

## The Potential of Using Quizizz Application on English Language Teaching

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### Abstract

The development of technology in educational world requires teachers or educators to be able to use various kinds of learning media in learning and teaching activities. There are many kinds of media which can make the learning more interesting such as Quizizz. This research aims to reveal the potential of this application on English language teaching. This is a systematic review research. The method used in this research is systematic literature review in the purpose of collecting data from Google Scholar and Proquest. The researches found 30 journal articles that discussed similar topics to this current research. Subsequently, it could be classified according to students' perception in the use of Quizizz, teachers' perception in the utilization of Quizizz, the use of Quizizz as assessment tool, the use of Quizizz as learning media during pandemic covid-19 and the use of quizizz in general. Thus, this research showed that the Quizizz had positive implementation and good potential in English language teaching activities.

Keywords: Quizizz; Learning Media; English Language Teaching

### INTRODUCTION

Nowadays, the utilization of application has been widely used in teaching and learning activities (Roshdan et al., 2021). Subsequently, educators have many opportunities to access and utilize them in order to succeed the learning and teaching process. One of the precious opportunities is utilizing application as learning and teaching media. Using learning and teaching media will give both educators and students many advantages. From the educators side, they are able to use it in presenting material and many more. It is because the media used has lots of features which enable teacher to create some interesting parts in the material. The interesting features of the media will make the materials understandable even more. Meanwhile, from the students side, they will be excited which somehow motivate them

to study even harder. Therefore, this study is conducted in order to know the perception of the students towards the utilization Quizizz as learning media in English language teaching.

The application that will be used in this study is Quizizz. Quizizz is a web tool for designing interesting materials and exercises that can be used in classroom learning, for example, having games for exercises. It is very easy to use, the interactive quiz that has been created has 4-5 answer choices including the correct answer (Noor, 2020). This Quizizz contains learning materials that are packaged in interactive questions with various themes, levels of education, subjects, and others. The choice of material is made by the teacher who acts as an admin or by the designer stored in the quiz library on the home page (Aini, 2019). Quizizz itself, is an educational media application with a narrative game model and flexible use, besides being able to be used as a means of delivering material, Quizizz can also be used as an interesting and fun learning and exercises media for students. Therefore, with the ease of access to learning media and current technological developments, teachers can take advantage of, then develop evaluation media, one of which is through the Quizizz application, so that educational goals can be achieved (Salsabila et al., 2020). This application has benefits for teachers as a conventional learning, teaching, and conventional evaluation tools.

According to the previous studies, participants' perceptions of the use of Quizizz learning media were very good, this was seen from the results questionnaires that have been carried out by researchers after the implementation of learning with the Quizizz learning media (Sodiq et al., 2021). 87.5% of students feel they can understand the concepts that have been taught, 70.8% disagree because it is boring, 92.6% agree because they can learn independently. The data shows the positive side of students towards the use of Quizizz as a learning medium, with Quizizz being able to achieve learning objectives so that students have curiosity, technical quality that makes students want to learn and feedback from students by making Quizizz attract students' interest in learning. Furthermore, research showed that 91% of students gave positive responses to statements, 94% agreed because Quizizz was easy to use, 22% strongly agreed and 8% students disagreed, from this statement the students believe that Quizizz can help the learning process and is the right tool to use as the right tool for online testing (Zulfa & Ratri, 2022).

## **LITERATURE REVIEW**

### **English Language Teaching (ELT)**

The utilization of English as an international language has widely spread by these days. It has gained prominence and relevance around the world (Turan & Akdag-Cimen, 2020). Acquiring this language become very important. In order to acquire the language, a teacher should have to guide our students to the right path in the process of mastering the language. The quick development of using language as communication tool has carried some changes in the practices and principle of English language teaching (Ur, 2021). English Language teaching is an activity of teaching English to non-native speakers. Which means, people who see English as foreign language have to be taught in this activity.

In English Language teaching, sometimes teacher encounter problems that can not be solved traditionally. Therefore, teacher have to use the various ways that can help them in solving the problems. One of the way that can be tried is using application. There are many applications that provided to support the language

learning (Albahlal, 2019). Subsequently, the application has to be very meaningful and interactive as well as effective. Therefore, the problems encountered can be solved effectively.

### **Quizizz**

As the name implies, quizizz is an application that is often used to take quizzes or work on questions in the world of education. The use of this application can be used when learning online, but there are some teachers who use this media when learning offline. Quizizz is an application that can help teachers and students so that the learning process can take place and have a fun learning experience that can be felt by students. In addition, it also supports the results of research which reveals that the Quizizz application is an effective learning media to improve learning achievement and reduce student anxiety in learning (Aşıksoy & Sorakın, 2018). Subsequently, Quizizz can be defined a game-based educational application, that presents classes with multiplayer activities so that classes become more interactive and fun (Zhao, 2019). With the various expert opinions, it can be concluded that quizizz is a media or tool that can help the learning process and is included in the category of one of the digital applications that support online assessment.

With the use of technological developments in education, the next generation is expected to be intellectually and emotionally intelligent, competent, and independent in order to achieve the development of this nation. However, with the Covid-19 pandemic, educators are required to be creative and be able to find solutions so that learning can continue to run well. One solution that can be used as an alternative is online learning. Of course this online learning needs to be adjusted to the level of education and needs. Quizziz is one of the learning media that can be an option in supporting learning. Quizziz allows teachers to connect with teachers around the world and can easily access online quizzes that are available free of charge. Therefore, the teacher can be as innovative as possible in the classroom and will not lack ideas in conveying the material. Quizziz can have a positive impact on the learning process in the classroom, because the scores obtained are higher and it increases the sense of cooperation between students in group assignments. This is considered to be a solution to the use of gadgets as a tool used in online learning. Gamification provides an alternative in the learning process in order to create a more interesting, interactive and effective learning process (Solviana, 2020).

With the use of Quizziz media, students can do material exercises in class with their electronic devices. Quizziz is quite different from other educational applications, because it has a game system and interface such as avatars, themes, memes, and entertaining music in the process of using it. Quizziz can also make students compete with each other in doing questions and increase their learning motivation. Students take quizzes at the same time in class and can see their rankings directly on the available leaderboards. Instructors or teachers can monitor student processes when doing exercises and download report results when quizzes have been completed to evaluate students' abilities (Yustinaningrum et al., 2021).

Through this quizziz application, teachers can combine instructions and directions, discussions, and evaluations. The use of this application is not bound by space and time. This application can make the teacher's work easier because student scores will automatically appear when they finish working on the quiz and the results can be downloaded by the teacher for evaluation. This application has a timing system for each of the questions displayed, so as to reduce the risk of cheating

that might be done by students when working on questions. In addition, the audio-visual feature displayed in the application helps students to be more focused and calm in answering the quiz provided (Sitorus & Santoso, 2022).

Quizizz has been in existence since 2015, with its users reaching more than 40 million in the world and 5 million in Indonesia. Thus, the qualities and features of quizizz have always been developed to improve. Quizizz provided millions of free problems with features that could be used as easily as possible for teachers and students. Due to its intuitive layout and availability as a free platform, Quizizz is very popular among teacher. Teachers can design their own tests in accordance with their personal tastes and the requirements of their students (Lim & Yunus, 2021). There is a very complete report feature that contains details of operation. Also available in English and could be integrated with Google classroom as well as other learning applications. These problems can be saved, printed, even converted to word to give to students. Of course, this quizizz makes it much easier for teachers to look for references to problems. This quizizz feature gives five kinds of problems: multiple choice, check box, blank content, selection or survey, and open ended or essay. For surveys and open ends or essays, quizizz did not make a immediate assessment because the system could not score.

## **METHOD**

This study used qualitative approach with systematic literature review method to gain a thorough understanding and reveal the phenomenon of students' perceptions towards the utilization of Quizizz as a learning media in English language teaching. The purpose of the review is to evaluate systematic literature reviews which are referred to as secondary studies, so this research is classified as a tertiary literature review (Kitchenham et al., 2009). While gathering data, the method is chosen through analysis and interpretation. Firstly, we determined the keywords and the combination by making some inclusion criteria which included of years of the journal, the English Language and humanities studies in order to find the related sources. The keywords which we used are "Students' Perception", "Quizizz", and "English Language Teaching". Subsequently, we then input the keywords combination on the website of Google Scholar. After that we gathered some related sources mainly from journals and did the exclusion criteria making by crosschecking the abstract of the journals that related to our research topic. As the results of the crosschecking, we finally found some journals that significantly related to our studies. This study was carried out to describe, investigate, and explain students' perceptions towards the utilization of Quizizz as learning media in English language teaching (Cohen et al., 2007).

## **FINDINGS**

The researchers used keywords to filter articles with the same theme and discovered 30 articles that were related to them. Articles are from national and international journals. It was published from 2020 to 2022. The articles could provide the researchers with findings in a variety of areas related to the chosen topic. Here are the results:

No.	Authors	Title	Year	Findings
1.	Siti Zuhriyah, Bambang Widi Pratolo	Exploring Students' Views in the Use of Quizizz as an Assessment Tool in English as a Foreign	2020	Some students views the use of Quizizz as an interesting tool, and increase student learning motivation
2.	Farah Ika Dhamayanti	EFL Students' Perception and Motivation Toward Quizizz as E-Learning Media in English E- Classroom  Farah Ika Dhamayanti	2021	Most of EFL students had positive perception and motivation toward Quizizz.  Therefore, Quizizz as e- learning media can support the learning process in English e- classroom. It indicates that Quizizz is an appropriate e- learning media that can be used in English e-classroom and it can increase EFL students'
3.	Rukiye Degirmencia	The Use of Quizizz in Language Learning and Teaching from the  Teachers' and Students' Perspectives: A Literature Review	2021	The present study indicate that (1) Quizizz is effective and plays an important role in English language learning and teaching, and has positive effects on English learning and teaching, and (2) teachers and students' perspectives towards Quizizz are positive.
4.	Dinda Firly Amalia	QUIZIZZ WEBSITE AS AN ONLINE ASSESSMENT FOR ENGLISH TEACHING AND LEARNING  STUDENTS' PERSPECTIVES	2020	The study showed positive perspectives of the students toward the use of Quizizz.
5.	Alvina Indana Zulfa1, Devinta Puspita Ratri	EFL STUDENTS' PERCEPTIONS TOWARD QUIZIZZ AS AN ASSESSMENT TOOL DURING ONLINE LEARNING	2022	Most of the students gave a positive attitude to the use of Quizizz as an assessment tool.

6.	Afief Fakhruddin, Eka Nurhidayat	STUDENTS' PERCEPTION ON QUIZZIZ AS GAME BASED LEARNING IN LEARNING GRAMMAR IN WRITTEN DISCOURSE	2020	Most of the students strongly agree that quizziz made students more interest in learning grammar in written discourse.
7.	Maria Dimitrij Angie Pavita, Deli Nirmala	MERDEKA BELAJAR IN PANDEMIC: USING QUIZZIZ GAME BASED LEARNING TO IMPROVE STUDENTS' VOCABULARY MASTERY	2021	The students' vocabulary mastery is improving.
8.	Rizkariani Sulaiman, Muhammad Affan Ramadhana	Students' Responses toward the Use of Quizizz in English Class	2022	Classically students have positive statements of the usage of Quizizz as the learning media for English learning as the shake of its interesting and fun features and impressions, the chance in peer learning to solve some challenging and step by step questions in form of Quiz.
9.	Setiyani, Sri Sumarwati, Apri Dwi Astuti, Dina Pratiwi Dwi Santi, Try Suprayo	Using Quizizz Application to Make Online Evaluations during Covid-19 Pandemic: Teacher Competency Training	2021	The community service activities, the teacher's ability to make online quizzes using quizziz increased 100%. Beginner teachers who have never used or know the Quizizz application can easily create and publish quizzes in Google Classroom.
10.	Eka Wulandari	QUIZZIZ APPLICATION FOR ENGLISH ONLINE LEARNING: THE STUDENTS' PERCEPTIONS	2022	Students give a very good response positive towards the use of the Quizizz application during the online English learning process which can be seen from the survey results which show a high percentage of student satisfaction while using this application.

11.	Dyah Supraba Lastari	USING QUIZIZZ APPLICATION TO ENHANCE STUDENTS' GRAMMAR COMPETENCE	2022	There were improvements on students' grammar competence and described students' perception toward the
12	Nurul Aulia Jannah1, Supiani, M.Pd, Iwan Perdana, M.Pd	THE EFL STUDENTS' PERCEPTIONS OF USING QUIZIZZ IN DOING ONLINE ENGLISH TEST AT HIGH SCHOOL	2022	A high agreement of students on statement number 6 gained the highest mean rank 4,29 by obtaining the mean value most students agree that the correct and incorrect results and ranking after doing test in Quizizz motivate them to study
13.	Ahmad Munawir, Nurul Pratiwi Hasbi	THE EFFECT OF USING QUIZIZZ TO EFL STUDENTS' ENGAGEMENT AND LEARNING OUTCOME	2021	The conclusion highlights the importance, although currently ignored, ways that students contribute depends on the flow of the instruction they received. Moreover, the learning environment encourages students to think. As a concern to the teacher that students need motivational elements than a scoring system to increase their motivation
14.	Fang Zhao	USING QUIZIZZ to INTEGRATE FUN MULTIPLAYER ACTIVITY IN THE ACCOUNTING CLASSROOM	2019	Quizizz is perceived as having positive impact on students' engagement and learning outcomes in an accounting classroom. Generally, students' feedback is consistent in different semesters and in different class sizes.

15.	Nur Faathinah Mohammad Roshdan, Siti 'Aishatul, Norwati Muslim, Nadiah	STUDENT PERCEPTION TOWARDS the USE of QUIZZIZ AS A TOOL in IMPROVING READING SKILLS	2021	Investigate UiTM diploma students' perceptions toward using Quizizz as a tool in improving students' reading skills.
16.	Diah Ayu Manik PradnyaDewi	The Use of Quizizz in Improving Students' Reading Skill	2021	Quizizz can be used as one of an effective learning media in teaching reading
17.	Nina Inayati, and Alimin Adi Waloyo	The influence of Quizizz-online gamification on learning engagement and outcomes in online English language teaching	2022	Gamified language learning has the potential to facilitate students to be more engaged in online instructional contexts.
18.	Arsyan Allbie Armando Brahmana	THE IMPLEMENTATION OF QUIZZIZ IN VOCABULARY LEARNING ACTIVITIES: EFL STUDENTS' PERCEPTION AND MOTIVATION	2022	Students' perception towards the use of Quizizz as a learning media in the classroom gives positive responses. When students are interested in the lesson, they get more motivated and easier for them to understand the materials.
19.	Afief Fakhruddin, and Eka Nurhidayat	STUDENTS' PERCEPTION ON QUIZZIZ AS GAME BASED LEARNING IN LEARNING GRAMMAR IN WRITTEN DISCOURSE	2020	Students had a positive perception of quizzes, all students were very active in answering the questions provided by research and <del>more concentrated on the</del> most of the students strongly agree that quizizz made students more interest in learning grammar in written discourse.
20	Thomas Mason Lim and Melor Md Yunus	Teachers' Perception towards the Use of Quizizz in the Teaching and Learning of English: A Systematic Review	2021	Quizizz is accepted positively among teachers due to its effectiveness, feasibility, ease of use, and motivating



21	Nada Bela Andresta, Choiril Anwar	Quizizz as an assessment media at EFL teaching: Students' voices	2022	Students in Grade 10 at SMA N 2 Semarang have a positive perception of the use of Quizizz. The students thought that the Quizizz media was a fun medium and very suitable to be used by teachers because the media was very interesting and practical to use for English assessment
22	Khori Putri Ramadhani <sup>1</sup> , Havid Ardi	Penggunaan aplikasi quizizz sebagai media pembelajaran dan asesmen pada materi bahasa Inggris	2022	There are three steps of using Quizizz application. The first step is how to sign up and login to Quizizz. The second step is how to use quizzes from the application. The third step is how to create a quiz by self. The fourth step is how to create a presentation in Quizizz. Therefore, it is very useful for teachers to conduct the Quizizz
23	Akhira Yuniar dan Maman Suryaman	STUDENTS' PERCEPTION OF ONLINE LEARNING USING QUIZZZ.COM AS A LEARNING MEDIA IN LEARNING ENGLISH	2022	Indicated to be satisfactory after using quizizz.com learning media within a period of 4 weeks and it is estimated that the use of quizizz.com learning media can be a further recommendation to use which is proven to be effective as a learning media in the middle of online learning.
24	Ni Kadek Indah Dili Yanti <sup>1</sup> , Wayan Suarnajaya, and Ni Putu Astiti Pratiwi	Students' Perceptions and Constraints on The Use Of Quizizz in Teaching and Learning Process During Covid-19 Pandemic	2021	Students' perceptions about the use of Quizizz were very good perceptions and internet connection problems became the constraint that the students

25	Pandu Perdana Putra, Arif Suryo Priyatmojo	Students' perception toward gamification applied in English language classroom	2021	The majority of students' perceptions of gamification used in English classes was positive. The students believed that gamification was effective and fun to bring to classroom learning.
26	Sari Rahmawati	STUDENTS' PERCEPTIONS TOWARD QUIZIZZ AS AN ONLINE LEARNING MEDIA	2021	Students responded to Quizizz use positively; they strongly agreed about the use of Quizizz in distance
27	Yuni Anriani Siregar, Witri Oktavia	The EFL Students' Perceptions in Doing Online English Exercises by Using Quizizz at Universitas Negeri Padang	2022	Student perceived positively toward both of aspects. It shows that students agree that Quizizz is easy to use, easy to access, interesting and fun, and can be used in
28	Anh Tuan Pham	University Students' Attitudes towards the Application of Quizizz in Learning English as a Foreign Language	2022	There was a strong correlation between students' attitudes and satisfaction, in which considerable than affective and cognitive components.
29	Suharni, Herfyna Asty, Marissa Amelia	EFL STUDENTS' PERCEPTION ON USING QUIZIZZ APPLICATION: A SURVEY STUDY	2021	Quizizz application is easy to use. The students were happy in studying, had motivation and interest in learning English. Using Quizizz is more practical than doing exercises on paper, it also helps students to review the lessons, and reduce anxiety while doing exams. It can be concluded that students' perceptions were good on the use of the

30	Sarah Fitria, Lulu Salma Fajria, Tanalina Hasnata Saniata Azta Ramadani	Quizizz as Distance Learning Tool: Effects and Students' Opinion	2021	(1) Positive effects in increasing students' learning motivation competitiveness, and academic achievement in grammar and reading when using Quizizz as a distance learning tool, and (2) Students' positive opinions towards Quizizz's interesting appearance, challenging features, and their enjoy feelings while using Quizizz as
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Research goal is how Quizizz performed in English language teaching and the utilization's effect of it. Most the data collection present the result in a good way in the use of Quizizz as a medium in English language teaching. The articles above are divided into five classifications. There are about students' perception in the use of Quizizz, Teachers' perception in the utilization of Quizizz, The use of Quizizz as assesment tool, The use of Quizizz as learning media during pandemic Covid 19 and the last one is the use of Quizizz in general.

### **Students' Perception in the Use of Quizizz**

The first classification is about Student perception in utilization of quizizz. Researcher found that quizizz have positive results according to student perception. The positive findings are presented that result showed most of EFL students had positive perception and motivation toward Quizizz (Damayanti, 2021). Therefore, Quizizz as e-learning media can support he learning process in English e-classroom. It indicates that Quizizz is an appropriate e-learning media that can be used in English e-classroom and it can increase EFL students' motivation during e-learning. Agree with that, there was a research that stated the results which revealed that some of the students' views regarding the use of Quizizz are: (1) an interesting tool, (2) encouraging students' confidence, (3) increasing students' motivation, and (4) improving reading ability (Zuhriyah & Pratolo, 2020). Another article also stated that The result is that students' perception towards the use of Quizizz as a learning media in the classroom gives positive responses (Brahmana, 2022). When students are interested in the lesson, they get more motivated and easier for them to understand the materials.

### **Teachers' perception in the utilization of Quizizz**

The researchers also found that the teachers' perception in utilizing Quizizz had positive results. It was proved by a research which stated that Quizizz is accepted positively among teachers due to its effectiveness, feasibility, ease of use, and motivating (Lim & Yunus, 2021). Furthermore, Degirmencia (2021) argued that Quizizz is effective and plays an important role in English language learning and teaching, and has positive effects on English learning and teaching. Teachers seemed having positive perspective in the use of Quizizz. Teachers from various countries agreed that Quizizz is useful in a variety of ways, particularly in assisting students

to learn in a fun, interactive, and meaningful environment. Furthermore, Quizizz offers a high potential for use in a variety of contexts, including assessment and classroom exercises. Moreover, Quizizz is popular among teachers because it is extremely effective at promoting students' learning more eagerness to learn the language than other online learning platforms. Subsequently, Teachers can use the quizzes on the platform at their discretion, and they can also create or design their own quizzes at any time.

### **The use of Quizizz as assesment tool**

The next part is the use of quizziz as assesment tool. A reseach stated the use of Quizizz as an assessment tool in the classroom was interesting (Zuhriyah & Pratolo, 2020). Furthermore, another research also stated there are positive perspectives of the Dynamic English Course students toward the use of Quizizz as an online assessment tool for English teaching and learning, especially on a formative one (Amalia, 2020). Another research also found that the positive attitudes are EFL students considered Quizizz an interesting tool. The feature on Quizizz such as music, avatar, colorful display gives the students the same experience as playing a game. The students will be more interested in doing an assignment and actively involved during the learning process (Ratri & Zulfa, 2022). Then, another research also found quizziz is the easier assesment online tool that other, beginner teachers who have never used or know the Quizizz application can easily create and publish quizzes in Google Classroom (Setiyani, Apri, Dina, & Try, 2021). Agree with that, a research found 3 main poin on their article that is the first is students are more interested when teachers use Quizizz for English assessment media than they have to write on paper, and on the second point according to them Quizizz is easier to do when working on the questions that have been given by the teacher, and the third point shows that students are more interested when the teacher carries out assessments and learning using Quizizz media, because the media has a good impact on students, namely they become easy to remember the material that has been delivered by the teacher (Andresta & Anwar, 2022). The last related article also showed that the effectiveness quizziz as assesment tool. Quizizz was effective because it could be used whenever, wherever, and by anyone, and also there is a rating system of every student submit answers in the quizizz application (Ramadhani & Ardi, 2022).

### **The use of Quizizz as learning media during pandemic Covid 19**

During the COVID-19 pandemic, most of the school's teaching and learning activities were carried out at their respective students' homes and carried out through online media. So that learning can continue, teachers can use the quizizz. Subsequently, a research stated that the ability of teachers to make online quizzes using Quizizz increased by 100%. Beginner teachers who have never used or know about the Quizizz app can easily create and publish quizzes in Google Classroom. Not only that, during this pandemic, teachers can improve their students' English skills by using quizzes, such as vocabulary, reading, writing, etc. Quizizz can be said as a learning application in the form of a game (Setiyani, Apri, Dina, & Try, 2021).

### **The use of Quiziz in General**

Quiziz is a learning media that is very easy to access by all teachers and students and has many uses, this is reinforced by a research that the present study indicates that (1) Quizizz is effective and plays an important role in English language learning

and teaching, and has positive effects on English learning and teaching, and (2) teachers and students' perspectives towards Quizizz are positive (Degirmencia, 2021). Therefore, Quizizz is now commonly used by most teachers as a learning media. This is also reinforced by a research which stated that Quizizz is perceived as having a positive impact on students' engagement and learning outcomes in an accounting classroom (Zhao, 2019). Furthermore, Quizizz has interesting features and appearance and is also like a game so that it makes students interested and feel challenged as stated by a research which found that the students thought that the Quizizz media was a fun medium and very suitable to be used by teachers because the media was very interesting and practical to use for English assessment media (Andresta & Anwar, 2022).

## **DISCUSSION**

This section provides and discusses the findings from the table of systematic literature review which consist the results of the journals we gathered on the topic of students' perception towards the utilization of Quizizz as learning media in English language teaching. The discussion is displayed through the interpretation of the results presented based on the data above in the finding section.

The findings consist five sections of 30 articles discovered that the most research showed that Quizizz has positive result in English Language Teaching because it gave satisfactory to the students when they used it as learning media in the class and they suggested that the application was effective (Yuniar & Suryaman, 2022). Furthermore, the research of the finding also found that many students had positive point of view towards Quizizz and they seemed to agree that using Quizizz in distance learning was very helpful (Rahmawati, 2021). Moreover, a research also found that the Quizizz application is simple to use and the students were enjoying their studies about English (Asty & Amelia, 2021). Using Quizizz is more practical than doing exercises on paper; it also allows students to review lessons and reduces exam anxiety. It can be concluded that students' perceptions of the Quizizz application were favorable.

Students must be excited and comfort in learning language. It is because learning a practical skill such as language require great attention. This application can be a choice in doing so. Thus, the students can be stimulated by the interesting features that are provided by the Quizizz. For the instance, students can play a game with time limitation which makes it more challenging and requiring such amount of time. In similar with those, a study showed that Quizizz can encourage students' confidence and improving students' ability (Zuhriyah & Pratolo, 2020).

The use of Quizizz has a positive impact towards the learning in the educational world in Indonesia. Some articles stated that when students use Quizizz as the learning media, they become when excited in the lesson. Subsequently, when they are excited it makes students more focus. This study align with the result of the research argued that the use of Quizizz affected the increasing of students' motivation in learning the English language (Brahmana, 2022).

## **CONCLUSION**

Based on the findings and discussions described in the preceding section, the authors conclude that technological advancements enable new possibilities for using Quizizz in activities for education and learning. It includes Quizizz on teacher and student sight, as well as how Quizizz became an alternative utility during the

pandemic era. The investigation revealed that more action is needed to perfect this article. As a result, anyone could make suggestions to enhance this study

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