

## **Do quizzes facilitate EFL Students in Learning English? A Case Study at Indonesian Higher Education**

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### **Abstract**

*Responding to the needs of English language learning in a university, this case study examines a technology utilization applied in English language classes by using a quiz application in learning English as a foreign language tailored to the needs of students in the classroom. The data for this study were collected from interviews with six students studying in the English department of an Islamic university in the city of Kudus where English is one of the foreign languages (EFL). To analyze the data, this study used a qualitative approach method with interview and documentation. The findings show that the use of quizizz apps in learning English as a foreign language in the classroom raises various discussions such as students' perceptions that quizizz application is an interactive, effective, interesting and fun learning application for developing English learning. Particularly, students reported that the use of quizizz had an effect on vocabulary and grammar improvements. In addition, it fosters reading skills to students.*

**Keywords:** EFL; Learning English; Motivation; Online Application; Quizizz

### **INTRODUCTION**

The development of technology appears in 21<sup>st</sup> century as evidenced by the frequent use of technology in everyday life by humans. The development of technology is increasing rapidly along with the trends in this era (Asmara et al., 2022). These changes can quickly be known and noticed through information that can be easily accessed at all times in any situation, anytime, and anywhere by many people in the world. The ease of use, practically, any various interesting features that exist have made it popular and applied in almost all community activities they do in everyday life. Everyone, especially the younger generation is very attached to the technology. Unconsciously, the implementation of technology automatically shifts the daily activities of the millennial generation in various things such as lifestyle, social interaction, economic, and education (Priyanti et al., 2019).

Therefore, as a generation that will have a habit with the existence of technology, the learning process, especially in the field of education, must be integrated into the use of technology itself. Education field on 21st century is focused on integrating ICT (Information, Communication and Technology) elements in order to create a new learning environment and fulfilling English learning needs (Dewi et al., 2020). With technology especially smartphones, it brings students into a different atmosphere in learning English, and it also makes learning more fun for students.

The use of English as an international language has been modified with technology to support communication in this digital era. However, the fact is that most Indonesian students still struggle to acquire a English as a Foreign Language to support the learning process with technology. Salsabila (2023) The problems faced include weak mastery of IT and limited access to teacher supervision of students. Therefore, it is necessary to apply innovative media and technology in teaching and learning process. In recent years, many students have been using Web-Apps for various reasons. These apps can contribute to motivation, interaction with student's classmates, instant feedback, and also save time. Degirmenci (2021) That the use of technology has a favorable impact on all the language skills (listening, reading, speaking, writing) and has ended in increased motivation, self-concept, and confidence. In addition to these contributions, Web-Apps also provide basic and original material so that students can access many sources, so they do not rely on just one sources. It helps students expand their horizons and knowledge. Furthermore, the students have different types of intelligence and to meet their needs, integrating this application into the classroom is said to be very important. There are many applications that can be used in foreign language classes. These include vocabulary, grammar quizzes, games, dictionaries, and so on are most easily accessible with just one click. Thus, language learning processes can be richer and more useful by integrating them into education.

Some previous research on this application has been conducted by researches. Yong & Rudolph (2022) Quizizz is a tool that add to the toolbox of higher education teachers. Recommended to use a variety of methods to assist students in learning. The Quizizz application is one of the educational applications that applies the concept of gamification. It has some interesting features like: avatars, music, leaderboards, and themes that make college students learn something like they are playing a game, so it is more fun and does not bore them. Widya Ningrum (2022) Quizizz is one of the learning media in the form of an application-based quiz game. This learning application is certainly different from other applications. In this application, students can answer several question models with a simple but attractive appearance. With limited time, it will be more challenging for students to complete it. Some of the advantages possessed by the Quizizz application compared to other applications include the existence of a

leaderboard that allows quiz participants to know their scores and ranking of quiz participants compared to other participants. Irwansyah & Izzati (2021) Quizizz is a game-based educational app, which brings multiplayer activities to classrooms and makes in- class exercises interactive and fun. By using Quizizz, students can do classroom exercises on their smartphones. Unlike other educational apps, Quizizz has the that characteristics of the game, it also allows students to compete against each other and motivates them to learn.

Fadhilawati (2021) States that the Quizizz application is an educational game based software that takes interactive activities into classroom and provides the students with enjoyable learning experience for students. Hurtado & Díaz (2021) It is a famous e-learning platform that offers countless quizzes that teachers and learners can use in their daily learning. The reason is to improve listening skills by using this technology. The student will listen to the sentence and he will have to match the correct choice. Lim & Yunus (2021) The quizzes available on the website can be copied and shared anytime and anywhere, as long as there is an internet connection. Easily accessible, teachers can also create their own quizzes based on their own preferences and learners' needs. Therefore, it is clear why teachers love using Quizizz so much in their teaching and learning process. Dhamayanti (2021) Quizizz is a fun e- learning medium to enhance the students' participation and motivation through game-based learning in the application. Therefore, Quizizz can help students achieve quiz scores, study effort, learning motivation, and academic achievement. Thus, here will explored the views of students in English e-learning classes towards Quizizz.

Unlike previous studies that discussed and examined Quizizz in general, the subjects are still common such as teachers and school students who use Quizizz during distance learning. This research is more focused on the use of the Quizizz application whose subjects are students majoring in English language education. This application is used in universities as a supporting medium for application-based learning. That's because the app is easy to use and some of the built-in features it supports. The questions and quizzes are also very interestingly arranged. Displays the scores and ratings of the quiz participants. With the use of English that can make students get new information and knowledge, such as vocabulary, grammar, listening, reading. Some lecturers in universities use this application as one of the applications of the benefits of sophisticated technology today. From experience, the author is interested and wants to conduct research on the use of the Quizizz application for students in the current era. Specifically, the researcher will discuss the Quizizz application as a supporting media in facilitating EFL Students in Learning English in Indonesian Higher Education.

## METHOD

### Context and Participants

This case study was conducted at one of the Islamic universities in the Kudus City. Participants in the study were randomly selected from different classes. Six college students from two different classes took part in the study. Students between the ages of 19 and 20 were asked to be interviewees based on the level of engagement they felt when using the Quizizz app to support classroom learning. For the interview session, six students were asked several questions and interviewed about their learning experiences and perceived engagement in learning using the Quizizz app.

**Table 1.** Demographic characteristics of the participants

Demographic characteristics of participants	Student					
	Male		Female			Male
	Student #1	Student #2	Student #3	Student #4	Student #5	Student #6
Age	19	19	18	18	19	20
Educational background	Higher education	Higher education	Higher education	Higher education	Higher education	Higher education
Semester	3 <sup>rd</sup> semester	3 <sup>rd</sup> semester	3 <sup>rd</sup> semester	3 <sup>rd</sup> semester	3 <sup>rd</sup> semester	3 <sup>rd</sup> semester

This type of research is by qualitative research method with the research subjects being English language education students who attend English lectures at their universities. The effectiveness of using the quizizz application is seen from two aspects, namely student motivation and learning outcomes. The research focused on the extent of student engagement in quizizz-based EFL classrooms as a whole.

Related to research ethics, they were asked to provide a statement of their willingness, then answer questions indicating that their participation in the study was voluntary. They also reserve the right to withdraw from their participation in the study. This study also applies supporting theories, such as competitive, enjoyment, effective, use, usability, satisfaction, individual impact, and sustainable use (Orhan Göksün & Gürsoy, 2019).

### Data sources and Analysis

Over the course of two weeks, we collected data through several interviews. The interview guidelines used included questions related to the quizizz application such as what students know about the quizizz application, the improvement of students' abilities in learning by using quizizz, the effectiveness of the quizizz application in learning English, the advantages and disadvantages of quizizz in its

implementation in the classroom, and the impact of quizizz for English students.

We did this with the aim of helping us focus on important aspects of knowing and investigating a phenomenon. As Apridayani et al., (2023) suggested this research aims to investigate students' self-regulated learning of English deeper, exploratory, and detailed interviews were used to explore and collect more data. The participants were coded as Student A, Student B, and so on to maintain the confidentiality of the participants. At the time of the interview, we also used Bahasa to get more information and details regarding the participants' opinions and viewpoints regarding the use of Quizizz application as a tool or media to facilitate EFL students in Learning English in Indonesian Higher Education.

Each interview lasted approximately 30 minutes. All interview sessions were transcribed, i.e., the answers of each interview participant were recorded and then shown to the participants for their consent so that the answers could be used as a result of the problem formulation of our research.

We used a reduction method based on the research questions addressed and the topics of the interviews. Data reduction is 'a form of analysis that sorts, classifies, discards, and organizes data in such a way that final conclusions can be verified'. In this data reduction, we focused on the relevant data and reduced the irrelevant data.

After that, we displayed the interview data to find themes and sub-themes by outlining and balancing all the data. Based on the analysis, two themes emerged: English students' understanding of quizizz apps and the result of using quizizz apps in English language learning at university. In the data conclusions and results, the emerging themes and subthemes were verified and confirmed by other evidence to ensure that the conclusions drawn were appropriate and consistent. Thus, two emerging themes were confirmed and verified.

## **FINDINGS AND DISCUSSION**

This study was designed to examine the implementation of the use of quiz application as a tool or media to facilitate EFL Students in Learning English in Indonesian Higher Education.

Based on the interview data, two emerging themes are presented along with supporting data: (1) English language students' understanding of quizizz apps and (2) the results of using quizizz apps in English language learning at university.

These two themes answer the research questions. These themes explain the implementation of the use of quizizz application on English students and the results of using quizizz application as a tool or media to improve students' ability in English.

## **1. Student's motivation in using quizizz**

The first theme that emerged from our interview data was students' understanding of the quizizz application in English language learning. The sub-themes of our findings emerged from the analysis of interview data to describe the implementation of the use of quizizz applications in learning such as (1) students' perceptions of quizizz applications in learning (2) students' ability to use quizizz applications in English learning.

### ***1.1 Students' perceptions of quizizz applications in learning***

Students have different perceptions about the implementation of using quizizz apps in English language learning. The following vignette shows how the students responded to this.

#### **Student A**

Quizizz is a fun interactive learning app, allowing students to evaluate their understanding through quizzes, while teachers can monitor learning progress.

#### **Student B**

An application that can be used for question and answer, for example, a teacher makes English questions then students answer the questions from quizizz.

#### **Student C**

I think quizizz is an interactive and effective tool for creating online quizzes, and can increase student participation through the game element.

#### **Student D**

According to my point of view, Quizizz app is a very useful tool to create interactive and interesting quizzes in learning. This app allows teachers to create quizzes with various answer options and measure students' understanding in real-time.

#### **Student E**

The quizizz application is an application that contains questions from various subjects / subjects, there are many benefits from this application, one of which is training the brain to understand a subject / subject easily, apart from those explained by teachers and lecturers.

#### **Student F**

In my opinion, the quiziz application is an application that is useful for learning, can help measure our understanding of a material.

Based on the interview data that we have conducted; it was found that the students have various perceptions about the application of quizzes in English learning in their classes at the lecture level. Quizizz definitely encourage students

and help them with their perceptions and performance in their lessons by establishing a positive and fun environment (Almusharraf et al., 2023). It is important to note that there are three emerging themes that emerged from the interviews.

First, students reported that the quizizz application is an interactive, effective, interesting and fun learning application for creating online quizzes. Quizzes contain questions from various courses and the benefits can train the brain to understand a course easily. This was also reported in a study conducted by Martín-Sómer et al., (2024) Different interactive applications are used as regular quiz systems in classrooms used in various teaching formats, including online, hybrid, and face-to-face classes.

Second, it allows students to evaluate their understanding through quizzes that are useful for learning and can help measure student understanding of material in lectures. Quizzes can also increase student participation through the element of play.

Thirdly, students think that some lecturers who use the quizizz application in learning can monitor the learning progress of their students. This application allows teachers to create quizzes with various answer options and measure students' understanding in real-time with several questions that have been prepared to measure how much they understand the learning, for example, the teacher creates a quiz of English questions then students answer questions from the quiz.

### ***1.2 Students' ability to use quizizz applications in English learning***

In fact, many English students have used the quizizz application to measure their level of ability in understanding English as a foreign language, as stated in the following interview data

#### **Student A**

The use of Quizizz can improve Student's English language skills with a variety of quiz questions that encourage the use of active English.

#### **Student B**

Maybe yes, by practicing consistently of course.

#### **Student C**

The use of Quizizz can improve students' English language skills because it presents learning material in an interesting quiz format, motivates students to actively participate and reinforces their understanding.

#### **Student D**

Learning by using Quizizz can improve students' ability in English because they can engage in interactive and fun learning activities. They can also practice their ability to understand the questions in English.

### **Student E**

Very useful, because there are various kinds of questions discussed in it.

### **Student F**

I think, this application can help the extent to which we understand an English learning material with questions given in a quiz.

Student participants reported that the use of the Quizizz application could improve students' abilities in learning English. Shows that Quizizz is said to be proven to affect ability by helping students to compete with other students through the highest rank (Wirani et al., 2021). The students shared that the use of Quizizz can improve students' English skills with various quiz questions that encourage active use of English, such as by practicing consistently of course. Very useful, because there are various kinds of questions discussed in it.

Meanwhile, other data shows that learning by using Quizizz can improve students' ability in English because they can engage in interactive learning activities with learning materials in a quiz format that is interesting, fun, and motivates students to actively participate and strengthen their understanding of a learning material. They can also practice their ability to understand questions in English.

The last point is that this application can help the extent to which we understand an English learning material with the questions given in the quiz. So, Quizizz can be used as a tool or media to facilitate EFL Students in learning English in Higher Education.

## **2. The results of using the Quizizz application as a tool or media to facilitate EFL Students in Learning English learning in Higher Education**

The second theme selected from our interview data is the result of the implementation of using the quizizz application as a tool or media to improve students' ability to speak English as a foreign language. The sub-themes that emerged from the interview data were the effectiveness of English language learning using quizizz for students, the advantages and disadvantages of quizizz applications in learning, and the perceived impact of using quizizz applications in learning for students.

### ***2.1 Effectiveness of English language learning using quizizz for students***

The first sub-theme that emerged from our interview data was the effectiveness of English language learning using the quizizz app.

#### **Student A**

Studies show the effectiveness of learning English with Quizizz, depending on customizing its use to students' needs. With the attractive appearance of the quizizz app, interest in reading English texts increases.



**Student B**

Using the application can be said to be effective, and can be done anywhere.

**Student C**

The effectiveness of English learning with Quizizz for students can be significant, especially in increasing retention and improving English skills through interactive exercises.

**Student D**

The effectiveness of English learning using Quizizz application for students can be quite high because this application is able to provide immediate feedback and motivate students to learn in a fun way.

**Student E**

Very effective compared to learning presentation in class. There are some questions that can increase vocabulary knowledge and improve students' grammar skills.

**Student F**

The effectiveness of using this quiz application can be seen from how many questions we answer correctly.

The student participants stated that this quizizz application is effective in learning, especially in learning English. Studies show the effectiveness of quizizz application depends on the adjustment of students in using it because it can be used anywhere and anytime. A research question that states whether repeated formative quiz assessment tasks are an effective way to increase student engagement in targeted learning (Hughes et al., 2020). The effectiveness of English learning can be said to be quite high because it gives immediate feedback and provides fun learning motivation to students. This can be seen from how many questions can be answered correctly by students. Technology supports active learning in the classroom, one of which is the quizizz application which is the result of technology helping students in the process of understanding the material in a unique and interactive way, of course this is more effective than just using learning by presentation which makes students bored quickly.

The problem often experienced by EFL students is that they think that reading English is difficult (Wahyuningsih et al., 2023). Therefore, teachers utilize technology by using quizzes as an effective learning media to develop skills, especially in students' reading skills. The attractive appearance of quizzes with various features that support learning, especially English for college students, makes the level of interest in reading from students also increase. Students can discover new things while learning. They can also remember new words and improve their reading speed. Quizizz application is fun and helps students in

applying skimming techniques.

In addition, the quizizz application is effectively used as one of the interesting learning media to improve students' English vocabulary. Khoirin et al., (2022) the importance of vocabulary improvement to students in learning English. Therefore, the quizizz application is used for its benefits to suit students' needs in vocabulary, so that students can master the English they learn more easily and effectively. Other students also revealed that learning with Quizizz has had a positive impact on grammar comprehension.

## ***2.2 The advantages and disadvantages of quizizz applications in learning***

The next theme that emerged from this research was that there are advantages and disadvantages in using quizizz apps in classroom learning. From the interview data, there are two sub-themes that are worth exploring: the advantages part and the disadvantages part of using the quizizz app.

### **Student A**

Quizizz's strengths involve interactive features that keep students engaged, although weaknesses include the absence of audio and video features.

### **Student B**

The advantage is that you can immediately see the score that has been done.

The disadvantage is that the time to work is very fast.

### **Student C**

The disadvantages in my opinion lie in some of its features and the advantages of Quizizz include interactivity, high student involvement, and anxiety in compiling quizzes.

### **Student D**

Based on my experience, the advantages of using Quizizz are the ease of creating quizzes, the real-time feedback feature, and its ability to increase student motivation. However, the disadvantages are the limited types of questions that can be used and the lack of flexibility in organizing the appearance of the quiz.

### **Student E**

The advantage is that we can access it anytime and anywhere, the disadvantage is that sometimes there is no explanation such as audio/video.

### **Student F**

Advantages that I feel: I know more about what I have and have not understood about the material presented.

Disadvantages: I have not felt any shortcomings in the application because I have just used this apk, but outside the application the disadvantage is that the storage becomes full.

The data showed that students found some advantages and disadvantages when using the quizizz app. In this data we categorize the advantages and disadvantages section respectively. First, we analyzed the advantages of the quizizz app. As reported by Student A and Student B, they reported that the advantages of the quizizz app are the interactive features that keep students highly engaged. Another advantage is that students can directly see the scores they have done. This application has the advantage that the results can be transferred in exactly a similar manner using additional tests or self-study materials (Förster et al., 2018). The use of quizizz makes it easier for us to make quizzes, there is a real-time feedback feature, and it can increase the motivation of students to learn because we can access it whenever and wherever we want. There are also those who feel the advantages of the quizizz application because they become more aware of what they have and have not understood about the learning material. Second, we analyze the disadvantages of using the quizizz application for students. Quizizz is one of the interesting applications for making quizzes, but there are no audio and video features for explaining the material from the correct answer, this is as said by Student A and Student D. Limited processing time which can be said to be very difficult. The limited processing time which can be said to be very fast and the limited types of questions that can be used, as well as the lack of flexibility in adjusting the appearance of the quiz are the reasons why quizizz is said to still have weaknesses, this is based on Student B and Student C. There are also students who have not felt the shortcomings in the quizizz application because he has just used the application, he also said that quizizz makes the storage space on his cellphone full.

### ***2.3 The perceived impact of using quizizz applications in learning for students***

Finally, the results of using the quizizz application in learning English for students will have an impact, both positive and negative on each Student. Students now often use applications to make it easier so that they can face difficulties in learning, be more active and creative, and save space and time in learning, especially English for students to improve their ability to speak English as a foreign language. This result aims to evaluate students' behavior, knowledge, and skills during the entire learning process using the quizzes application.

#### **Student A**

The impact of Quizizz in learning includes increasing student motivation and engagement, as well as making it easier for teachers to monitor progress, although it needs to be tailored to educational objectives.

#### **Student B**

Since I have only used the app once, I haven't had much impact on my learning.

#### **Student C**

The impact of using Quizizz in learning includes increased student motivation, more enjoyable learning, and the ability for teachers to track student progress more efficiently.

#### **Student D**

The impact of using Quizizz app in learning is increased student engagement, better understanding of the material, and increased learning motivation. The app can also assist teachers in measuring student progress directly.

#### **Student E**

Impact becomes easier to understand, because we are trained to answer the questions in the Quizzes APK.

#### **Student F**

The perceived impact is that it is easier for students to measure their comprehension ability.

Interview data showed that students felt the impact after using Quizizz. These results show that students are aware of the impact on their learning when learning to use quizizz (Apridayani et al., 2023). Learning using Quizizz in learning can increase motivation for students and can increase high involvement from students, and learning in class becomes more fun.

This shows that mobile apps can successfully teach English (Abror & Wahyuningsih, 2023). Teachers are also easy to monitor and track student progress more efficiently, although it needs to be adjusted to classroom learning goals. The student participants also reported that it was easier for them to understand the material because they were trained to answer questions in the quizizz app that were related to the learning material in class. This will certainly make it easier for students to measure their understanding of the learning material. However, there is also one student who has not been able to feel the impact of quizizz because he is the first time using the quizizz application in his learning.

## **CONCLUSION**

We acknowledge that in this study we still have limitations in terms of transferability or generalizability. This study only recruited six students studying English at an Islamic university in Kudus City. This makes our results not generalizable. A study or research with a larger number of student participants from several different universities might give different results. Despite the limitations of our research, this study provides new insights and knowledge about quizizz applications that can be used in the English language learning process in the classroom as a benchmark for conducting larger studies on the same problem. Based on some data that we have presented before, this study offers three

recommendations for students studying English at universities to improve the quality of English comprehension by using quizzes as a tool or medium to facilitate students in Indonesia, where English is considered a foreign language. Our recommendations include (a) increasing student motivation in using Quizizz to support learning; (b) making Quizizz an alternative learning media that prioritizes creativity; and (c) conducting learning evaluations through Quizizz applications.

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