

THE EFFECTIVENESS OF USING QUIZZIZ GAME-BASED ONLINE LEARNING MEDIA ON LEARNING OUTCOMES OF ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

Learning media is very influential on the teaching and learning process. The use of learning media affects the shallowness or depth of learning outcomes. But in reality the learning outcomes of students are still categorized below average. This happens because teachers have not utilized creativity and its variations in learning media to attract students. Teachers must strive to improve student learning outcomes by using appropriate learning media, one of which is the quizziz game online learning media. This research aims to; (1) knowing the concept of online learning media based on quizziz games in elementary schools; (2) knowing the effectiveness of using online learning media based on quizziz game on student learning outcomes in elementary schools; (3) knowing the obstacles faced in the use of game-based online learning media with quizziz in learning in elementary schools. The method used in this study is a qualitative research method with the type of literature study research. Sources of data used in the study are secondary data, namely data from articles from reputable national and international journals related to learning media games, quizziz, and learning outcomes. The research techniques used in this study are Editing, Organizing, and Finding. Data analysis used in the form of data reduction, data presentation, drawing conclusions and verification. The results of the study show that: (1) quizziz is a learning media that is used specifically in the realm of education equipped with a variety of audio, video, and images that can attract students' interest in learning, has short characteristics, requires little cost, is participatory, uses assistive devices, low risk, clear rules and objectives, rewards, allows students to compete, and the implementation time is the same; (2) Quizizz has been said to be effective. This is evidenced by the finding of similarities from several studies which conclude that a significant increase in student learning outcomes has been found in the use of the Quizizz educational game media. So the researcher concludes that the use of online learning media based on the Quizizz game in elementary schools can be said to be effective; (3) The use of quizziz still has problems. The findings of several similarities in several journals regarding obstacles as evidenced by several studies found in the form of teacher competence that must be adequate, parental guidance that affects the smoothness of quizziz learning, and even students who cheat or do other activities on their gadgets are found.

Keywords: *Learning media games, Quizizz, Learning Outcomes.*

