



## The Role of Media Quizizz in Civics Learning to Increase Learning Motivation for Elementary School Students

Nita Dwinta, and Sapriya✉

Primary Education Study Program, School of Postgraduate Studies, Indonesian Education University, Bandung, Indonesia

[nitad@upi.edu](mailto:nitad@upi.edu); ✉ [sapriya@upi.edu](mailto:sapriya@upi.edu)

**Abstract:** Motivation to learn is one of the attitudes that students must have in the learning process, especially in Civics learning during the COVID-19 pandemic. Lack of motivation to learn in Civics learning during the COVID-19 pandemic was one of the problems during the learning process. Therefore, motivation is needed as a motivating factor for students so that learning is more effective. One of the learning innovations that are suitable for motivating learning during the COVID-19 pandemic and creating an interactive learning process is by using quizizz media. Media quizizz allows students to be actively involved because learning is more fun and challenges students so that it can generate motivation to learn. Through quizizz media, students can improve competence, and teachers can pack learning creatively. The purpose of writing this article is to describe the role of media quizizz in Civics learning towards elementary school student learning motivation. The method used in this research is a literature study that produces a description that media quizzes can arouse student motivation, especially in learning Civics in elementary schools.

**Keywords:** motivation, Civics learning, Quizizz media

**How to Cite:** Dwinta, N., & Sapriya, S. (2021). The Role of Media Quizizz in Civics Learning to Increase Learning Motivation for Elementary School Students. *The 3<sup>rd</sup> International Conference on Elementary Education*, 3(1), 194-198.

### INTRODUCTION

According to Permendiknas No. 22 of 2006 concerning National Education Content Standards, Civics is a subject that focuses on forming citizens who understand and can exercise their rights and obligations to become smart, skilled, and character Indonesian citizens mandated by Pancasila and UUD 1945. Citizenship Education is a subject that shapes students into good citizens, character, and skilled in thinking. One of the skills that need to be possessed in the 21st century is the achievement of 4C competencies which include critical thinking, creativity, communication, and collaboration, or the ability to think critically, think creatively, communicate, and collaborate. According to Trilling and Fadel (2009), Critical and creative thinking and metacognition are included in the skills needed in the 21st century. Therefore, learning should be directed to fostering abilities in 4C competencies so that students can face and answer challenges in the future. Fun learning can be created by the teacher with a variety of student-centered activities. Creative teachers can shape students to be creative, by creating models, methods,

strategies, techniques, and learning approaches to motivate students to learn. Motivation plays an important role in making it happen. Fun learning can be created by the teacher with a variety of student-centered activities. Creative teachers can shape students to be creative, by creating models, methods, strategies, techniques, and learning approaches to motivate students to learn. Motivation plays an important role in making it happen. Fun learning can be created by the teacher with a variety of student-centered activities. Creative teachers can shape students to be creative, by creating models, methods, strategies, techniques, and learning approaches to motivate students to learn. Motivation plays an important role in making it happen to every person's goal. Lutan (1998) suggests that people who have high achievement motivation show a tendency to be positive in carrying out their duties and are always oriented towards achievement. Timothy (2017) states that in Finland children get more rest when studying, this makes children not burdened to learn. This is in line with the opinion of Lucas (2016) that to give birth to creative children, learning can be



designed in a comfortable and not stressful atmosphere. Teachers no longer scare students with the large number of assignments they are given because it can make students stressed which ultimately does not bring up creative ideas. The need for the participation of teachers and parents to children is a very important part so that children do not become victims of the development of science and technology.

Quizizz contains learning material in the form of interactive questions with various topics and subjects at the school level developed by teachers. The use of Quizizz as a medium in learning can increase student competence and motivation. This can solve conventional learning problems with technology-based learning during the current Covid-19 pandemic. This is in line with the opinion of Zhao (2019) and Mei, Ju, and Adam (2018) that the value in the learning process in the classroom is higher and can increase cooperation among students. Therefore, motivation to learn and a fun way of learning is very important for students.

## **METHOD**

The method used in this article is a literature review. The literature review is defined as the activity of identifying, analyzing, evaluating, summarizing data, and synthesizing relevant readings or research sources (Kitchenham, 2004; Winchester, 2016). Zed (2008) says there are three reasons for conducting a literature review, namely that it can still be used to solve problems, literature reviews need to be used as preliminary research to understand new phenomena that are developing in the field or society, and library data can still be used to answer research questions. Creswell (2015) mentions five steps in resource review, the library community, namely identification of key terms, literature search, evaluation and critically selecting literature, organizing literature, and writing literature reviews.

## **RESULTS AND DISCUSSION**

In the results and discussion, the researcher directly conducts a literature review and discusses it until concluding.

### **Utilization of Quizizz as a Learning Media**

Susilana, Rudi, and Riyana (2009) argue that the media is an intermediary or an introduction. In line with that Sadiman (2011) explains that media are all kinds of things used by teachers to convey messages to students and/or message recipients to channel information or messages so that the purpose of channeling messages or information is achieved. Learning media is one of the supporting factors for the achievement of learning objectives because it becomes an intermediary for delivering information from teachers to students. One of the technology-based learning media is the Quizizz application. Sari, Kesuma, and Anggraini (2017) explain that Quizizz is an online application where quizzes in the form of test questions can be developed or presented in the form of games. Based on this explanation, it can be concluded that Quizizz is a game-based interactive quiz learning application that can be accessed for free using the internet and can be played by multiplayer and the results and assessments are immediately visible. Quizizz as a learning medium in its use can be developed by teachers for example as a review, providing material, and evaluating learning. Aini (2019) states that Quizizz provides many benefits that can be felt through the use of this learning media because this media is very interesting and can accommodate diverse student learning styles, both visual and auditory, and kinesthetic so that it can motivate students to learn more.

### **Motivation to Learn in Elementary School**

In the Big Indonesian Dictionary, it means that motivation is an impulse that arises in a person consciously or unconsciously to act with a specific purpose. Motivation is a very important part of the learning process. Sardiman (2016) explains that motivation comes from the word motive which means



someone's effort to be able to carry out an activity. Within that person, there is the power to do something. In line with that, Thomas M. Risk in Rohani (2010) suggests that motivation in learning is the teacher's effort to motivate students to learning activities in which there are motives to achieve learning goals. Winkel (2004) argues that achievement motivation is the driving force within students to achieve the highest possible level of academic achievement for the sake of self-respect. Based on this understanding, it can be concluded that motivation is an impetus from within a person who moves him to achieve certain goals.

As for efforts to increase children's learning motivation in learning activities at school, there are several steps that teachers can take, as stated by Sardiman (2016), namely: a) giving numbers in this case as a symbol of the value of their learning activities; b) prizes can be a strong motivation, where students are interested in certain areas that will be awarded prizes; c) Competition. Competition, whether individual or group, can be a means to increase motivation to learn; d) tests will help to study hard if you know that a test will be held; e) evaluation of learning to determine the results that can be used as a motivational tool; f) praise is a form of positive reinforcement and provides good motivation for students; g) punishment is the opposite of reward. which means a negative reinforcement,

Based on this explanation, it can be concluded that there are many ways to increase student motivation, one of which is by providing opportunities for students to participate in learning activities. This can be done by the teacher by packaging learning to be more attractive using learning media. Learning media such as the Quizizz application can attract student motivation. In line with the opinion of Fauziyyah (2019) that the learning motivation of students who take part in learning using Quizizz media is better than students who take learning using conventional media.

### The Role of Quizizz in Civics Learning

Citizenship Education (Civics) is a subject that shapes students into good citizens, so it is necessary to instill values to form these characters. Today's education is required to have a good quality of graduation, so a graduation standard is needed. The passing standards are made from year to year and the standards need to be improved. Civics subjects try to solve problems during the learning process by involving students to take an active role in the learning process and it is hoped that students will find it easier to solve learning problems so that they gain experience and can understand the material being taught. According to Permendiknas No.22 of 2006 concerning National Education Content Standards, Ubaedillah (2011, pp. 9) explained that Citizenship Education aims to build the character (character building) of the Indonesian nation, including:

1. forming quality and responsible citizen participatory skills in the life of the nation and state;
2. make Indonesian citizens smart, active, critical, and democratic, but still, commit to maintaining national unity and integrity;
3. developing a civilized democracy culture, namely freedom, equality, tolerance, and responsibility.

The use of digital media can be applied, one of which is in Civics learning, because the topic of study in this subject focuses on phenomena that occur in society. Therefore, learning must be packaged interestingly so that it can motivate students. According to Azhar Arsyad (2007), the use of instructional media in the learning process can generate new desires and interests, generate motivation and stimulation of learning activities, and even bring psychological influences on students. Agustina and Rusmana (2019) explained that the Quizizz application can be used easily and results and assessments are fast so that the Quizizz application can be used as a learning application that can increase interest and



motivation to learn to support the 4.0 learning revolution.

The steps in accessing and using Quizizz media are by opening and entering the Quizizz web then registering and filling out an identity to start using the Quizizz application. If you have entered, you can make a quiz. In the "let's create a quiz" screen, you can enter the quiz name and language then click save. Then enter the question and answer choices by ticking the correct answer column and setting the duration of the work in one question. If everything has been written, click the "finish quiz". In the end, a display of the code used to enter the quiz will appear. As for how to do a quiz by students, namely by opening the Quizizz web then entering the 6-digit code given according to the previous teacher's instructions, then filling in the name and spelling out the quiz questions. The answer points out that the student has chosen will appear and at the end of the work, there is a review question to see the answers that have been done. The use of the Quizizz application can make it easier for teachers to make assessments because when students have worked on the quiz the results of the assessment will be immediately visible.

## CONCLUSION

Through the analysis and synthesis of researchers, it can be concluded that digital media can be used, one of which is in Civics learning, because the research topic on this topic focuses on phenomena that occur in society. Therefore, learning must be carried out in an attractive way to stimulate students' interest in learning. Quizizz can be used as a learning medium that contains learning material in the form of interactive questions containing various topics and subjects created by the teacher. The use of Quizizz as a learning medium can increase students' abilities and motivation. For example, teachers can develop Quizizz as a learning medium in its use it can be used to provide material, review material, and evaluate learning.

## REFERENCES

- Agustina, L., & Rusmana, I. M. (2019). Pembelajaran Matematika Menyenangkan Dengan Aplikasi Kuis Online Quizizz. *Prosiding Seminar Nasional Matematika dan Pendidikan Matematika Sesiomadika 2019.1-7*.
- Aini, Y.I. (2019). Pemanfaatan Media Pembelajaran Quizizz Untuk Pembelajaran Jenjang Pendidikan Dasar Dan Menengah di Bengkulu. *Jurnal Kependidikan 25(2)*.
- Arief, S. Sadiman dkk. (2006) *Media Pendidikan Pengertian Pengembangan dan Pemanfaatannya*. Jakarta: PT. Raja Grafindo Persada.
- Arum Oktaliana Sari, Guntur Cahaya Kesuma, Dian Anggraini. (2020). Google Slide Dan Quizizz Dalam Pengembangan Buku Ajar Elektronik Interaktif (Baei) Matematika. *Jurnal AdMathEdu, 9(2)*, 97-104.
- Azhar Arsyad. (2007). *Media Pembelajaran*. Jakarta: Raja Grafindo Persada.
- BSNP. (2006). Permendiknas No. 22 Tahun 2006 Tentang Standar Isi untuk Satuan Pendidikan Dasar dan Menengah. Jakarta: Depdiknas.
- Creswell, J. (2015). *Riset Pendidikan. Perencanaan, Pelaksanaan, dan Evaluasi Riset kualitatif & Kuantitatif*. Edisi Kelima. Yogyakarta: Pustaka Pelajar.
- Fauziyyah, U. (2019). *Pengaruh Media Quizizz Terhadap Motivasi Belajar Peserta Didik Dalam Pembelajaran Pkn (Quasy Experiment di SMA Negeri 1 Majalaya Kab.Bandung)*. [Skripsi]. FKIP UNPAS. Tidak diterbitkan.
- Lucas, B. (2016). A five-dimensional model of creativity and its assessment in schools. *Applied Measurement in Education, 29(4)*, 278-290.



- doi.org/10.1080/08957347.2016.1209206
- Mei, S., Ju, S., & Adam, Z. (2018). Implementing Quizizz as Game-Based Learning in the Arabic Classroom. *European Journal of Social Sciences Education and Research*, 12(1), 208. DOI: 10.26417/ejser.v12i1.p208-212
- Rohani, A dan Ahmad, A. (2010). *Pengelolaan Pengajaran*. Jakarta: PT Rineka Cipta.
- Rusli Lutan. (1988). *Belajar Keterampilan Motorik: Pengantar Teori dan Metode*. Jakarta: Dirjen Dikti-Depdikbud.
- Suharsono, A. (2020). Penggunaan Aplikasi Quizizz Dalam Pelatihan Dasar Cpn Kemenkeu Generasi Milenial. *Paedagoria: Jurnal Kajian, Penelitian Dan Pengembangan Kependidikan*, 11(1) 60-66.
- Susilana, Rudi. Riyana, Cepi. (2009). *Media Pembelajaran: Hakikat, Pengembangan, Pemanfaatan, dan Penilaian*. Bandung: CV Wacana Prima.
- Trilling, B. fan Fadel, C. (2009). *21-Century Skills, Learning for Life in Our Times*. San Franciso: Jossey-Bass.
- Ubaedillah, A. dkk. (2011). Pendidikan Kewargaan: Demokrasi, Hak Asasi Manusia, dan Masyarakat Madani, Edisi Ketiga. Jakarta: ICCE UIN Syarif Hidayatullah.
- Walker, Timothy D. (2017). *Teach Like Finland: 33 Strategi Sederhana untuk Kelas yang Menyenangkan*. Jakarta: PT Gramedia Widiasarana Indonesia.
- Winkel. W.S. (2004). *Psikologi Pengajaran*. Yogyakarta: Media Abadi.
- Zed, M. (2004). *Metode Penelitian Kepustakaan*. Jakarta: Yayasan Obor Indonesia.
- Zhao, F., (2019). Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom. *International Journal of Higher Education*. 8(1). DOI:10.5430/ijhe.v8n1p37.