



Digital Tools for Evaluation: Exploring the Efficacy of Quizizz and Google Forms in Assessing Student Grammar

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Abstract

There are many online learning media to be learned such as Quizizz and Google Forms. This research is motivated by the pressing need to explore effective approaches to English language instruction and the potential between Quizizz and Google Forms as educational technologies to revolutionize the assessing process. The purpose of this research is to explore the use of Quizizz and Google Forms as assessment tools for measuring grammar. This research uses a Qualitative Method by giving ten students questionnaires, a grammar question in a Quizizz, and a grammar question in Google Forms to analyze the differences in student performances and understanding between using Quizizz and Google Forms. Based on the research results, Google Forms is more suitable for online questionnaires, surveys, and quizzes used by lecturers, students, and professors. On the other hand, Quizizz is more suitable for combining learning and playing. Quizizz is also more suitable for increasing student learning motivation.

Keywords: Google Forms; Grammar quality; Online assessment media; Quizizz

Introduction

Technology has become a potent tool for enhancing learning experiences and introducing new potentials in teaching, learning, and research. Technology can be helpful for students if it is integrated into the learning environment (Chang & Lehman, 2002). There are many online learning media to be learned, such as Quizizz and Google Forms. In an era where information is readily and easily accessible through the internet, technology has opened the doors to developing more interactive, personalized, and effective learning methods. This research is motivated by the pressing need to explore practical approaches to English language instruction and the potential between Quizizz and Google Forms as educational technologies to revolutionize the learning process. In an era characterized by rapid technological advancement, it is imperative to assess how digital tools such as Quizizz and Google Forms can contribute to effectively acquiring English skills among second-year English Major students of UIN Syarif Hidayatullah Jakarta.

E-learning enhances learning enjoyment in addition to offering a host of benefits. Additionally, e-learning disseminates knowledge in a unique yet efficient and durable way (Widyanti, Hasudungan, & Park, 2020). According to recent studies, e-learning is more enticing to students because it motivates them to learn, provides an interactive learning environment, and allows them to learn jointly and meaningfully. In addition, e-learning is advantageous since it enables contextualized, instant feedback and can help even worried students learn. The use of technology in learning is also needed because it not only motivates students but also entertains students to be more creative and avoid old-fashioned technology. CALL (Computer-Assisted Language Learning) activities Encourage language study so that students can actively participate in acquiring the language rather than just receiving it (Beatty, 2013).

We also can use some learning games to make learning more interactive and attractive, like Quizizz. Quizizz is one of these online educational tools. Teachers use it to create the popular online quizzes of today (Basuki & Hidayati, 2019). Because they may take online examinations frequently and see their progress, Quizizz is an online activity where students react to questions created by teachers (Rahayu & Purnawarman, 2019). Teachers create interactive online quizzes, and when students participate in the activities using their devices, they learn actively and interactively (Zhao, 2019). One of the advantages of Quizizz is that it is user-friendly because it can be connected to another platform, making our duties easier. According to (Medvedovska et al. 2016), It is possible to combine Quizizz with

Google Classroom. Additionally, the game evolves into game-based education, as (Hilliard & Kargbo, 2017) stated. An interactive multimedia game having a dynamic component that the student or teacher controls is referred to as game-based learning.

Nowadays, Google Forms has become the most chosen option for teachers to design online tasks for students since it helps teachers develop quizzes and surveys (Jazil, Manggiasih, Firdaus, Chayani, & Rahmatika, 2020). According to Febriadi and Nasution (2017), using Google Forms, we can efficiently and effectively schedule events, send surveys, or gather information. The Google application component that is most frequently used for data searches on the internet is Google Forms. Google Forms offers various testing options, including descriptive, short essay, and multiple-choice questions. It empowers educators to create diverse, engaging, and innovative questions, making assignments more appealing to students (Priyanda et al. 2021).

Therefore, tools, systems, and mechanical or digital gadgets can all be called technology. These are utilized to supplement or replace the performance of work responsibilities (Autor, Levy, & Murnane, 2003; McOmber, 1999). This research shows that technological developments have a significant influence on the world of education. However, in its application, it is essential to have a teaching context that is fun and stimulates student enthusiasm. Researchers here recommend Quizizz as an assessment media in class, which was released in 2015. However, previously, we used Google Forms for our online assessment media, which was released in 2008, so we need to test the quality of students using both in the context of whether both apps are suitable for use. The advantage of the Quizizz and Google Forms applications is that they are easy to access both for the teacher and students. Those applications are also beneficial for teachers to sharpen students' knowledge through the questions and answer choices listed in the application.

Therefore, the objective of this research is to investigate the differences between Quizizz and Google Forms in terms of grammar quality as an educational technology tool for the English language proficiency of second-year English Major students of UIN Syarif Hidayatullah Jakarta. Building upon existing research, this study aims to analyze the assessment media of Quizizz, Google Forms, and their effectiveness in facilitating English language assessment. To accomplish this, we will administer a survey to second-year English Major students of UIN Syarif Hidayatullah Jakarta who have engaged with Quizizz for language learning purposes. Subsequently, we will conduct a thorough analysis of the survey data to assess the extent of Quizizz's influence on English proficiency. Additionally, we will

delve into the specific features of Quizizz and Google Forms that contribute to the language acquisition process.

The purpose of this research is to investigate and analyze the differences between Quizizz and Google Forms as an assessment tool for grammar in English Learning by answering research questions such as: In what contexts are both applications suitable for use as an assessment tool? And how do the systems of Quizizz and Google Forms applications operate in assessing grammar?

Method

The study designs

This research uses a qualitative method by giving ten students questionnaires, a grammar question in Quizizz Forms, and a grammar question in Google Forms to analyze the differences in student performances and understanding between using Quizizz and Google Forms. A questionnaire previously used to look into how comic books affected language acquisition (Rudis & Poštić, 2018) was considerably altered to look into how video games affected English language learning. It asked fifteen questions about people's use of video games and how that affected their ability to acquire the English language.

The subject of the research

The selected participants were ten second-year students majoring in English education at UIN Syarif Hidayatullah Jakarta who were taking Advanced Grammar courses and had used Quizizz and Google Forms before.

Data collection techniques and instrument development

Data was taken using a questionnaire from the Google Forms that the participants had filled in, the score of the grammar questions in Quizizz, and the Google Forms that they had completed previously. The research was conducted using a questionnaire in the form of a Google Forms regarding their understanding of Quizizz, grammar questions in the form of a Quizizz totaling 20 questions, and grammar questions in the form of a Google Forms totaling 20 questions. All of the questions from Quizizz and Google Forms have already been tested using SPSS. Each question, both Quizizz and Google Forms, has different questions but has the same level of difficulty in measuring students' abilities and understanding of grammar. The study participants will answer the questions from Quizizz and Google Forms.

Data analysis techniques

This method uses filling out a questionnaire using the 5W + 1H format and grammar questions in Quizizz and Google Forms. The data analyzed using this method is in the form of text analysis. Next, a classification process is carried out based on students' understanding of grammar through Quizizz or Google Forms

Results

Quizizz Test Analysis

Based on Quizizz, which has 20 questions, two people got 18 correct, three people got 17 correct, two people got 16 correct, one person got 15 correct, one person got 14 correct, and one person got 1 correct. From all the scores who did the questions on Quizizz, their average score was 80% or had accuracy by answering 16 questions correctly out of the 20 questions given (*see Chart 1 and Table 1*).

Meanwhile, based on the average duration of time for completing questions on Quizizz, it was recorded that there was one person with an average of 11 seconds of processing time, one person with an average of 12 seconds of processing, two people with an average of 13 seconds of processing, two people with an average of -an average of 14 seconds of work, one person with an average of 15 seconds of work, two people with an average of 16 seconds of work, two people with an average of 19 seconds of work, two people with an average of 20 seconds of work, one person with an average of 21 seconds of processing, one person with an average of 22 seconds of processing, two people with an average of 24 seconds of processing, one person with an average of 26 seconds of processing, and one person with an average of 32 seconds of processing.

Chart 1. Quizizz Analysis

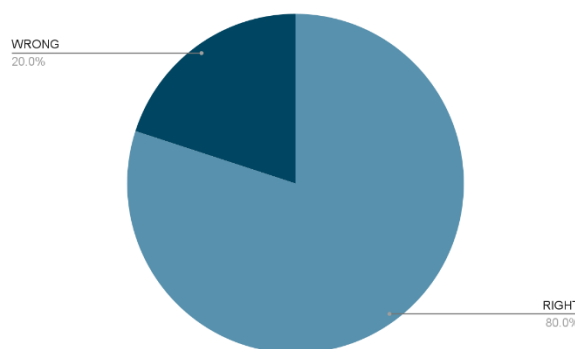


Table 1. Student response to Quizizz

No.	Name	Correct	Incorrect	Accuracy
1.	Student 1	18	2	90%
2.	Student 2	18	2	90%
3.	Student 3	17	3	85%
4.	Student 4	17	3	85%
5.	Student 5	17	3	85%
6.	Student 6	16	4	80%
7.	Student 7	15	5	75%
8.	Student 8	16	4	80%
9.	Student 9	14	6	70%
10.	Student 10	12	8	60%

Google Forms Test Analysis

Based on Google Forms, one person got 19 correct, 2 people got 17 correct, 4 people got 14 correct, one person got 13 correct, one person got 10 correct, and one person got 9 correct. Of all the participants who answered the questions in Google Forms, the average score was 70% or had accuracy by answering 14 questions correctly out of the 20 questions given (see Chart 2 and Table 2).

Unlike Quizizz, which has many interesting and interactive features such as time duration, background sound, colorful themes, and attractive icons, Google Forms does not have any of them. Google Forms tend to be simpler and cleaner. Google Forms also does not have data analysis regarding the average time taken by each participant.

Chart 2. Google Forms Analysis

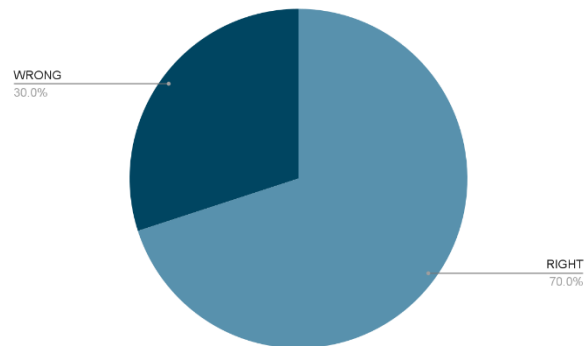


Table 2. Student response to Google Forms

No.	Name	Correct	Incorrect
1.	Student 1	13	7
2.	Student 2	14	6
3.	Student 3	14	6
4.	Student 4	14	6
5.	Student 5	10	10
6.	Student 6	17	3
7.	Student 7	14	6
8.	Student 8	9	11

9.	Student 9	17	3
10	Student 10	19	1

Overview Analysis

From the questionnaires we distributed, five students agreed that Quizizz is a superior application to be used as a grammar learning tool because of its fun features that attract students to do the questions given in the form of quizzes. However, in its shortcomings, Quizizz can distract students from answering questions because of the specified time to answer, and also cannot repeat the answers that want to be corrected. Furthermore, three other people chose Google Forms as a convenient application to use because of its easy use and practicality in adding files. However, in its shortcomings, Google Forms has limitations in design that make it less attractive to users. Lastly, two of them argued that these two applications are equally good depending on the use of the application needed and the shortcomings of these two applications regarding the internet connection that students get in the process of answering questions.

The most significant difference that Quizizz has that Google Forms does not is the Power-Ups feature, where students can use the powers, they gain after answering questions correctly. With this feature, students are increasingly motivated to focus more on working on questions, so they get the opportunity to use the Power-Ups feature. The following is an example of the Power-Ups feature and its uses in Quizizz (*see figure 1 and figure 2*).

This could happen because according to the participant's opinion, the appearance of Quizizz is more attractive than Google Forms, such as having a background sound, colorful, attractive icons, features such as value adders, 2x value increases, a feature to ignore defeats, and revised questions. We answered wrongly in the following question and many more, so this made the participants' mood more enthusiastic.







Power-up	Icon	What it does
Supersonic		Players can get 1.5x the score for 20 seconds when they play at a faster speed
Streak Booster		Boosts the number in the player's streak counter
Gift		Players can send another player an extra score of 800
Double Jeopardy		Players get double the score if they choose the correct answer but lose it all if they choose the wrong answer
2X		Players get twice the score for answering a question correctly
50-50		Eliminates half of the incorrect answer options

Figure 1. Power-Ups feature and its uses







Eraser		Eliminates one wrong option
Immunity		A player can attempt the same question twice in case they answered it incorrectly the first time
Time Freeze		The timer is frozen to allow players to answer 1 question
Power Play		All players in the quiz get 50% more score in 20 seconds
Streak Saver		Protects a player's streak against an incorrect answer
Glitch		All players' screens glitch for 10 seconds (does not affect scores)

Figure 2. Power-Ups feature and its uses

Discussion

Quizizz Discussion

According to the data, Quizizz's display is more colorful, more appealing, and most importantly, Quizizz has a ranking that motivates them to continue learning. In short, the research study found that Quizizz is superior in terms of increasing the motivation of the learners (Lestari, 2019). In addition to this study, other researchers sought to investigate the washback effect of Quizizz on the learning of participating students (Pitoyo, Sumardi, & Asib, 2020). Questionnaires,

observations, and in-depth interviews were used to investigate this issue.

The study investigated Quizizz's effectiveness and role in English language learning and teaching, as well as teachers' and students' perspectives towards the platform. The literature review highlights Quizizz's significant role and effectiveness in English language learning settings. Moreover, in today's digital era, students prefer the use of computers and mobile phones for educational purposes. This literature review suggests that both teachers and students hold a positive outlook toward Quizizz. This platform adds a fresh perspective to the English language and teaching in general.

The study concludes that learners felt more motivated after taking part in various gamified quizzes made possible by Quizizz. Additionally, Quizizz had a positive washback effect on students' learning due to their perception of the test as a game. Similarly, the other researcher conducted a study on the effects of gamification on learners' intrinsic and extrinsic motivation. With the progress of technology, students should have access to more than just traditional classroom learning (Jiménez-Sánchez & Gargallo-Camarillas, 2020).

Quizizz supports interactive learning, making it a valuable addition to traditional classroom learning. Many e-learning applications are now available, research confirms that Quizizz is a suitable tool for English teachers, combining entertainment and competition to engage students and foster their motivation (Abdul Halim, Hashim, & Yunus, 2020). Integrating Quizizz into the English classroom offers numerous benefits and advantages.

In particular, Quizizz promotes student learning and engagement. It is a useful tool for teachers, enabling them to track student progress and adjust instruction as needed. The statement aligns with the findings of other researchers, who concluded that Quizizz is a beneficial learning tool with interactive and engaging features, providing a valuable resource for teachers and students to enhance motivation during e-learning activities (Ika Dhamayanti, 2021). Additionally, Quizizz provides real-time feedback to students, allowing them to improve their performance in a supportive environment. Overall, integrating Quizizz into the English classroom can enhance the learning experience for teachers and students.

Google Forms Discussion

Research on the use of Google as a medium for learning, evaluation, registration forms, and assignments has been conducted by several researchers. In these studies, it can be found that Google Forms is a learning medium that is not

only a tool for giving questions but also in giving value to existing assessments. Some researchers have found that, as an unconventional formative assessment tool, Google Forms has been successful in accommodating feedback from students for course teaching improvement (Haddad & Kalaani, 2014). In this assessment, teachers can monitor students' progress by making improvements and also evaluate students' knowledge.

Google Forms itself is one of the free features provided by Google services to help learning facilities. Google Forms itself provides features where this media can be used to create questions and essay answer columns, opinion-sharing containers, and also multiple choice or quizzes. EFL teachers appreciate the detailed results and diverse question types, including support for videos, images, and audio, provided by Google Forms (Nguyen & Yukawa, 2019). In this use, it can depend on the needs of use. And in its use, everything can be done online without having to go through face-to-face (Shahid Iqbal et al. 2018). Google Forms can be used to create surveys, questionnaires, and quizzes online by professionals, professors, lecturers, and students (Rohmah et al. 2018). There are many conveniences or advantages for teachers and question makers in using Google Forms, one of which is in Google Forms, teachers only need to enter questions into Google Forms. Teachers can take advantage of media applications that are connected to the internet network to conduct online assessments and evaluations (Ahmad, 2020). Then, the teacher chooses how the question will be done. This can be a choice answer by entering several possible answers and can also be an essay answer where students are asked to argue in writing in the answer column about their opinion.

Google Forms and Quizizz are both utilized in education, although they differ from one another. Quizizz has gained popularity for its entertaining color-coded quizzes that increase student engagement, particularly when it comes to learning English. Although it is not gamified, Google Forms can be used for a variety of examinations. According to research, Quizizz is commended for making learning engaging and competitive (Lestari, 2019). Conversely, Google Forms are valued for their ability to accept input and provide a variety of questions kinds (Haddad & Kalaani, 2014). These easily navigable tools facilitate online assessments. While Quizizz has a more appealing and diversified feature presentation, Google Forms contains features as well as an easy and simple appearance. It can be customized to the user's needs while employing these two media. When working on tests, assignments, or surveys, these two resources might be easy to use for teachers and also learners.

Conclusion

There are several differences between Quizizz and Google Forms as assessment media, ranging from advantages, disadvantages, and applications of these media through several classes that have different characters.

Quizizz is a user-friendly assessment and learning tool with various features that benefit both teachers and students. It offers two modes: quiz and practice. In the quiz mode, students compete with each other openly, while in the practice mode, their scores are only visible to the teacher or question creator. Both modes allow for the inclusion of processing time and offer power-ups for correct answers. Additionally, Quizizz can be used at any educational level. However, Quizizz also has some downsides. Its competitive nature and timed questions can create pressure on students, as they carefully consider their answers but cannot justify their choices. Furthermore, the immediate visibility of correct or incorrect results may discourage students from engaging with the questions or quizzes. Nevertheless, Quizizz remains a versatile tool that facilitates assessment and learning processes.

Meanwhile, one of the advantages of Google Forms is that it can be used for several purposes such as exams, assessments, surveys, and questionnaires. Google Forms is a flexible place to accommodate various types of questions such as multiple choice, essays, and opinion sharing. Then, for one of the disadvantages of Google Forms, Google Forms is not like Quizizz which has a gamification feature. The absence of game elements like Quizizz makes Google Forms a rather boring platform and ordinary in appearance. While aesthetic appearance may not directly affect functionality, it can also affect the overall user experience and motivation, especially for younger users.

This research contributes to grade capture through Quizizz and Google Forms on the subject of grammar in English. This research assesses students' perceptions when using the two media as English grammar assessment media. A study survey of English grammar assessment media through Quizizz and grammar provides benefits such as the advantages and disadvantages of each media when used, as well as class character criteria that are suitable for use between the two media in English grammar assessment.

In addition, this study only focused on student preferences and test results using Quizizz and Google Forms. The findings only focus on Quizizz and Google Forms as assessment tools in grammar subjects. Therefore, research on applications other than Quizizz and grammar can be further investigated using different subjects. In addition, future research could use more in-depth interviews

to understand students' perspectives on the two platforms. In addition, future research could use more in-depth interviews to understand students' perspectives on both platforms. Thus, a broader discussion of various applications can help in educating those who are still unfamiliar with assessment media using digital technology.

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