

ABSTRACT

Ningrum, Pupung Asri. (2025). *Students' perception of the use of Quizizz application in the English class at SMPN 1 Depok Sleman Yogyakarta*. Yogyakarta: English Education Study Program Department of Language and Arts Education, Faculty of Teachers Training and Education, Sanata Dharma University.

Technology integration in modern education is important since today's students grow up with digital devices. Technology creates engaging learning, helps students focus, and allows teachers to use digital platforms with gamification through design, music, and real-time features that create a competitive atmosphere. This approach increases students' motivation and participation in demonstrating English skills. Research on the use of Quizizz is important to evaluate its effectiveness in learning and identify the advantages and disadvantages of the application from the students' perspective, providing valuable information for teachers in designing customized learning.

In this study, the two main questions to be answered were: 1) What are the perceived advantages of using Quizizz in SMPN 1 Depok Sleman Yogyakarta in their English class?. 2) What are the perceived disadvantages of using Quizizz in SMPN 1 Depok Sleman Yogyakarta in their English class?.

To answer these questions, the researcher used descriptive methods and analyzed the simple statistics. Questionnaires were used as a means of collecting data. Students were asked to answer 15 closed-ended statements prepared in the survey.

The results showed that the Quizizz application had helped students learn English. Students stated that the Quizizz application was easy to use, Quizizz made learning English a fun and interesting experience, Quizizz made learning English more enjoyable, Quizizz increased motivation in learning English, that it prevented students from feeling bored while learning, Quizizz helped them focus during English lessons, and that the Quizizz application helped improve collaboration between classmates in the learning process. From this, it was concluded that the use of technology such as Quizizz could increase students' engagement and curiosity about the subject.

Keywords: Gamification in Education, Learning Strategy, Motivation, Perception, Quizizz

ABSTRAK

Ningrum, Pupung Asri. (2025). *Students' perception of the use of Quizizz application in the English class at SMPN 1 Depok Sleman Yogyakarta*. Yogyakarta: English Education Study Program Department of Language and Arts Education, Faculty of Teachers Training and Education, Sanata Dharma University.

Integrasi teknologi dalam pendidikan modern kini sudah menjadi hal yang penting, terutama karena siswa saat ini sudah sangat terbiasa dengan perangkat digital. Penggunaan teknologi dalam proses belajar bisa membuat suasana belajar lebih menarik dan interaktif. Guru dapat menggunakan platform digital seperti Quizizz yang memiliki berbagai fitur seperti gamifikasi, desain yang menarik, dan juga musik, sehingga suasana belajar terasa lebih kompetitif dan menyenangkan. Pendekatan ini terbukti dapat meningkatkan motivasi dan keterlibatan siswa, terutama ketika mereka belajar berbahasa Inggris.

Penelitian ini fokus pada dua pertanyaan utama: 1) Apa pendapat siswa mengenai manfaat penggunaan Quizizz di SMPN 1 Depok Sleman Yogyakarta. 2) Apa saja kekurangan dari aplikasi Quizizz menurut siswa di SMPN 1 Depok Sleman Yogyakarta?.

Untuk menjawab pertanyaan-pertanyaan tersebut, peneliti menggunakan metode kuantitatif deskriptif yang dianalisis secara statistik sederhana. kuesioner sebagai cara mengumpulkan data. Para siswa diminta menjawab 15 pertanyaan tertutup yang sudah disiapkan dalam survei.

Hasil penelitian menunjukkan bahwa aplikasi Quizizz membantu siswa dalam mempelajari bahasa Inggris. Siswa menyatakan bahwa aplikasi Quizizz mudah untuk digunakan, Quizizz membuat belajar bahasa Inggris menjadi pengalaman yang menyenangkan dan menarik, Quizizz membuat belajar bahasa Inggris lebih menyenangkan, Quizizz meningkatkan motivasi dalam belajar bahasa Inggris, Quizizz mencegah siswa merasa bosan saat belajar, Quizizz membuat fokus saat pembelajaran bahasa Inggris, dan aplikasi Quizizz membantu meningkatkan kolaborasi antar teman sekelas dalam proses belajar. Dari sini bisa disimpulkan bahwa penggunaan teknologi seperti Quizizz mampu meningkatkan keterlibatan dan rasa ingin tahu siswa terhadap mata pelajaran tersebut.

Kata kunci: Motivasi, Strategi Pembelajaran, Gamifikasi dalam Pendidikan, Quizizz, Persepsi