INTERACTIVE LEARNING
IN THE DIGITAL AGE WITH QUIZIZZ APP

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Abstract: Education is a process of learning that encompasses the knowledge, skills, and habits of a group of people, passed down from one generation to the next through teaching, training, or research. Education can occur under the guidance of others or independently. The contemporary digital era has brought significant improvements to the educational landscape, making the use of technology in classrooms essential. Digitalization in learning media has revolutionized how we access and deliver education. Advanced technology allows for more flexible, interactive, and accessible learning experiences. Online platforms like Quizizz enable teachers to manage virtual and face-to-face classrooms, assign tasks, and assess student outcomes in real-time. This study employs a descriptive qualitative approach, utilizing data collection techniques such as (1) observation, (2) interviews, (3) documentation, and (4) questionnaires. The results indicate that learning with the Quizizz application engages all students interactively and effectively. They demonstrate a high level of interest in answering the questions presented through the application.

INTRODUCTION

Education is a learning process that encompasses the knowledge, skills, and habits of a group of people passed down from one generation to the next through teaching, training, or research. Education can take place with the guidance of others or independently. Fundamentally, education is designed to guide individuals in both worldly and spiritual aspects.

The worldly orientation in education involves preparing individuals to face and manage life in the world effectively and productively. This includes general knowledge, practical skills, and values that support social, economic, and professional well-being. Meanwhile, the spiritual orientation focuses on life after death and how individuals prepare for eternal life in the hereafter. (Murtadha, 2023).

The field of education is significantly influenced by advancements in information and communication technology in the digital era. As a result, the education sector has had to adapt to various technological advancements to enhance the quality and effectiveness of teaching. The use of technology in educational media greatly assists teachers and students. With

technology, students can access various learning resources such as videos and articles, helping them better understand the subject matter and relate it to everyday life.

The contemporary digital era has brought numerous improvements to the educational landscape, making the integration of technology in the classroom a necessity. The digitalization of learning media has revolutionized the way we access and deliver education. (Alief, 2024). With increasingly sophisticated technology, learning can now be more flexible, interactive, and accessible.

The research site represents a reality in education that requires innovation in teaching methods. A primary issue frequently encountered in this location is the low interest of students in actively participating in the learning process. Most students feel bored with conventional teaching approaches that tend to be monotonous and less relevant to their learning styles. This situation hampers the achievement of optimal learning objectives.

Moreover, time and resource constraints often pose challenges for teachers in creating interactive and enjoyable learning experiences. Teachers are required not only to master the material but also to motivate students to learn enthusiastically. Without adequate technological support, this task becomes increasingly challenging. Therefore, an innovative solution is needed to address these challenges while providing learning experiences that are relevant to the digital era.

One reliable approach is the use of interactive learning applications like Quizizz. This application offers an engaging and effective solution to create a dynamic learning atmosphere. Quizizz enables teachers to create quizzes, exercises, or assessments in a digital game format. With gamified designs, students are encouraged to learn in a fun, competitive, and educational manner. Furthermore, Quizizz provides features such as instant feedback, analytic reports on learning outcomes, and flexible access, making it suitable for both in-class and out-of-class use.

The selection of Quizizz as a learning tool at the research site is based on the urgent need to address low student participation and enhance the quality of learning. By utilizing Quizizz, students will not only be more motivated to learn but also gain a more interactive, relevant, and era-appropriate learning experience. This research is expected to make a tangible contribution to improving the quality of education through the integration of technology into learning.

RESEARCH METHODS

This study adopts a qualitative descriptive approach. Qualitative descriptive research is a type of qualitative research involving an investigation of events and individual life phenomena by asking one or more people to narrate their life experiences. The information obtained is then presented by the researcher in a descriptive chronological form (Andhi & Mustamil, 2019).

The distinctive characteristic of descriptive research is that the data collected consists of words and images, rather than numbers as in quantitative research. The researcher conducts the study to gather the necessary data to describe and evaluate the application of Quizizz as an interactive learning tool in the digital era for Grade IV students at SDIT Bina Mulia Mojo.

This research was conducted at SDIT Bina Mulia, located on Jl. Makam RT 001 RW 002, Mojo Village, Mojo Subdistrict, Kediri Regency. The research subjects were Grade IV students at SDIT Bina Mulia Mojo. The implementation of learning using the Quizizz application involved several problem-solving methods, including observation, planning, execution, interviews, and documentation. This activity was carried out over one month, from November 4, 2024, to November 30, 2024, in Grade IV of SDIT Bina Mulia Mojo.

RESULTS AND DISCUSSION

1. Utilization of the Quizizz Application

The use of the Quizizz application in the field of education has become one of the innovations supporting the transformation of learning, particularly in the digital era. Quizizz is a web-based and application-based educational platform that allows teachers to present material and create interactive quizzes for students. This platform is designed to make the teaching and learning process more enjoyable and effective. The quizzes enable students to answer questions in real-time, either individually or in groups, with features that can enhance their learning motivation (Yuli, 2024).

This medium has several advantages, such as time limits for each question, which encourages students to think quickly and accurately. Additionally, the answers to the questions are displayed with colors and images, and can be viewed by both teachers and students automatically in the order of the questions (Sri, 2024).

Online platforms like Quizizz allow educators to manage classes virtually or in-person, assign tasks, and assess student performance in real-time. The use of Quizizz as a medium and evaluation tool has proven to be interactive and effective in increasing students' interest and motivation to learn, especially when used to present material that requires strong visualization.

One of the benefits of using Quizizz is that it adds excitement and enjoyment to the learning or assessment process. Since the explanation of the material or the question-and-answer sessions are conducted digitally, this program also reduces the need for paper. Furthermore, Quizizz facilitates the process of providing practice questions to students and helps them complete these within a specified time, thereby aiding teachers in managing their workload more effectively.

Quizizz offers a variety of question types, including fill-in-the-blank, multiple-choice, and essay questions. With features that include animations, engaging graphics, and attractive colors, these elements may encourage children to learn and complete assignments. After students answer each question, their scores are displayed on a computer or LCD screen (Nunung et al., 2021).

2. Steps to Use the Quizizz Application

The steps to use the Quizizz application begin with accessing the platform through the official Quizizz website or downloading the app on a mobile device. After opening the app or website, users need to create an account. Registration can be done using an email address, Google account, or other social media accounts. If you are a teacher, select the "Teacher" option to access features tailored to educational needs.

Once logged into the account, users can start creating the material to be presented to students or create a quiz or choose from thousands of quizzes available in the Quizizz library. To create new material or quizzes, click the "Create" option and add the content or questions according to the learning topic. Users can select various question formats, such as multiple-choice, fill-in-the-blank, or open-ended questions. Additionally, they can add images, videos, or audio to make the quiz more engaging and interactive.

After the material or quiz has been created or selected, the next step is to present it to the students or share it with them. Quizizz provides two main methods for sharing quizzes: live or as homework. If choosing the live mode, the teacher will receive a game code that must be shared with the students. Students can then enter the code to join the quiz. For the homework mode, teachers can set a completion deadline, allowing students to complete the quiz at their convenience within the specified timeframe.

During the quiz, students will see the questions on their devices, while the teacher can monitor their progress in real time through the dashboard. After the quiz is completed, Quizizz provides a detailed report on each student's performance. This report includes scores, accuracy

levels, and the time spent on each question. Teachers can use this data to evaluate students' understanding of the material taught (Unik et al., 2020).

The Quizizz application also supports a paper method, which is a feature that allows this application to be used for quizzes that are not entirely digital. This feature is particularly useful in schools that do not permit the use of gadgets or have limited electronic facilities. With this method, teachers can print Q-cards to distribute to students. When answering, students simply raise the Q-card that has the answer options A, B, C, and D. The teacher only needs to prepare a projector that can be viewed by all students, allowing them to read the questions displayed on the projector and then raise the answer sheets that have been distributed (Ichsan et al., 2023).
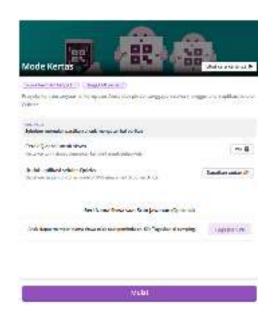

Figure 1. Implementation of the Quizizz Application Using Paper

The Quizizz application also supports collaborative features, such as team-based work and theme customization to enhance the learning atmosphere. With simple steps and a variety of features, Quizizz has become an effective and enjoyable learning tool suitable for use across various educational levels.

3. **Advantages and Disadvantages of the Quizizz Application**

Quizizz has various advantages and disadvantages as a medium and tool for assessing learning outcomes. The first advantage of Quizizz is that it serves as a fun, challenging, and interactive medium. Quizizz is designed to be an engaging platform for students, with game elements and interactive displays that enhance student involvement in the learning process. Second, it improves student competence. Through well-designed quizzes, Quizizz can help

students enhance their understanding and mastery of the subject matter. Third, it sharpens teachers' competencies. The use of Quizizz can improve teachers' skills in designing and utilizing technology-based learning media. Fourth, it is interactive and effective for learning. Quizizz is often considered effective in assessing students' understanding due to its fast and easy-to-understand format. Fifth, it provides performance data and statistics. Quizizz offers reports and statistics that enable teachers to monitor student progress and analyze areas needing more attention. Sixth, it is online-based. This platform is online, allowing access from various devices and locations, facilitating remote learning. Seventh, it fosters positive motivation. The elements of competition and rewards in Quizizz can motivate students to study harder. Eighth, it includes a ranking system. The existence of a ranking and leaderboard system provides enjoyable feedback for students and can encourage them to strive for better results (Mambang et al., 2022).

On the other hand, the limitations of Quizizz include the following: First, it relies on a network. Quizizz requires a stable internet connection. Without a good network, access and participation can be disrupted. Second, login difficulties. Some students may experience issues when logging in due to reliance on a web-based platform. Third, challenges in submission during poor network conditions. Fourth, an unstable network can cause problems in submitting answers or participating in quizzes (Gammar & Maulana, 2021). Fifth, the possibility of cheating. Although Quizizz uses randomization of questions, there is still a chance that students may copy answers from their peers if they are in the same group. Sixth, the rush to determine answers. The timed quiz format may make students feel rushed in selecting their answers, which could affect the quality of their responses. By understanding these strengths and limitations, teachers can use Quizizz more effectively by adapting their approach to minimize potential issues.

The results of this study indicate that the use of technology in learning must be accompanied by good preparation from the teacher. Clear explanations and technical support during the activities significantly assist students in operating the Quizizz application, as well as in classroom learning using the paper method. This demonstrates that the integration of technology needs to be implemented with the right strategies to maximize learning outcomes.

Students engaged in the learning process appeared interactive, showing higher motivation to learn. When learning is enjoyable and challenging, students are more likely to participate actively. This underscores the importance of creating an engaging learning environment to keep students motivated. Additionally, feedback from the teacher after the quiz plays a crucial role

in helping students understand their mistakes and improve their understanding through discussions about the quiz results, providing an opportunity for students to learn from their experiences and deepen their comprehension.

In the implementation phase of interactive learning in the digital era using the Quizizz application in Grade IV of SDIT Bina Mulia Mojo, the results showed that all students were engaged interactively and effectively in the learning activities. They displayed high interest in answering the questions presented through the application. Most students could complete the quizzes well and demonstrated their abilities.

The success in accessing the Quizizz application without significant technical issues was facilitated by the teacher providing clear explanations on how to use the application before the quiz started, allowing all students to participate effectively. Students exhibited higher motivation levels compared to traditional learning methods. They appeared enthusiastic and competitive in striving for the highest scores, creating a more dynamic and enjoyable learning atmosphere. After the quiz, the teacher provided immediate feedback to students through discussions about the correct and incorrect answers, helping them deepen their understanding of the material taught

The discussion of the above results indicates that the interactive learning applied using the Quizizz application in Grade IV of SDIT Bina Mulia Mojo demonstrates positive outcomes in enhancing student engagement and understanding. Several important points can be discussed, including increased participation. By using interactive learning methods with applications like Quizizz, student participation has successfully improved. Students who were usually passive in conventional learning became more interactive and engaged. This shows that digital applications can capture students' attention and make them more enthusiastic about learning.

Figure 2. Implementation of the Quizizz Application Using Paper

Overall, the use of the Quizizz application in interactive learning in Grade IV at SDIT Bina Mulia Mojo has proven to be interactive and effective in enhancing student participation and motivation to learn. When implemented correctly, technology in education can enrich students' learning experiences and yield positive outcomes. Moving forward, it is essential for schools to continue developing technology-based learning methods and ensure that all students have access to the necessary support.

In an interview with the classroom teacher, the motivation for using the Quizizz application in learning was, "I want to make learning more interesting and interactive. With Quizizz, students can learn while playing, which can increase their participation." When asked how to prepare quiz materials in Quizizz, the teacher responded, "I create quizzes based on the curriculum being taught. I also try to incorporate a variety of question types so that students don't get bored."

Regarding the challenges faced when using Quizizz, the teacher stated, "The biggest challenge is ensuring that all students understand how to play Quizizz well. Sometimes, there are students who experience technical issues." When asked about the students' response to learning with Quizizz, the teacher replied, "The students are very enthusiastic. They are more actively involved and seem happy when competing for the highest scores."

Figure 3. Interview with the Class Teacher

Interview results with students, when asked about their opinions on learning with Quizizz, one student responded, "I like it! It's more fun than regular learning. I find it easier to remember

lessons when playing quizzes."When asked what they enjoyed most about this learning experience, another student replied, "I enjoy competing with my friends. It's fun to see the scores and receive rewards."

Figure 4. Interview with Students

It can be concluded that the results of the interviews indicate that the use of the Quizizz application in learning in Grade IV at SDIT Bina Mulia Mojo received positive feedback from all parties. Teachers find it easier to teach and receive active participation from students. Students enjoy this interactive learning experience.

In this research, a questionnaire was also distributed to Grade IV students at SDIT Bina Mulia Mojo. The purpose of the questionnaire was to determine students' perceptions of the use of the Quizizz application as an interactive learning media. A total of 14 students participated as respondents, and the data collected will be processed to provide an overview of the effectiveness of Quizizz in supporting learning.

The data collected includes students' responses to several aspects, namely the ease of using the application, the level of engagement and motivation to learn, and the effectiveness of the application in aiding material comprehension. Additionally, students also provided suggestions and feedback regarding their experiences using Quizizz. This data will be analyzed descriptively to provide a comprehensive picture of the role of Quizizz in learning in the digital era.

Table 1.

Perceptions of the Use of the Quizizz Application

Ease of Use of Quizizz

Statements	Strongly Agree	Agree	Disagree	Strongly Disagree
1. The Quizizz application is easy to use.	8 students	6 students	0 students	0 students
2. The features in Quizizz are easy to understand.	7 students	7 students	0 students	0 students

Table 2.

Student Engagement and Learning Motivation

Statements	Strongly Agree	Agree	Disagree	Strongly Disagree
3. The use of Quizizz makes me more enthusiastic about learning.	10 students	4 students	0 students	0 students
4. Quizizz helps me focus during lessons.	9 students	5 students	0 students	0 students
5. Quizizz motivates me to complete assignments/quizzes.	11 students	3 students	0 students	0 students

Table 3.

Effectiveness in Learning

Statements	Strongly Agree	Agree	Disagree	Strongly Disagree
6. Quizizz helps me understand the lesson material.	8 students	6 students	0 students	0 students
7. It is easier to remember the material with Quizizz.	9 students	5 students	0 students	0 students
8. The use of Quizizz provides a fun experience.	12 students	2 students	0 students	0 students

It can be concluded that the majority of students feel that the Quizizz application is easy to use and helps them understand lesson material in an interactive and enjoyable way. They also appreciate the gamification features that motivate learning. However, some students suggest an increase in the quiz completion time and initial technical guidance.

CONCLUSIONS AND RECOMMENDATION

From the results of the research conducted, the Quizizz application is very suitable for use in the classroom as well as for homework, making it an effective tool to enhance students' learning experiences. With the use of the Quizizz application, all students were engaged interactively and effectively during the activities. They showed a high interest in answering the questions presented through the application.

Suggestions for optimizing the use of the Quizizz application include advising teachers to design varied questions that are relevant to students' learning needs. Additionally, utilizing the data analysis features of the application can assist teachers in evaluating students' learning outcomes in depth and designing better teaching strategies.

For students, it is recommended that they use this application as a self-learning media that can help them understand the material in an enjoyable way. On the other hand, schools also need to provide support in the form of training and technological facilities to ensure that applications like Quizizz can be maximally utilized in the learning process. With the collaboration of all parties, digital-based interactive learning can become an effective solution to improve the quality of education.

Suggestions for future researchers include analyzing the long-term effects of using the Quizizz application on students' achievement and collaboration skills. The contribution of this research to the world of education is that the Quizizz application enables teachers to evaluate learning quickly and accurately, which can enhance the efficiency of the teaching process.

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