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The Implementation of Quizizz in Learning at SDN 08 Sui Ruk Bengkayang

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Abstract:

The development of Information and Computer Technology (ICT) has had a broad impact on various sectors of life, including the education sector and ICT mastery. Through formal education, students are equipped with insight from an early age which becomes the basis for continuous learning and developing problem-solving skills. However, in Bengkayang District, West Kalimantan, the ICT education program has not yet reached students in several rural schools, including SDN 08 Sungai Ruk, where students are not familiar with computers both in terms of hardware and software. In addition, the COVID-19 pandemic has had a significant impact on education. Since March 16 2020 in Indonesia, students have been studying from home through an online system to prevent the spread of the virus. Nonetheless, the government continues to encourage teaching and learning activities even though remotely. Based on these problems, Quizizz is implemented for students of SDN 08 Sungai Ruk so that elementary school students have knowledge and skills in operating computers both in terms of hardware and software, and increase learning motivation. This implementation provides an introduction to computer introduction material regarding computer basics such as computer components and their functions. Followed by a Fun Game that aims to break the ice. And finally an interactive quiz was held using the Quizizz platform which was based on the material previously presented.

Keywords: ICT, Quizizz, SDN 08 Sungai Ruk

Introduction

The development of Information and Computer Technology (ICT) affects all sectors of life. The influence of these developments also had an impact on the education sector. The education level from elementary to high level in the future will be oriented toward the development of global change, science, technology, arts, and culture. Mastery of ICT is a must in worldwide competition and is the key to catching up with Indonesian human resources from other countries. ICT subjects are also taught in elementary to secondary schools, which need to be taught early, namely when they enter elementary school. ICT education programs are not only trained in traditional schools but are also taught in informal schools or training. This education and training provide students with insight, skills, and abilities in using and utilizing information and communication technology (ICT) devices, both hardware and software. Through formal education, it equips them starting from elementary school education which is given insight from an early age and becomes the provision for continuous learning so that they have the ability to solve problems. The COVID-19 pandemic has also created

However, the situation in Indonesia, especially in Bengkayang Regency, West Kalimantan, the ICT education program has not been able to reach students in several schools located far from the city center (rural), including SDN 08 Sungai Ruk, where their students are not familiar with computers, both hardware, and software. Software. Apart from that, since the COVID-19 pandemic, the COVID-19 pandemic has had a significant impact on almost all fields, including the education sector. To break the chain of the spread of the coronavirus, the Indonesian government adopted a social and physical distancing policy where people must carry out all activities from home, such as work, study, and worship. With the coronavirus outbreak, the learning process has changed from face-to-face to distance learning, or known as an online system. Teaching and learning activities at all levels of education had to be changed and carried out through an online system to prevent the spread of the virus. In the midst of a pandemic, the government still asks for teaching and learning activities to be carried out, even though not face-to-face but through a remote system. This distance or online learning system began to be implemented in Indonesia on March 16, 2020. Students no longer study face to face at school but from their respective homes to change in increasing student learning motivation.

Problem as mentioned above, it is proposed to implement Quizziz in Desa Sungai Ruk, Sungai Raya Kepulauan District, Bengkayang Regency, namely the application of computer skills and information technology for students of SDN 08 Sungai Ruk. With this implementation, it is hoped that elementary school students will have provisions in terms of operating computers in terms of hardware and software also are motivated to learn with the Quizizz application to accelerate the development of their knowledge.

Literature Review

Hardware

According to Rainer, hardware is a physical device inside a computer, such as a processor, monitor, keyboard, and printer. Hardware functions to receive data or information and process and display basic information into useful new information. According to James O'Brien, hardware is all the physical equipment used in information processing, including CPU, RAM, monitor, mouse, keyboard, printer, scanner, and others. Hardware is a communication medium that connects several networks and processes data packets to make data transmission more effective.

Software

According to Rainer, hardware is a physical device inside a computer, such as a processor, monitor, keyboard, and printer. Hardware functions to receive data/information and process and display raw information into useful new information. According to James O'Brien, hardware is all the physical equipment used in information processing, including CPU, RAM, monitor, mouse, keyboard, printer, scanner, and others. Hardware is a communication medium that connects several networks and processes data packets so that data transmission is more effective.

QUIZIZZ

According to hightechteacher.Id Quizizz is a student engagement platform that allows teachers to conduct interactive lessons and quizzes with their students. The interactive quiz created has up to 5 answer choices, including the correct answer, and can add an image to the background of the question. Quizizz can provide data and statistics about student performance results in real-time. Quizizz can not only be done while studying in class but can also be made up of questions for homework (PR), so students can play them anytime and anywhere as long as they don't exceed the allotted time limit. It makes it easier for teachers to give assignments such as exercises or tests to students while continuing to supervise online and preventing students from cheating.

The Strengths and Weaknesses of Quizizz as Learning Media

Each learning medium has advantages and disadvantages in terms of its use, both technically and non-technically. Quizizz has several advantages and disadvantages that are technically related to its features in it while non-technically related to the internet network.

Advantages of Quizizz

The advantages of Quizizz are as follows:

1. Make it easier to make questions

It means that the teacher only needs to move the questions that have been made in archive form into the Quizizz application

2. Points and Ranking System

It means that when students answer questions correctly, points will appear, and at the end of the quiz, there will be a ranking of each quiz participant. It can make quizzes more exciting and challenging.

3. Correct Answer Options

It means that the correct answer will appear when students answer the question incorrectly.

4. Work Statistics

It means that when students finish working on the quiz, overall statistics will appear from work on the questions, which include the percentage of correct and incorrect answers, speed of answering, and so on. In addition, students can also look back at the solutions from the quizzes that have been done

5. Attractive Features

When working on quizzes using Quizizz, students can choose several skills, each of which has its advantages. One of them has the chance to get 2x the points.

Disadvantages of Quizizz

The disadvantages of Quizizz are as follows:

1. Students can open a new tab, meaning students can sign in with another account if students have two email accounts.

2. Students may be discouraged even though they have done or answered all the questions asked. It is due to "time problems," meaning that the speed at which students work on the questions will get a significant score, it affects

3. It will be an obstacle if some students arrive late to join.

Methods

The time for the activity is planned to be carried out in January 2023 (as needed) and is tentative. The place for implementation is planned at SDN 08 Sungai Ruk, Sungai Raya Kepulauan Subdistrict, Bengkayang Regency. The reason for choosing SDN 08 Sungai Ruk, Sungai Raya Kepulauan Subdistrict, Bengkayang Regency as a partner is because the village is quite far from the city center, and the students need to familiarize themselves with ICT.

The socialization that was doing is limited. The PKM management consists of Lecturers from the Department of Informatics, Faculty of Engineering, University of Tanjungpura, and work with students through the Tanjungpura University Informatics Student Association and informatics students class 2019.

Solutions

Based on the problems previously described, it is necessary to introduce students to SDN 08 Ruk, what a computer is, both hardware and software, and the Quizizz application for learning motivation.

The Quizizz implementation activity began with an Introduction to Computer Program for Junior High School Equivalent Students held on Wednesday, January 18, 2023, at SD Negeri 8 Sungai Ruk. This activity contains the presentation of computer introduction material regarding the basics of computers, such as computer components and their functions. Followed by a Fun Game that aims to break the ice. And finally, an interactive quiz was held using the Quizizz platform, which was based on the material previously presented as

followed by the first and second materials, namely Introduction to Computers and Quizizz Game-Based Learning Education for SD/Equivalent, by the resource person, Ms. Grace Stella, as shown in Figure 1.



Figure 1. Submission of Materials

A question and answer session was also carried out regarding the material and the merchandise distribution in the delivery of the material.

At 10.30 WIB, there will be offline and online games with Quizizz. In this session, apart from playing, the participants were also given prizes for the winners of playing games offline.

Conclusion

PKM activities can be carried out correctly. This can be seen from the output of the targeted activities that can be achieved. It was about socialized or an introduction to the history of computers, including hardware and software also the Socialized or introduced QUIZIZZ for elementary students.

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