

QUIZZZ MEDIA AS AN ASSESSMENT FOR HISTORY LEARNING IN THE DIGITAL ERA

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Article Info

Article history:

Received: 12-06-2023

Revised: 08-12-2023

Published: 31-01-2024

Keywords:

Quizizz

Assessment

History Learning

Digital

ABSTRACT

Current history learning, in general, still uses a conventional approach with students learning in class through lectures, questions and answers, and assignments. Traditional history learning results in students only working procedurally and understanding history without reasoning, which tends towards behavioral and structuralist psychology and places more emphasis on memorization and practice. This approach uses a qualitative approach with descriptive data. In discussing the problem in this article, the author uses a type of library research. Teachers can take advantage of advances in information technology by using learning media. Quizizz is one of the media innovations in history learning assessment activities. Digital media as a learning assessment has experienced significant development. Digital media offers various educational innovations that replace rigid and monotonous conventional learning and assessment, which will be replaced with learning that is considered more practical, flexible, and not limited by space and time using digital media. Quizizz can be a good and fun assessment of history learning while maintaining the essence of ongoing learning. This assessment can involve active student participation from the start. Apart from that, the demands in the era of Industrial Revolution 4.0 have changed various sectors of life, including the education sector, which needs to reorient to determine the direction of education policy to answer the challenges of Industrial Revolution 4.0.

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1. INTRODUCTION

Assessment is a process carried out by a teacher to obtain information about student performance. Assessment is an essential part of the learning process to collect various types of information using different techniques. The assessment results are used as consideration to determine the level of success of the learning process and outcomes. The term assessment refers to "the process of collecting data which shows the development of learning (Kumano, 2001), namely the process of collecting data to show the development of student learning. Through the assessment process, a teacher can determine students' learning development, intelligence, special abilities, interests, social relationships, attitudes, and personalities. By conducting an assessment, a teacher can determine the learning activities' effectiveness. After knowing the assessment results, a teacher can also plan the following steps (Rahmadani, 2022).

History learning has one characteristic, namely studying humans as dynamic social creatures who live in the present as a continuation of the past, so that history learning provides fundamental knowledge to understand contemporary life. With online-based information and telecommunications tools, the past can be brought back to the present through photos, sound, and video. This makes history learning contextual and fun. The current history learning, in general, still uses a conventional approach with students learning in class through lectures, questions and answers, and assignments that are still "behavioristic" or "structuralist." Traditional history learning results in students only working procedurally and understanding history without reasoning, which tends towards behavioral and structuralist psychology and places more emphasis on memorization and practice, which is poor preparation for the continuation of the student's teaching and learning process later (Andarwati, 2019).

Teachers can take advantage of advances in information technology by using learning media. Among the many technological development products, smartphones have great potential to be used as learning media. Besides being easy to use, smartphone ownership in Indonesia is also relatively high. However, its use in the learning process could be more optimal because smartphones are currently more often used for personal purposes than classroom teaching and learning activities. This is an opportunity for teachers to develop smartphone-based history learning media. Smartphone-based history learning media can be developed creatively and innovatively, thus increasing students' interest in participating in learning activities. Learning methods' practical, personal, and flexible nature can increase students' motivation, interest, and creative power to participate in learning activities. Digital learning media, including gadgets with Android-based operating systems and other mobile operating systems, will be necessary for the future of technological development trends (Susanto, Heri., Jamaludin., 2023).

Digital media is essential for teachers to help students follow the history learning process directly and indirectly. One of the digital media used in learning history is the quizizz application. The quizizz application is an online e-learning media based on free games, used in teaching, and learning activities to provide motivation and increase enthusiasm and results of students' learning processes, to stimulate students' interest in reviewing learning material and conducting group discussions (Muliani, 2022). The quizizz application has become a platform in education as a supporting medium for teachers and students in teaching and learning activities.

Quizizz can be a good and fun assessment of history learning without losing the essence of ongoing learning. This assessment can involve active student participation from the start. Apart from that, the demands of the Industrial Revolution 4.0 era have changed various sectors of life, including the education sector, which needs to reorient to determine the direction of educational policy in order to answer the challenges of the industrial revolution 4.0 which requires a significant and comprehensive increase in individual capacity through various efficiencies in the world of education. An education system where technology is integrated into the learning process (Noor, 2020). This research will study educational technology as a learning medium, with the title "Media Quizizz as an Assessment of History Learning in the Digital Era." Thus, education in Indonesia is not left behind by changing times and the progress they produce.

2. METHOD

Methodology refers to the processes, principles, and procedures that researchers use to approach and solve problems. This article uses a descriptive research methodology (describes) how to analyze Media Quizizz as an Assessment in History Learning in the Digital Era which is analyzed with supporting literature. This approach uses a qualitative approach with descriptive data, namely data collected using words. In discussing the problem in this article, the author uses a type of library research. Library research is carried out by collecting data and information from library sources, such as articles, books, journals, documents and other library sources (Salsabila et al., 2020).

The researcher also believes that this qualitative method is the right method to use because with this method the researcher is able to explain and describe the topic in detail. Of course, many sources are needed to present a complete discussion, and various libraries in the form of books and journals are also found that explain this research topic. Researchers have also ensured that these sources are credible or relevant to use.

3. RESULT & DISCUSSION

3.1. Quizizz Media

Digital media as a learning assessment has experienced significant development. Digital media offers various educational innovations that replace rigid and monotonous conventional learning and assessment, which will be replaced with learning that is considered more practical, flexible, and not limited by space and time using digital media. Appropriate learning media is an important thing to support educational success. The role of learning media as a forum for conveying learning messages to learning objectives. The teacher entirely regulates this to assess and consider learning progress (Marpaung, 2021).

The Quizizz application as an online learning tool or media consists of quizzes, surveys, games, and discussion features. This quizizz application contains learning material with interactive questions about various topics at different levels, subjects, and others, with the teacher's choice of material content. Exciting learning materials such as videos, pictures, and music can also be added to this quizizz application. Quizizz is a web tool for creating interactive quiz games run using students' electronic devices. This application can make the learning process conducive, engaging, and enjoyable (Al Mawaddah et al., 2021).

Quizizz is one of the media innovations in history learning assessment activities. Many features, such as multiple-choice questions, fill-in-the-blank questions, and essay questions, can be used. This application can be used wherever students are. Quizizz is a game-based learning application that brings multiplayer activities to the classroom and makes in-class learning more fun and interactive. The quizizz application has features that make it easier for teachers and students to learn. This shows that the quizizz application can be used to innovate history learning (Rahmawati et al., 2022).

3.2. Assessment of History Learning Through Quizizz Media

Using assessment media with technology can make it easier for teachers to interact with students during learning. Teachers can use the Quizizz learning application as an exciting and fun alternative assessment for history learning. By using appropriate learning methods, models, and strategies, and supported by the best interactive media designed to stimulate students' interest, motivation, learning activities, and learning outcomes in history learning activities (Pany et al., 2021).

Quizizz media is an educational application that can support the history learning process significantly. This application is often used to measure or assess the learning process. Quizizz offers various questions that anyone can answer, but users can also create their own questions. Users can add images and videos to questions; the question format can also be multiple choice, poll, or essay, and users can create questions and answers in image form. There is a time setting so that each question can be completed within a different time limit depending on the difficulty level of the question (Sitorus & Santoso, 2022).

One of the recommended features in assessing history learning through Quizizz media is educational games. Games combined with material and assessment questions are a learning medium that can make history learning more exciting and fun. Based on the educational game model used in the learning process, students are required to solve existing problems and games. The instructions and tools included in this educational game guide players to play actively and achieve the best scores. Some teachers already know how to use this educational game, but teachers still need to learn more about this educational game in assessing history learning (Amaliyatul et al., 2021).

Assessing history learning through the Quizizz game media can increase students' motivation and learning success. Students enthusiastically work on the questions given in games and try to get the highest score among their friends. Increasing student motivation also influences learning outcomes in history subjects. This quizizz media game makes it easier for students to understand the questions through various features that can be added to complete the questions, such as images or videos. Using the quizizz game media also makes it easier for students to understand the questions. Questions that are considered difficult will feel easy and fun to do (Tiana, Asna., Apri Damai Sagita Krissandi, 2021).

3.3. Educators' Understanding of Quizizz Learning Media

To increase educators' competence in education, especially history learning, it is recommended that there be empowerment activities in creating learning media. One of them is the use of quizizz-based learning media. Some educators in Indonesia do not understand, are not competent, and have not mastered the production of digitalization-based learning media, especially smartphones. The solution is that these empowerment activities enable several groups of educators to use Quizizz learning media in implementing digital applications to encourage interest in learning and understanding of concepts, stimulate the learning process, and increase interactive power between educators and students. Apart from that, this empowerment is also helpful for development in education, namely, developing the competence of educators in their field (Ardiansyah, 2022).

Creating exciting and enjoyable learning is a challenge for educators. Fun learning can be created using various learning models or methods or engaging learning media so that students become enthusiastic about learning and understand the material more easily. Development of educational learning media using smartphones, one of which is educational games. Even though this educational game already exists, teachers still underutilized need to utilize this learning media. Games as a learning medium that is integrated with question assessment material aims to make learning more exciting and enjoyable (Mulyati & Evendi, 2020).

4. CONCLUSION

Based on the discussion above, it can be concluded that teachers can take advantage of advances in information technology in using learning media. Digital media as a learning assessment has experienced significant development, namely replacing rigid and monotonous conventional learning and assessment with learning that is considered more practical, flexible, and not limited by space and time. The Quizizz application as an online application-based learning tool or media consists of quiz, survey, game and discussion features. In assessing history learning through the Quizizz game media, it can increase students' motivation and learning success. Students enthusiastically work on the questions given in the form of games and try to get the highest score among their friends. Creating interesting and enjoyable learning is a challenge for educators.

ACKNOWLEDGEMENT

Thank you to all parties who have helped and provided opportunities for researchers to carry out and compile this research which the researchers cannot mention one by one.

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