Quizizz. So, the student's response to questionnaire number 4 is positive.

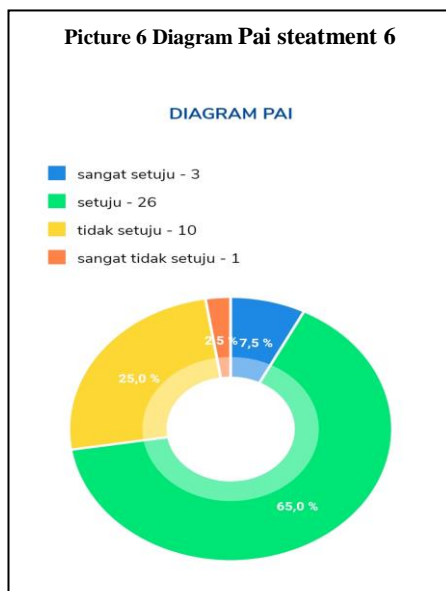
Picture 5 Diagram Pai steatment 5



Based on the pie chart above, the results of questionnaire number 5 (I collect the quiz on time) can be seen that 8 students or 20.0% answered strongly agree, 28 students or 70.0% answered agree, 4 students or 10.0% answered no agree, and 0 students or 0.0% answered strongly disagree. From this, most students agree with statement number 5, which means that students collect

quizzes on time. So, the student's response to questionnaire number 5 is positive.

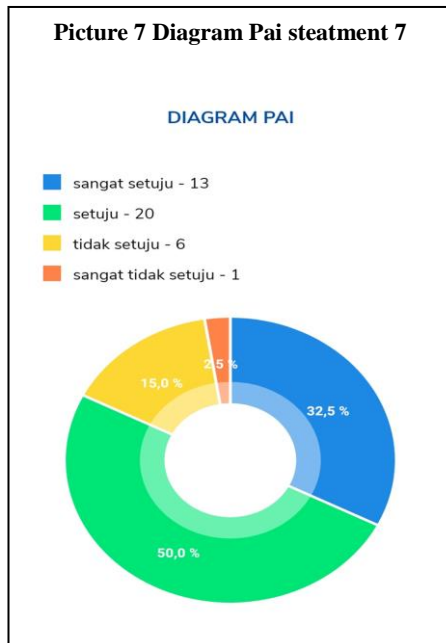
Picture 6 Diagram Pai steatment 6



Based on the pie chart above, the results of questionnaire number 6 (Quizizz can motivate me to study harder) can be seen that 3 students or 7.5% answered strongly agree, 26 students or 65.0% answered agree, 8 students or 25.0% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, it can be concluded that most of

the students agree with statement number 6, which means that students are motivated to study hard after using Quizizz. So, the student's response to questionnaire number 6 is positive.

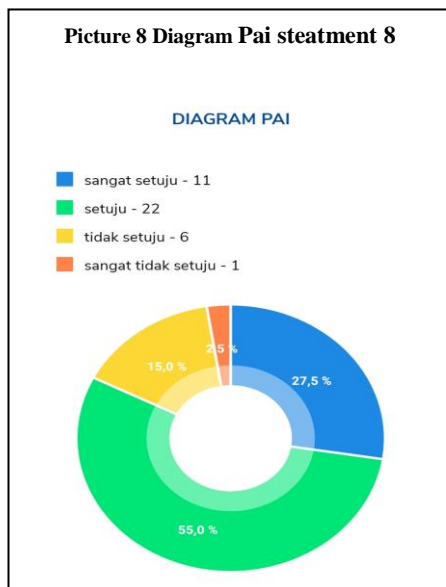
**Picture 7 Diagram Pai steatment 7**



Based on the pie chart above, the results of questionnaire number 7 (I am motivated to win the game) can be seen that 13 students or 32.5% answered strongly agree, 20 students or 50.0% answered agree, 6 students or 15.0% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, it can be concluded that most students agree with statement number 7,

which means that students are motivated to win the game. So, the student's response to questionnaire number 17 is positive.

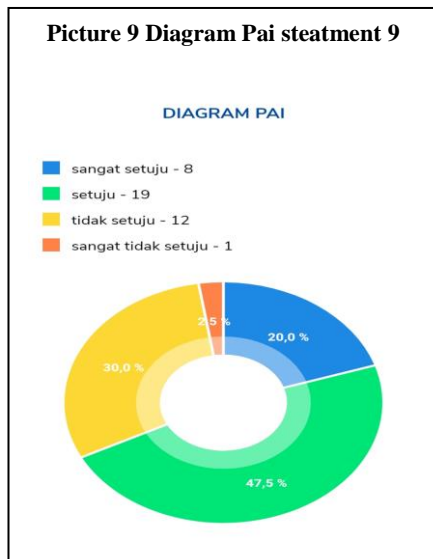
**Picture 8 Diagram Pai steatment 8**



Based on the pie chart above, the results of questionnaire number 8 (I immediately do the quiz while using Quizizz) can be seen that 11 students or 27.5% answered strongly agree, 22 students or 55.0% answered agree, 6 students or 15.0% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, most students agree with statement number 8,

which means that students take quizzes when using Quizizz. So, the student's response to questionnaire number 8 is positive.

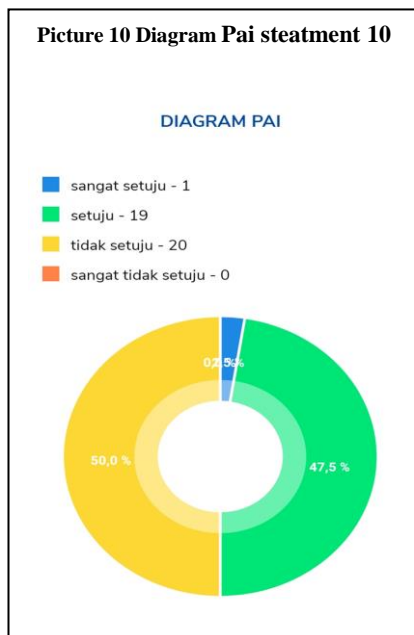
Picture 9 Diagram Pai steatment 9



Based on the pie chart above, the results of questionnaire number 9 (I am optimistic that I will get good grades when taking quizzes using Quizizz) can be seen that 8 students or 20.0% answered strongly agree, 19 students or 47.5% answered agree, 12 students or 30.0% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, it

can be concluded that most students agree with statement number 9, which means that students feel optimistic about getting good grades when using Quizizz. So, the student's response to questionnaire number 9 is positive.

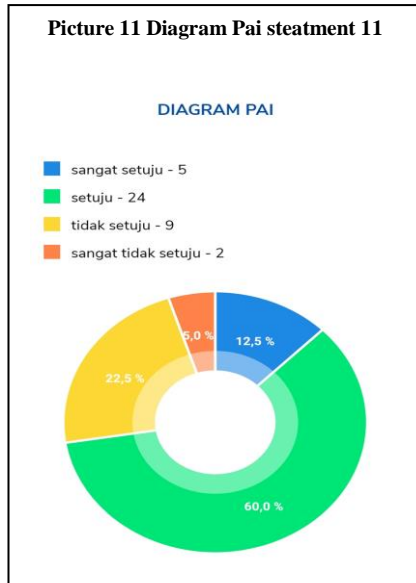
Picture 10 Diagram Pai steatment 10



Based on the pie chart above, the results of questionnaire number 10 (I can remember well the material given using Quizizz) can be seen that 1 student or 2.5% answered strongly agree, 19 students or 47.5% answered agree, 20 students or 50.0 % answered disagree, and 0 students or 0.0% answered strongly disagree. From this, it can be concluded that most students do not agree with statement number

10, which means that most students cannot remember the material given from the quiz on Quizizz. So, the student's response to questionnaire number 10 is negative.

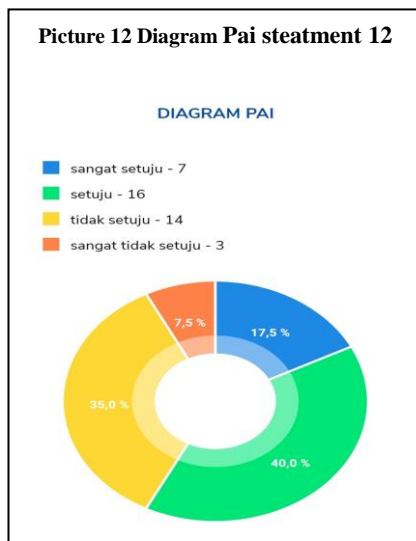
Picture 11 Diagram Pai steatment 11



Based on the pie chart above, the results of questionnaire number 11 (I always look forward to quiz served with Quizizz) can be seen that 3 students or 7.5% answered strongly agree, 14 students or 35.0% answered agree, 21 students or 52.5 % answered disagree, and 2 students or 7.5% answered strongly disagree. From this, it can be concluded that most

students do not agree with statement number 11, which means that students do not always look forward to quizzes on Quizizz. So, the student's response to questionnaire number 11 is negative.

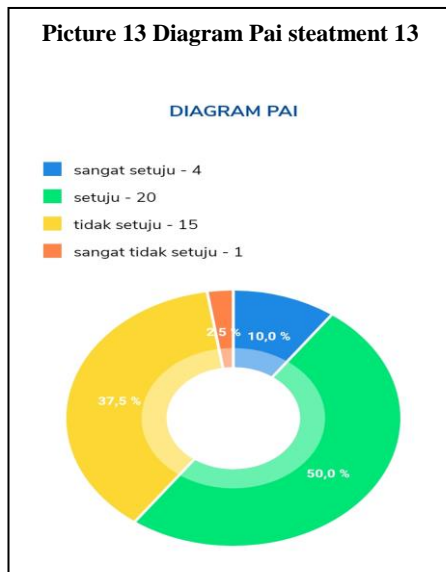
Picture 12 Diagram Pai steatment 12



Based on the pie chart above, the results of questionnaire number 12 (I am more interested in doing quizzes using Quizizz than through WhatsApp) can be seen that 7 students or 17.5% answered strongly agree, 16 students or 40.0% answered agree, 14 students or 35.0% answered disagree, and 3 students or 7.5% answered strongly disagree. From this, it can be

concluded that most students agree with statement number 12, which means that students are more interested in doing quizzes using Quizizz. So, the student's response to questionnaire number 12 is positive.

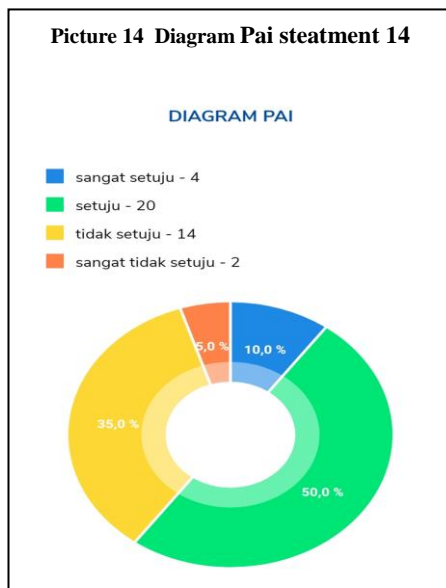
Picture 13 Diagram Pai steatment 13



Based on the pie chart above, the results of questionnaire number 13 (I am more enthusiastic about taking quizzes when using Quizizz) can be seen that 4 students or 10.0% answered strongly agree, 20 students or 50.0% answered agree, 15 students or 37,5% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, it can

be concluded that most students agree with statement number 13, which means that students are more enthusiastic when doing quizzes using Quizizz. So, the student's response to questionnaire number 13 is positive.

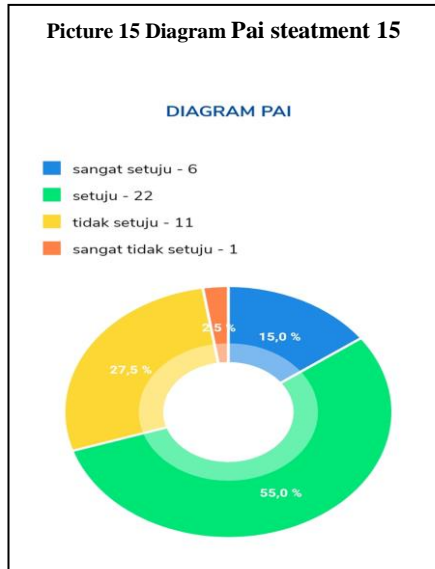
Picture 14 Diagram Pai steatment 14



Based on the pie chart above, the results of questionnaire number 14 (I like to use Quizizz because it is more challenging) can be seen that 4 students or 10.0% answered strongly agree, 20 students or 50.0% answered agree, 14 students or 35.0 % answered disagree, and 2 students or 5.0% answered strongly disagree. From this, it can be concluded that most students agree with

statement number 14, which means that students like to use Quizizz because it is challenging. So, the student's response to questionnaire number 14 is positive.

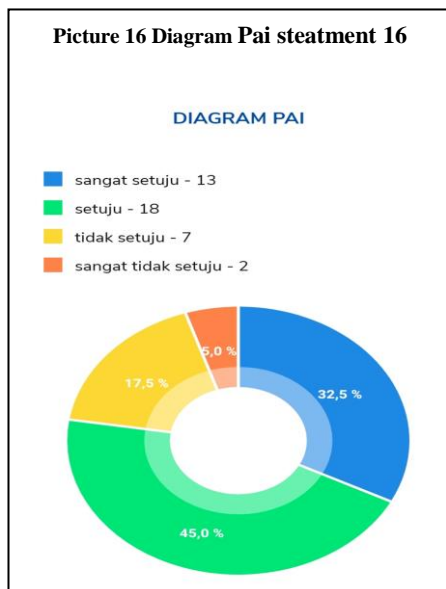
Picture 15 Diagram Pai steatment 15



Based on the pie chart above, the results of questionnaire number 15 (I enjoy the atmosphere of competition on Quizizz) can be seen that 6 students or 15.0% answered strongly agree, 22 students or 55.0% answered agree, 11 students or 27.5% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, most of the

students agree with statement number 15, which means that students enjoy the atmosphere of competition on Quizizz. So, the student's response to questionnaire number 15 is positive.

Picture 16 Diagram Pai steatment 16

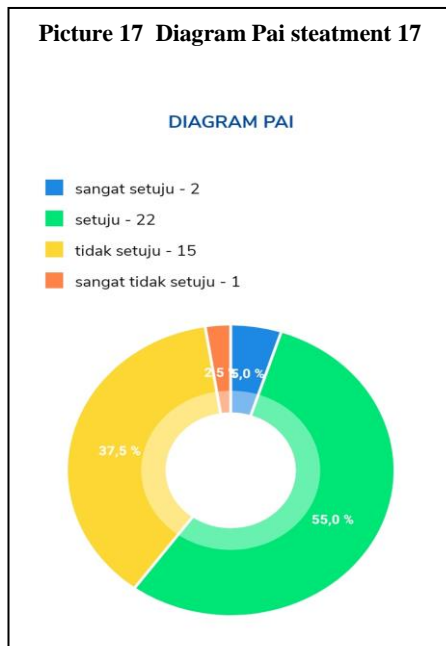


Based on the pie chart above, the results of questionnaire number 16 (I always want to be a winner when I play Quizizz) can be seen that 13 students or 32.5% answered strongly agree, 18 students or 45.0% agree, 7 students or 17.5% answered disagree, and 2 students or 5.0% answered strongly disagree. From this, most students agree with statement 16, which means that students want

to win the game on Quizizz. So, students' responses to questionnaire number 16 are positive..



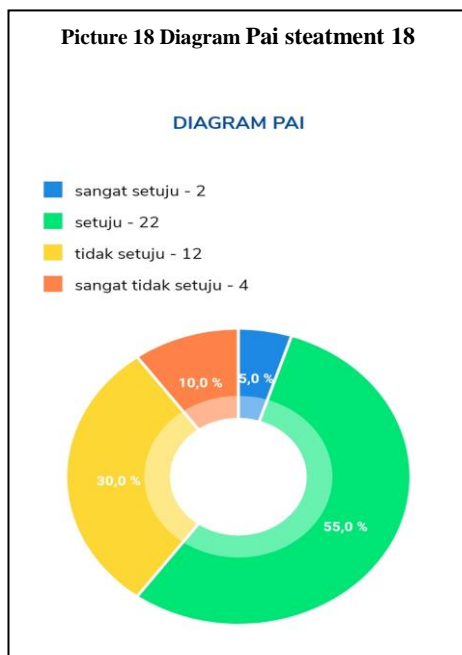
Picture 17 Diagram Pai steatment 17



Based on the pie chart above, the results of questionnaire number 17 (I can remember the material well after taking the quiz on Quizizz) can be seen that 2 students or 5.0% answered strongly agree, 22 students or 55.0% answered agree, 15 students or 37.5% answered disagree, and 1 student or 2.5% answered strongly disagree. From this, most students agree with statement number

17, which means that students can remember well after taking quizzes using Quizizz. So, the student's response to questionnaire number 17 is positive..

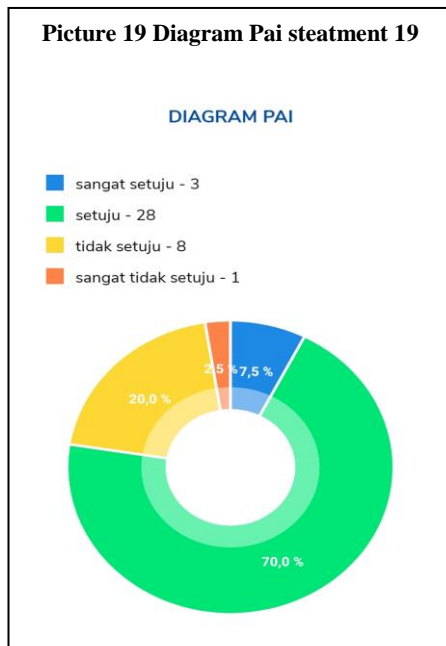
Picture 18 Diagram Pai steatment 18



Based on the pie chart above, the results of questionnaire number 18 (Quizizz is the right media as an assessment media) can be seen that 2 students or 5.0% answered strongly agree, 22 students or 55.0% answered agree, 12 or 30.0% answered disagree, and 4 students or 10.0% answered strongly disagree. From this, it can be concluded that most students agree with statement number 18, which means

that according to students, Quizizz is the suitable medium as an assessment medium. So, the student's response to questionnaire number 18 is positive..

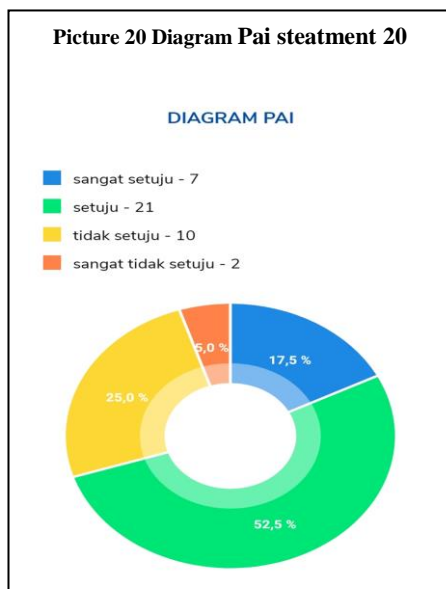
Picture 19 Diagram Pai steatment 19



Based on the Pie diagram above, the results of questionnaire number 19 (I get more new experiences after using Quizizz) can be seen that 3 students or 12.5% answered strongly agree, 28 students or 60.0% answered agree, 8 students or 22.5% answered disagree, and 1 student or 6.0% answered strongly disagree. From this, most students agree with statement number 19,

which means that students get new experiences after using Quizizz. So, the student's response to questionnaire number 19 is positive..

Picture 20 Diagram Pai steatment 20



Based on the pie chart above, the results of questionnaire number 20 (After using Quizizz, I think Quizizz is an effective media for doing quizzes) can be seen that 7 students or 17.5% answered strongly agree, 21 students or 52.5% answered agree, 10 students or 25.0% answered disagree, and 2 students or 6.0% answered strongly disagree.

From this, it can be concluded that most students agree with statement number 20, which means that Quizizz is an effective media for doing quizzes. So, the student's response to questionnaire number 20 is positive.

From this, many students respond positively to Quizizz as a media assessment. However, there are still shortcomings in using Quizizz as an assessment media. This is indicated by students who think that they cannot remember well the material given from the quiz on Quizizz. In addition, students are also not always looking forward to quizzes on Quizizz.

## **1.2 Discussion**

The researcher used a list of questions consisting of 20 questions related to student responses about Quizizz as an assessment medium. Before the questionnaires were distributed, the researchers first carried out validation carried out by expert lecturers. This aims to determine the feasibility of the questionnaire based on a scientific approach before testing the participants. Based on the data obtained from 40 students of class XII IPA SMAN Ploso Jombang, there were several findings in this study, including student responses to the use of Quizizz which tended to be positive. It can be seen from the results of 18 questionnaire statements that received a positive response from the majority of students. Most of the students agree that they enjoyed doing assignment using Quizizz. Furthermore, students are also very active when using Quizizz. This can be seen from the majority of students who agree that they always answer every question presented with Quizizz. Not only that, students also agree that they respond quickly to every quiz question on Quizizz, immediately take quiz when using Quizizz, answer correctly when taking quiz on Quizizz, and collect quiz in a timely manner.

Then, most of the students agree that Quizizz could motivate students to study harder. In addition, most of the students also agree that they are motivated

to win the game while playing Quizizz. Most students also agree that they are more optimistic about getting good grades when doing quiz using Quizizz. Furthermore, most of the students agree that they were more interested in doing quiz using Quizizz than through WhatsApp. In addition, students are more enthusiastic about taking quiz when using Quizizz. most students also agree that they get more new experiences after using Quizizz. they also agree that Quizizz is an appropriate and effective medium as an assessment medium. From this, many students responds positively to Quizizz as a media assessment. However, there are still shortcomings in using Quizizz as an assessment media. This is indicated by students who think that they cannot remember well the material given from the quiz on Quizizz and students are also not always looking forward to quiz on Quizizz.

#### **4. CONCLUSION**

Based on the results of research and discussion, it can be said that students' perceptions of the use of Quizizz as a media in class XII IPA at SMAN Ploso Jombang can be concluded that overall students are included in the very good or positive category. On students' perceptions of using Quizizz as an assessment media, the results showed that, most of the students agree that they enjoyed doing assignment using Quizizz. students are also very active when using Quizizz. students also agree that if they respond quickly to every quiz on Quizizz, they immediately take the quiz when using Quizizz, answer correctly when taking quiz on Quizizz, and collect quiz in a timely manner. Then, most of the students agree that Quizizz could motivate students to study harder. they are motivate to win the game while playing Quizizz. And they are more optimistic about getting good

grades when doing quiz using Quizizz. Not only that, most students agree that they are more interested in doing quiz using Quizizz than through WhatsApp. students are more enthusiastic about taking quiz when using Quizizz. And most students agree that they like to use Quizizz because it is more challenging and they enjoy the atmosphere of competition on Quizizz. they get more new experiences after using Quizizz. they also agree that Quizizz is an appropriate and effective as an assessment media. However, there are still drawbacks in using Quizizz as an assessment media. This is indicated by students who think that they cannot remember well the material given from the quiz on Quizizz and students are also not always looking forward to quiz on Quizizz.

## **REFERENCES**

- Arifin, Z. (2012). *Evaluasi Pembelajaran Prinsip, Teknik dan Prosedur*. Bandung: Remaja Rosdakarya.
- Darmaningrat.E,et al.(2018).Pemanfaatan Aplikasi Digital Learning Untuk Pembelajaran Pengayaan Di Sekolah Menengah Kota Surabaya.Seminar Nasional Sistem Informasi Indonesia
- Darmawan.M.S, Daeni.F &Listiaji.P.(2020).The Use Of Quizizz As An Online Assessment Application For Science Learning In The Pandemic Era.Unnes Science Education Journal.9(3).
- Dewi.C.K.2020.Pengembangan alat evaluasi menggunakan aplikasi kahoot pada pembelajaran matematika kelas X. skripsi s1 fakultas tarbiyah dan keguruan universitas islam negeri raden intan lampung.
- Emiliasari.R.N & Kosmajadi.E.(2019).presepsi mahasiswa terhadap pembelajaran bahasa inggris.jurnal MADINASIKA manajemen dan keguruan,1(1).
- Fadilah, S. Z.,et al. (2020). Systematic Review Effectiveness of Mobile-Based Health Interventions for the Management of Hypertensive Patients : A Systematic Review. *Jurnal Ners*, 15(2).

- Febridi.B & Nurliana.N.(2017).Sosialisasi Dan Pelatihan Aplikasi Google Form Sebagai Kuis Online Untuk Meningkatkan Kualitas Pelayanan. SERI INFORMATIKA :Jurnal Inovtek Polbeng, 2(1)
- Goksun, Derya O., & Gulden Dursoy. 2019.Comparing Success and Engagement in Gamified Learning Experiences via Kahoot and Quizizz. Computers & Education, 135(2)
- Iman.N.(2020).”Persepsi Mahasiswa Pendidikan Kimia Terhadap Kuis Berbasis Platform Online Sebagai Media Evaluasi Belajar”.Skripsi.Fakultas Ilmu Tarbiyah dan Keguruan.Program Studi Pendidikan Kimia Fakultas Ilmu Tarbiyah Dan Keguruan Universitas Islam Negeri Syarif Hidayatullah : Jakarta.
- Indahsari.H & Sari.Y.A.(2020).Pengembangan Pendidikan Kreatif Dengan Memanfaatkan Pembelajaran Digital.Prosiding Seminar Nasional Pendidikan Program Pascasarjana Universitas PGRI Palembang.
- Irwan, I., Luthfi, Z. F., & Walidi, A. (2019).Efektifitas Penggunaan Kahoot! untuk Meningkatkan Hasil Belajar Siswa [Effectiveness of Using Kahoot! to Improve Student Learning Outcomes]. PEDAGOGIA: Jurnal Pendidikan, 8(1).
- Irwansyah.R & Izzati.M.(2021).Implementing Quizizz as Game Based Learning and Assessment in the English Classroom.Tefla journal,3(1).
- Kumano, Y. (2001). Authentic Assesment and Portofolio Assesment-Its Theory and Practice.Japan: Shizuoka Unirversity.
- Mohamad.M,et Al (2020).Online Game-Based Formative Assessment: Distant Learners Post Graduate Students” Challenges Towards Quizizz.International Journal Of Scientific & Technology Research, 9(4).
- Nazir, M. (2009).Metode Penelitian. Jakarta: Penerbit Ghalia Indonesia
- Pohan.A.E.(2020).Konsep Pembelajaran Daring Berbasis Pendekatan Ilmiah.Purwodadi:CV Sarnu Untung.
- Ratnawulan, E., & Rusdiana, H. A. (2014).Evaluasi pembelajaran: Dengan pendekatan kurikulum 2013. Bandung, Indonesia: Pustaka Setia.
- Robbins, P. S.; Judge, A. T. 2017.Organizational Behavior, Global edition.Pearson Education, Inc. United States of America.
- Salsabila, et al (2020).Pemanfaatan Aplikasi Quizizz Sebagai Media Pembelajaran Ditengah Pandemi Pada Siswa SMA. Jurnal Ilmiah Ilmu Terapan Universitas Jambi, 4(2)
- Sarbini.R.N,et Al (2018).Integrasi Permodelan Game Content Model Pada Game Based Learning.Generation Journal, 2(2).

Sari.F.K.(2020).”Analisis Media Pembelajaran Berbasis Internet (Quizizz) Dalam Pembelajaran Akuntansi”.Skripsi.Fakultas Keguruan Dan Ilmu Pendidikan Universitas Muhammadiyah Sumatera Utara.Medan

Stewart-McKoy, M., & Chung, S. (2016). Back in the game”: Using gamification as an engagement tool with Spanish Language Learners at UTech, Jamaica.The Journal of Arts, Science and Technolog

Sugiyono. (2017). Metode Penelitian Kuantitatif, Kualitatif, dan R&D. Bandung : Alfabeta, CV.

<https://massugiyantojambi.wordpress.com/2011/04/15/teori-motivasi/>

Torrente, J, P.M. 2009. Integration And Deployment Of Educational Games In E-Learning Environment: The Learning Object Model Meets Educational Garming.International Journal Education technology & Society.Vol.4.

Widiasih.R,Widodo.J,Kartini.T.(2017).Pengaruh Penggunaan Media bervariasi dan motivasi belajar terhadap hasil belajar mata pelajaran ekonomi siswa kelas XI IPS SMA NEGERI 2 Jember tahun pelajaran 2016/2017.jurnal pendidikan ekonomi : jurnal ilmiah ilmu pendidikan, ilmu ekonomi, dan ilmu sosial.11(2).

Yunitasari,R., & Hanifah,U.(2020).Pengaruh Pembelajaran Daring terhadap Minat Belajar Siswa pada Masa COVID-19.Edukatif : Jurnal Pendidikan.2(3).

Zhao.F. (2019).Using Quizizz To Integrate Fun Multiplayer Activity In The Accounting Classroom. International Journal of Higher Education.8(1).

Zuhriyah.S & Pratolo.B.W.(2020).Exploring Students' Views in the Use of Quizizz asan Assessment Tool in English as a Foreign Language (EFL) Class.Universal Journal of Educational Research 8(11)