

ABSTRACT

Agustin, Sherena. (2020). *The Use of Quizizz to Improve Primary School Teacher Education Students' Motivation in Learning English Grammar in English Club of Sanata Dharma University*. Yogyakarta: English Language Education Study Program, Faculty of Teachers Training and Education, Sanata Dharma University.

Learning English as a foreign language in Indonesia is always seen as something difficult, especially for non-English department students like Primary School Teacher Education students. There are many factors which influence the students in learning the English language and one of them is motivation. However, many Indonesian students have really low motivation in learning English. Implementing Quizizz as one of “gamification” apps in the English classroom can be the solution to boost learning motivation of the students.

This research aims to see whether Quizizz can effectively improve students' motivation in learning English grammar. There were two research problems formulated in this research, they are: 1) How does the use of Quizizz in English Club improve Primary School Teacher Education students' motivation in learning English grammar? and 2) What are the challenges of the implementation of Quizizz faced by Primary School Teacher Education students?

Classroom Action Research (CAR) by Kemmis and McTaggart (1988) is used as the method in this research. Two cycles were conducted by the researcher in two meetings. The participants of this research are 18 Primary School Teacher Education students of the 5B-1 class of English Club of Sanata Dharma University batch 2017. To gather the data, the researcher used observation checklist, questionnaire and interview as the instruments.

To answer the first research question, the researcher distributed close-ended and open-ended questionnaires and interviewed students. Based on the results, the use of Quizizz successfully boost Primary School Teacher Education students' motivation in learning English Grammar by making the students 1) wanted to compete with each other through the game, 2) felt confident and motivated because Quizizz provide leaderboard, 3) able to use their cell phones for educational purpose, 4) got the instant results, and 5) experienced the benefits of Quizizz which are interactive, fun, and practical to use.

However, during the implementation of Quizizz in the English Club class, there were some challenges faced by the students, such as 1) unstable internet connection, 2) time limitation, and 3) students' limited knowledge. Based on the students' suggestion, there were three main things need to be improved such as the time allocation, the internet connection and other things like providing more various questions, turning the music off, doing other games, and adding additional explanation.

Keywords: Quizizz, Motivation, English Grammar, Classroom Action Research

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Mempelajari Bahasa Inggris sebagai Bahasa asing di Indonesia selalu dianggap sebagai sesuatu yang sulit, terutama bagi mahasiswa Pendidikan Guru Sekolah Dasar. Ada banyak faktor yang mempengaruhi mahasiswa dalam mempelajari Bahasa Inggris dan salah satunya adalah motivasi. Meskipun demikian, banyak mahasiswa Indonesia yang memiliki motivasi rendah dalam mempelajari Bahasa Inggris. Penggunaan Quizizz sebagai salah satu aplikasi berbasis *gamification* dapat menjadi solusi untuk meningkatkan motivasi belajar mahasiswa.

Penelitian ini bertujuan untuk melihat apakah *Quizizz* dapat meningkatkan motivasi mahasiswa dalam pembelajaran Bahasa Inggris. Terdapat dua rumusan masalah yang dikemukakan dalam penelitian ini, yaitu: 1) bagaimana penggunaan *Quizizz* di *English Club* meningkatkan motivasi belajar mahasiswa PGSD dalam pembelajaran *English Grammar*? dan 2) tantangan apa saja yang dihadapi para mahasiswa PGSD selama penerapan *Quizizz* di dalam ruang kelas?

Penelitian Tindakan Kelas (PTK) (Kemmis and McTaggart, 1988) digunakan peneliti sebagai metode dalam penelitian ini. Peneliti melakukan dua siklus dalam dua pertemuan. Terdapat 18 orang mahasiswa dari kelas 5B-1 *English Club* PGSD Universitas Sanata Dharma Angkatan 2017 yang menjadi peserta dari penelitian ini. Untuk mengumpulkan data, peneliti menggunakan lembar observasi, kuesioner, serta wawancara sebagai instrumen penelitian.

Untuk menjawab pertanyaan pertama dari penelitian ini, peneliti mendistribusikan kuesioner serta mewawancarai mahasiswa. Berdasarkan hasil penelitian, *Quizizz* dapat meningkatkan motivasi belajar mahasiswa PGSD dengan cara membuat para mahasiswa 1) ingin bersaing antara satu sama lain melalui permainan, 2) merasa percaya diri dan termotivasi karena *Quizizz* memiliki fitur *leaderboard*, 3) dapat mengakses ponsel di ruang kelas untuk tujuan pendidikan, 4) mendapatkan hasil pembelajaran secara instan, serta 5) merasakan keunggulan *Quizizz* yaitu menarik, menyenangkan, dan mudah digunakan.

Namun, selama penerapan *Quizizz* dalam ruang kelas, terdapat beberapa tantangan yang muncul, yaitu 1) koneksi Internet yang tidak stabil, 2) keterbatasan waktu, dan 3) keterbatasan pengetahuan mahasiswa. Berdasarkan masukan mahasiswa, terdapat tiga hal utama yang perlu ditingkatkan, berupa alokasi waktu, koneksi internet, dan hal lainnya seperti bentuk soal yang beragam, mematikan musik, menyediakan kegiatan lain, serta memberikan penjelasan lebih lanjut.

Kata Kunci: Quizizz, Motivation, English Grammar, Classroom Action Research