

Quizizz Media to Improve Students' Motivation and Storytelling Ability at SD Muhammadiyah Purworejo

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Abstract. This research aims to determine the increase in students' motivation in participating in learning and language skills, especially telling stories using Quizizz media at Muhammadiyah Elementary School, Purworejo. This type of research uses mixed research methods, namely using qualitative methods to measure motivation and using quantitative methods to measure the increase in students' storytelling abilities. The subjects in this research were students at SD Muhammadiyah Purworejo. Data collection uses interview, observation, and test related to the Quizizz media learning process. Data analysis techniques use descriptive statistics and inferential statistics. This media improved the students' storytelling ability and their motivation in learning. It received a positive response for its use in the learning process so it is suitable as a solution to problems that arise for students. They become more enthusiastic and enthusiastic, so they can eliminate feelings of boredom and laziness while learning from home because it provides a feeling of fun, comfort, and humor in learning. So that their intellectual intelligence can develop well.

Keywords: Quizizz media, Children motivation, Storytelling ability

1. Introduction

Elementary School (SD) education is the main foundation for instilling and developing students' ability to think creatively, therefore schools at the Elementary School (SD) level must prepare and mold students to become creative thinkers who are ready to struggle at the educational level. Next and have maximum provisions that can be used for life in the future. Learning activities need media to support the process of teaching and learning activities. Learning media is a helpful intermediary tool between teachers and their students to make it easier for teachers to convey material. Media is also useful for facilitating the teaching and learning process in the classroom [1]–[3].

Apart from being able to use available media, a teacher is also required to be able to develop skills in creating his learning media which will be used according to needs. Media is a part of learning that cannot be separated from the process of teaching and learning activities to achieve learning objectives.

Learning media is broadly divided into two parts, including hardware and software. Hardware can be in the form of conventional media and teaching aids, while software can be in the form of digital applications, digital devices, or social media [3]–[5]. Learning media at the elementary school level plays a very important role in teaching and learning activities [6]–[8]. Using interesting learning media makes students enthusiastic about teaching and learning activities. The existence of learning media can help students play an active role in learning [9]–[11]. Meanwhile, learning media is very necessary and found to help achieve learning goals, so appropriate and appropriate media is needed to help students understand the material [12]. Quizizz is a digital application that can help teachers play while learning in a fun way.

Quizizz is an educational game application that has benefits in learning including involving all students in learning, so that students are motivated to be first in line, practice literacy and numeracy skills, overcome students in mastering the material, and students become more creative [13]–[15]. Quizizz is a game-based media application that can be used as a medium for learning. Quizizz provides an attractive and interactive design through the features and categories provided in it. Quizizz combines interesting and fun instructions, discussions, and evaluations. Evaluation in Quizizz has five types of quiz options which include multiple choice, checklist, fill in the blank, choices with no right or wrong, and essay form [16], [17]. Quizizz can be used directly or can be

used for assignments at home. Thus, Quizizz is a game application that helps students' motivation and activity in the learning process. This is because game-based learning has the potential to be an indicator of effective learning and has an influence on students' visual and verbal abilities [18].

The ability to tell a story is a student's ability or ability to describe an event or events coherently with full expression. This accordance with Hutagalung, R. & Halimatus, S. the ability to tell a story is the ability to speak clearly with the right intonation, control the listener, and behave interestingly [19]. The ability to tell stories is the highest ability possessed by students. Storytelling activities involve language aspects, cognitive aspects, and social-emotional aspects of students [20]. The ability to tell stories can be supported through media and visual aids, both conventional and digital.

Learning motivation is the internal and external encouragement of students who are learning to change their behavior [21]. Factors that influence student learning motivation include physical factors, psychological factors, social factors, and individual factors [22]. Thus, to strengthen the factors that influence learning motivation, it is important to recognize the forms of learning motivation. Forms of learning motivation include giving points, competition, prizes, giving exams, knowing the results, punishment, desire to learn, and interest [23].

Based on interviews with teachers at SD Muhammadiyah Purworejo, children's motivation for participating in classroom learning has fluctuated greatly since they entered school starting in the 2022/2023 school year. This situation is very understandable because they have been studying at home for more than two years. Learning from home has positive and negative impacts. The positive impact is that they can avoid the risk of being exposed to the Covid-19 virus and their daily activities can be monitored by their parents. However, there are various negative impacts. One of them is that children become accustomed to being pampered by gadgets as a medium and source of learning. They are used to doing assignments at home without having to spend a lot of energy studying at school. When in the 2022/2023 school year schools implement face-to-face learning, their spoiled nature will still be carried over to school. The effect is that their motivation to learn decreases.

Based on this, it was found that during the post-COVID-19 pandemic, there was a decrease in children's learning motivation and a decrease in children's storytelling skills. Therefore, researchers initiated the use of Quizizz media in the learning process, especially in increasing the motivation and storytelling ability of Muhammadiyah Elementary School students in Purworejo.

Some studies have been relevant to this present research such as *Metode Bercerita Untuk Meningkatkan Kemampuan Berbicara Pada Anak Usia 5-6 Tahun* [24] with the result that storytelling method can improve students' speaking skills and develop students' self-confidence. *Pemanfaatan Aplikasi Quizizz Sebagai Media Pembelajaran Ditengah Pandemi Pada Siswa SMA* [16] showing that the Quizizz application is effective in the learning process in terms of using students' smartphones, increasing student activity by recording material and results during evaluation, increasing students' understanding of the material, students' accuracy in working on questions, and increasing calm in working. Studies entitled *Kedudukan Motivasi Belajar Siswa dalam Pembelajaran*) [25] with the result of the study show that learning motivation influences success in the learning process.

2. Method

This research used mixed research methods, namely qualitative methods to measure motivation and quantitative methods to measure the increase in Purworejo children's storytelling abilities [26]. The research population was all students, teachers, and principals at Purworejo State Elementary School. The sample of respondents for this research was 50 students using a purposive sampling technique. Data collection instruments used interview guides, observation sheets, and tests. Data analysis uses descriptive statistical techniques and inferential statistics.

3. Findings

Research findings include descriptive and inferential analysis. Descriptive analysis concerns the mean, median and standard deviation, while inferential analysis includes normality and linearity as well as hypothesis testing, namely correlation analysis of the two variables using Quizizz media to increase children's motivation and storytelling ability at SD Muhammadiyah Purworejo.

Table 1. The Result of the Pre-Test and Post-Test

Test	Total	Max	Min	Mean
Pre-Test	1408	97	27	70,40
Post-Test	1659	100	50	82,95

The data description shows that the mean score of the pre-test was 70.40, while the score of the post-test was 82.95.

Table 2. The percentage of Pretest and Post Test

Interval	Class	Category	Pre-test		Post-test	
			Frequency	Percentage	Frequency	Percentage
80-100	A	Excellent	7	35%	14	70%
66-79	B	Good	3	15%	3	15%
56-65	C	Fair	7	35%	2	10%
40-55	D	Below Average	2	10%	1	5%
<39	E	Poor	1	5%	0	0%
Total			20	100%	20	100%

In the pre-test, there were 7 students (35%) who were in the excellent category, 3 students (15%) were in the good category, 7 students (35%) were in the fair category, 2 students (10%) were in the below average category, and 1 student (5%) is included in the poor category. And in the post-test, there were 14 students (70%) who were included in the excellent category, 3 students (15%) included in the good category, 2 students (10%) included in the fair category, 1 student (5%) included in the below average category, and there were no students (0%) who were included in the poor category.

Table 3. Descriptive Data Analysis

	N	Range	Mean	Std Deviation	Varian
Pre-Test	20	70	70,40	19,81	392,78
Post-Test	20	50	82,95	15,18	230,37

Descriptive data analysis shows the findings of the test results regarding children's storytelling abilities with an average pre-test score of 70.40; pre-test range was 70; a pre-test standard deviation was 19.81; and a variance was 392.78. Meanwhile, the average post-test score was 82.95; the post-test range was 50; the post-test standard deviation was 15.18; and the variance was 230.37.

Table 4. Normality Test

	Kolmogorov-Smirnov Test		
	Statistic	df	Sig.
Pre-Test	,149	20	,200
Post-Test	,173	20	,120

The results of the normality test calculation show that the significance value of the pre-test ($0.200 > 0.05$) and post-test ($0.120 > 0.05$). Thus, according to Field, 2017 it can be concluded that the distribution of pre-test and post-test data is normal.

Table 5. Linearity Test

Children's Motivation and Storytelling Ability – Quizizz Learning Media	Sum of square	df	Mean square	F	Sig.
	1221,084	11	111,008	1,027	,505

Based on the Significance (Sig) value above, the Deviation from Linearity Sig value is obtained. It is 0.505 greater than 0.05. So based on the theory from [11] it can be concluded that there is a significant linear relationship between the variable use of Quizizz media and children's motivation and ability to tell stories.

Table 6. Hypothesis test

	The implementation of Quizizz Media	Children's Motivation and Storytelling Ability
The Implementation of Quizizz Media	1	,740
Children's Motivation and Storytelling Ability	,740	1

Based on the calculated r-value (Pearson Correlations), the calculated r value obtained for the relationship between the use of Quizizz media (X) and children's motivation and ability to tell stories (Y) is $0.740 > r$ table 0.444 , so it can be concluded that H_0 is rejected and H_a is accepted, meaning There is a relationship or correlation between the use of Quizizz media and children's motivation and storytelling abilities. After testing the hypothesis, the researcher calculated the coefficient value to determine the correlation. The coefficient value is 0.740 , which means the relationship is strong because it is a positive number. Thus, as the use of Quizizz media increases, children's motivation and ability to tell stories will increase.

4. Discussion

Based on the research results above, the Quizizz application learning media received a positive response for its use in the learning process so it is suitable as a solution to problems that arise for students. Due to the feeling of boredom and laziness resulting from students studying online for a long time, they lose motivation and interest in being active and studying harder. Students become more enthusiastic and enthusiastic, so they can eliminate feelings of boredom and laziness while learning from home because it provides a feeling of fun, comfort, and humor in learning. So that their intellectual intelligence can develop well.

When connected and supported by previous research, it states that the use of the Quizizz application learning media can improve several aspects of students. Not only students, but teachers also feel the positive benefits presented by this application. The innovation provided by using the Quizizz application in learning is felt to make it very easy during learning activities. Quizizz game-based learning activities also have a significant and effective effect on improving student learning outcomes. Increasing aspects of activeness, and motivation to learn, really helps students activate their ability to grasp or understand. Students who easily and enthusiastically participate in the learning process will have an impact on their learning outcomes. Students' understanding of the learning material becomes higher, and it sharpens students' ability to think critically about the material provided by the teacher. This provides opportunities for students' cognitive development to be higher. Apart from that, the use of the Quizizz application learning media can provide an active response among students in the competition so that it can trigger students to learn better [27] [28].

The differences found in several previous studies are in the research objects. In this research, the object is English subjects that require speaking skills. So the contribution of this research is by providing a learning solution in the form of online learning media in the form of Quizizz which has never been used before. So that it can increase the teacher's knowledge and insight when the learning process takes place to be more effective and efficient and make the class more enjoyable [29].

This research implies that apart from making the learning atmosphere fun and active, it makes it easier for teachers to evaluate students' understanding of the material provided [30] Students can also train themselves by answering various quizzes that are available in the application. Apart from that, the Quizizz application can be used as a question bank by teachers to train students' intellectual abilities to support their cognitive development [31],[28]

Of course, there is a limitation in carrying out this research, namely that teachers cannot control and guide students who have difficulty operating the Quizizz application face-to-face [32]. This is because some students are not accompanied by their parents, and some students still do not understand how to use the Quizizz application [33]. So long before the learning is carried out, the teacher must explain and explain in detail how to use the Quizizz application to the student's parents so that learning activities can be carried out effectively and the objectives of the learning can also be conveyed well [34]. Meanwhile, the advantage of this research is that the research analysis is in the form of numbers so that the analysis results are more accurate without any element of subjectivity [30][34][25][35]. The results of this research analysis include a table of numbers so that it is easier to understand and directly leads to one core conclusion that it makes it easier for those who read it.

5. Conclusion

Loss of motivation to learn makes students feel bored and lazy to do the assignments given, so that students experience good cognitive development. However, using game-based learning media provided by teachers is very appropriate for problems that occur to students when learning at home [36]–[38].

The Quizizz media application provides many fun features for students because it makes distance learning easier. So it is very effective for teachers to use to determine the increase in students' cognitive development. During the ongoing pandemic, the use of online learning media is the only solution that can be applied during teaching and learning activities. The presence of various online learning media makes it easier for teachers to convey the material to be taught to their students [39], [40].

6. References

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