



# The Use of Quizzes Application in Teaching Speaking to Indonesian English as Foreign Language (EFL) Students

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## Abstract

Learning motivation is one of the determining factors in achieving learning objectives. From learning motivation, students have a desire to take part in continuous learning. Therefore, a teacher must be able to increase student motivation in learning and there are many ways that teachers can use in increasing student learning motivation and one way to increase student motivation is by using media that is fun and easy for students to use. Quizizz is a learning application used by First semester students of the English Study Program of Nusa Cendana University, Kupang. . So, researchers conducted research on student perceptions of using the Quizizz application. The data collection techniques used by researchers are questionnaires and documentation. The results of this study indicate that the perceptions of students in First semester students of the English Study Program of Nusa Cendana University, Kupang. are motivated by the application of learning using the quizizz application. The quizizz application makes students happy to use it and find it easy to use.

**Keywords:** *Perception, Learning Media, Quizizz Application*

## Introduction

The innovations of learning technology nowadays are gorgeous and unexpected. Based on Surf Net (2016) education area emphasizes integrating ICT (Information, Communication, and Technology) elements to create a new learning environment and fulfilling English learning needs. Technology should be integrated into the educational field nowadays. Technology can be expected as a tool that leads

the students to have an interesting and fun learning atmosphere. As we can see that nowadays many students have an addiction to mobile phones. Surf Net (2016) said that most students in this era already have their own mobile phones. Most of them are familiar with the use of mobile phones. They learn and play using their mobile phone most of their time in daily life. So, mobile phones can influence students significantly. The implementation of learning tools that uses mobile phones makes the English learning process become more effective and efficient.

Language is used as a communication tool, speaking ability or communicating with others taking an important role. People certainly know how to express thoughts, opinions, feelings, and ideas through language. Furthermore, Lyle (1993) in Bertram (2002) states that spoken language is links that are very important in the process of learning and thinking of student's development. Oral language provides the basis for other developments language skills. When children talk about themselves and their experiences, they are learning to organize their thoughts and focus their ideas. Bertram (2002) also added that it was important to provide opportunities for spoken language continue to grow in the foundation's classroom. Before students achieving proficiency in reading and writing, spoken language is important means of learning and gaining knowledge. Even throughout life, oral Language skills remain important for communication of ideas and intelligence conversation. To achieve improvement in communication using English, students must have abilities that are good in pronunciation and grammar.

Speaking is a productive skill, like writing. It involves using speech to express meanings to other people (Spratt, et.al, 2005: 34). However, speaking is different from writing in some aspects. Brown (1994) in Weigle (2002) mentions a list of characteristics which differentiates written language from the spoken one. The characteristics are permanence, production time, distance, orthography, complexity, formality, and vocabulary. Furthermore, Brown (2000:270-271) asserts other characteristics of speaking which can make oral performance easy as well as difficult in some cases. They are clustering, redundancy, reduced forms, performance variables, colloquial language, rate of delivery, stress, rhythm, and intonation, and interaction.

When the writer did observation First semester students of the English Study Program of Nusa Cendana University, Kupang, he found that some of the students do not know really master the speaking skills. He found that the students still didn't have a good skill in expressing the ideas in English. Even though the students always learn it before the writer did observation there, they still confused about it.

To solve these problems, the English teacher try to apply various teaching techniques, or the teacher must create class atmosphere of how to encourage student's speaking ability. A teacher plays an important role in teaching and

learning process in classroom activities. He or she is responsible to determine the aim of teaching and must create favorable situation in motivation the students to study. To teach successfully, an English teacher must use certain strategies to make the students understand the lesson. one of the techniques that can be used by a teacher in teaching speaking namely quizzes application.

Many researchers stated that quizizz can increase students' learning ability. Mei (2018) said that researchers use this app because the media is one of the learning models. There are many previous studies that used quizizz to improve students' ability. However, they still focus on students' English skills that consist of reading, speaking, listening, and writing. So here, the researchers will take different areas to implement the quizizz application. The researchers will use quizizz as a tool for measuring students' engagement to see whether quizizz can increase or decrease students' enhancement or there is no influence of quizizz for students' enhancement in the teaching and learning process. The integration between technology and learning has been an issue in this digital era. Educators need to create creative learning sources to keep students engaged while they still can learn something. Furthermore, numerous game-based applications have been innovated to assist students to learn in a fun way, particularly in language learning.

Quizizz is one of the applications that apply the concept of gamification. It emphasizes the function of a learning media with a game-based system so, it triggers the learners to learn. More importantly, quizizz supports the interactive teaching activity since it attracts more attention and can be a medium to increase learners' engagement. With its features, it allows learners to explore their skills more. It will also lead them to successful learning (Purba:2019). In addition, using quizizz is very easy since we can create our quiz by building from other's public quizzes. Therefore, it is time-saving and more effective in grading systems (Medveoska, et.al., 2016).

Numerous studies stated the effectiveness of game-based learning to improve teaching-learning activities, especially in the education field. Moreover, it can also encourage active learning to enhance collaboration among learners during the learning activity. (Mei: 2018). Several initial studies have been conducted to observe the use of the Quizizz application. Research by Glandon and Ulrich (2005) argued that an advantage of using Games as a teaching strategy is encouraging the learners with immediate feedback through the discussion and correct answers of their rationales. Moreover, other researchers stated that the learning process using digital game-based learning allows the learners to overcome challenges to build a sense of achievement. In comparison with conventional courses, learning using digital game-based makes learners able to foster memory in terms of course content and trigger them to think critically ( Ke, 2014 ). Moreover, the Quizizz application has positive impacts in improving language ability. It is proven by some

other previous research conducted by several researchers. The research conducted by Hamid Ashraf (2014) uses a quizziz application to attract students' interest in mastering vocabulary. The post-test result showed that the group of learners that used quizziz obtained a higher score than the control group. Therefore, it shows that online games application can improve vocabulary ability.

Based on the explanation, the researcher is interested in conducting a research under the topic "The Efficacy of Using Quizzes Application in Teaching Speaking to Indonesian English as Foreign Language (EFL) Students"

## **Method**

In this research, the researcher applied a pre-experimental method. Pre-experimental design used pre-test and post-test where pre-test was held before treatment and post-test after treatment.

The design of the research is as follow:

$O_1 \quad X \quad O_2$

Where:

$O_1$  = pre-test

X= treatment

$O_2$  = post-test

(Best 1997:103)

The population of this research was the First semester students of the English Study Program of Nusa Cendana University, Kupang.. In determining the sample of this research. The researcher took 24 students as sample of this research. The writer used reading test to measure the students' ability in mastering reading text. Before and after giving treatment.

The data was collected by using the procedure below:

### 1. Giving Pre-test

Firstly, the researcher introduced himself to the students and explained purpose of his coming in their class. The researcher gave pre-test to the students to measure the speaking skill of the students before giving treatment.

### 2. Giving Treatment

The researcher conducted the treatment to the students for sixth meetings by using problem quizzes application in teaching speaking.

### 3. Giving Post-test

The students were given the same activity in the pre-test after the treatment. The researcher gave reading test and asked the students to answer. It aimed at finding out the students' ability in speaking skill after giving treatment.

In analyzing data, the researcher giving score to the students based on the result of their speaking test in pretest and posttest. The last step of the data analysis was the hypothesis testing. The hypothesis was tested by using inferential statistics. In this case, the researcher used t-test (testing of significance) for paired sample t-test, that is, a test to know the significance difference between the result of students' mean score in pretest and posttest.

**Results**

From the result data analysis, shows that the mean score of the student's pretest was 45 and the mean score of posttests was 75 It means that using quizzes application in teaching can enhance the students' achievement especially for the students' speaking skill.

From the statistical analysis, the researcher concludes that there is a significant difference between pretest and posttest in enhancing the students' speaking ability through quizzes application approach to deliver learning speaking. problem solving approach is effective in enhancing the students' speaking ability. Based on the describing above, the researcher concludes that one of important point that teacher should accommodate he/she should give full the attention especially in speaking skill. Therefore, in teaching speaking, one of technique that the teacher may use this game in teaching, especially in some speaking skills.

After calculating the result of the students' pretest, the mean score and standard deviation of both groups are presented in following table:

	Pretest	Posttest
Mean	55	87
Standard dev.	8.22	10.49
Max	60	90
Min	23	58

The data shows the mean score of the student's pretest was 55 and the mean score of posttests was 87. Standard deviation of pretest was 8.22 and the standard deviation of posttest was 10.49. It means that using problem solving approach in teaching speaking can enhance the students' achievement in speaking.

The hypothesis was tested by using inferential statistics. In this case, the researcher used t-test (testing of significance) for paired sample t-test, that is, a test to know the significance difference between the result of students' mean score in pretest and posttest.

If the level of significance ( $\alpha$ ) = 0.05, the only thing which is needed; the degree of freedom (df) = N - 1, where N = 25, then the t-test is 10.81 P is 0.00

From the analysis, the researcher concluded that there was a significant difference between pretest and posttest in enhancing the students' speaking ability

through quizzes application to deliver learning process. The result of statistical analysis for level of significance ( $p=0.05$ ) with degree of freedom ( $df$ )=  $N-1$ , where ( $N$ ) = 25,  $df$  = 24. The probability value was smaller than  $\alpha$  ( $0.00 < 0.05$ ). It indicated that the alternative hypothesis ( $H_1$ ) was accepted and the null hypothesis ( $H_0$ ) was rejected. It means that using quizzes application is effective in enhancing the students' speaking ability.

## **Discussion**

Based on the data finding from the test, it shows that quizzes application gives a positive effect towards students critical thinking in speaking. This research supports the statement of Bury (2007), the Quizziz application is friendly and usable for conducting the formative assessment. It assists teachers in accessing the students' abilities. Moreover, Quizziz application implementation is explained further by Chandler (2015) in the following: 1. Teachers can create an introductory using this tool easily. They can also review the activity with more than one player. Moreover, it is compatible with all devices and browsers and allows teachers to create and use existing activities. It does not require a username or password. 2. The teacher prepared the core beforehand, and students can log in to the Quizizz website and type the code in the account. When they have finished, the teacher will get downloadable reports of the student's performance. 3. Quizizz application has numerous game-based features that other apps do not have. For instance, the Quizizz feature is designed to be adaptive to students instead of being encouraged by teachers solely. The teacher's dashboard does not only facilitate an accurate real-time update in every student's progress. It also allows them to personalize every learning activity. 4. Another useful feature is the teacher can mix up the question order and decide if they want to utilize the timer feature. Moreover, this application provides a leaderboard with a list of the correct answers when the quiz ends. Therefore, it gives much-needed quizzes. More importantly, Quizizz gives teachers great feedback regarding their student performance.

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### Conclusion

The researcher concludes that the use of CTL A approach is effective in developing students' competence in mastering speaking skill at the First semester students of the English Study Program of Nusa Cendana University, Kupang. It was proven by there was a significant difference between the students' mean score of pretest and posttest. The result of statistical analysis for level of significance ( $p=0.05$ ). The probability value was smaller than  $\alpha$  ( $0.00 < 0.05$ ). It indicated that there are significant differences between the result of pre-test and post-test after giving treatment in improving students' competence in mastering speaking through using problem solving to the First semester students of the English Study Program of Nusa Cendana University, Kupang.

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