

The Effect of Using Scientific-Based Quizizz Application Media on the Learning Outcomes of IPS Class V Students of MI Muhammadiyah Ballatabbuwa Gowa District

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ABSTRACT

The objectives of this study were 1) to determine the social studies learning outcomes of students before the use of scientific-based Quizizz application media in class V MI Muhammadiyah Ballatabbuwa Kab. Gowa, 2) to determine the social studies learning outcomes of students after the use of scientific-based Quizizz application media in class V MI Muhammadiyah Ballatabbuwa Kab. Gowa and 3) to determine the effect of using scientific-based Quizizz application media on social studies learning outcomes of class V students MI Muhammadiyah Ballatabbuwa Kab. Gowa. The type of research used in this research is pre-experiment design research with the type of one group pretest-posttest design. The population in this study were all V grade MI Muhammadiyah Ballatabbuwa as many as 23 students. The sample in this study were 23 students. The sampling technique used was saturated sampling technique. The instrument used to determine the learning outcomes of students in the form of multiple choice questions of 20 numbers. Data analysis using descriptive statistical analysis for problem formulation 1 and 2 while for problem formulation 3 using inferential statistical analysis. The results of this study indicate that 1) Social studies learning outcomes before the use of scientific-based Quizizz application media on social studies learning outcomes of fifth grade students of MI Muhammadiyah Ballatabbuwa Gowa Regency obtained that the average score was 54 and was in the low category. 2) Social studies learning outcomes after the use of scientific-based Quizizz application media on social studies learning outcomes of grade V students of MI Muhammadiyah Ballatabbuwa Gowa Regency obtained that the average score was 86 and was in the high category. 3) There is an effect of using scientific-based Quizizz application media from the results of hypothesis testing (Paired Sample T-test) obtained a sig value. (2-tailed) of $0.000 < 0.05$ and the value of $t \text{ count } 31.464 > t \text{ table } 1.720$ ($df = n-2$), it can be concluded that there is a difference so that it can be said that the Quizizz application media has an effect on students' social studies learning outcomes. The implications of this study indicate that the use of Quizizz application media can improve student learning outcomes, can provide its own satisfaction for students because Quizizz is a game-based learning media. The use of Quizizz media makes students enthusiastic in learning and can reduce boredom when educators provide material and evaluation questions. In using this Quizizz application, it has the aim of creating an interactive learning atmosphere or environment in utilizing technology and facilities.

Keywords: *Media Quizizz, learning outcomes*

1. INTRODUCTION

Social studies is a field of study that studies social problems combined with history, economics, sociology, politics, geography, law, anthropology, psychology, as well as other related materials such as mathematics and natural sciences. Social studies learning at the SD / MI school level aims to prepare students as citizens who master knowledge (knowledge), skills (skills), attitudes and values (attitudes and values) that can be used as an ability to solve personal problems or social problems as well as the ability to make decisions and participate in various community activities in order to become good citizens.

The social studies learning process in SD / MI so far tends to make students learn the concept of social studies material by memorizing it, this certainly makes social studies learning boring for students, the lack of learning media makes students actively construct their own knowledge. Variations of media in learning will make students interested and help them to better understand the material being taught.

One important component that must exist in the social studies learning process is learning media. According to Asnawir, one of the adjustment factors related to teaching is the learning media where, this learning media needs to be mastered by teachers, so that they can deliver learning materials to students in a good, efficient and effective way.

In determining the social studies learning media in elementary schools, the right approach is needed according to the characteristics of students. One way to optimize students' social studies learning concentration is to apply an approach that is in accordance with the ongoing learning process. The scientific approach is an approach that uses scientific steps and rules in the learning process. Through the application of the scientific approach, the central role of the teacher can be minimized because all students will be involved in solving the problems given by the teacher.

Quizizz is basically a digital service that provides features to create interactive presentations and games in the form of interactive quizzes that can be utilized as learning media. According to Amornchewin Quizizz is one type of learning media that supports to provide learning motivation for students in the learning process because of its interesting features.

Quizizz can be used as one of the alternative learning media that is creative, innovative, and fun so that students' motivation is higher and learning outcomes will be better. The use of Quizizz as a

learning media can also increase students' learning concentration. The use of Quizizz learning media is very easy and simple. In addition, this media is included in the android application whose capacity is not too large so that users do not need a large quota and storage space when downloading. As for the educators themselves, this application has features that make it easy to carry out the learning evaluation process, educators can immediately see the scores obtained by each student so that the process of taking the next evaluation can be done quickly.

2. METHODS

Data collection method is something that is very important in research, because the purpose of research is to obtain data. The data collection method used in this research is the method of giving tests and observations.

a. Test

In this study, a test was used to determine the learning outcomes of students by using the scientific-based Quizizz application media on the pretest and posttest of students.

b. Research Design

This research uses a quantitative method with the type of one group pretest posttest.

c. Research Instrument

Research instruments are tools used by researchers to collect data, the quality of the instrument will determine the quality of the data to be collected. Therefore instruments in research are needed and very important to use in data collection. This study used instruments in the form of multiple choice questions totalling 20 numbers.

3. RESULTS AND DISCUSSION

After conducting research with the pre-experimental method (One group pretest posttest) on social studies subjects, the results showed a significant effect of the treatment given to the research subjects. The following are the research results that researchers obtained after conducting the research:

- a. After conducting research before the use of Quizizz application media at MI Muhammadiyah Ballatabbua. Based on the results of research that has been conducted at MI Muhammadiyah Ballatabbua with 23 students using a test instrument consisting of several statements, the research

results show that the maximum score is 65 and the minimum score is 40 with an average value of 54 and a standard deviation of 8. The highest value obtained is 65 while the lowest value is 40. Based on the categorization, the results showed that there were 23 students who were low with a percentage of 100%, there were 0 students who were medium with a percentage of 0%, and there were 0 students who were high with a percentage of 0%. So it can be concluded that the results of the pretest effect at MI Muhammadiyah Ballatabbua are in the low category.

- b. Analysis after the application of Quizizz application media at MI Muhammadiyah Ballatabbua. Based on the results of research that has been conducted at MI Muhammadiyah Ballatabbua with 23 students using a test instrument consisting of several statements, the research results show that the maximum score is 95 and the minimum score is 80 with an average value of 86 and a standard deviation of 4. The highest value obtained is 95 and the lowest value is 80. Based on the categorization, the results showed that there were 0 students who were low with a percentage of 0% and there were 8 students of medium value with a percentage of 35% and there were 15 students of high value with a percentage of 65%. So it can be concluded that the posttest data is in the high category because it has met the minimum completeness criteria (KKM). This is stated in the data that has been analyzed by researchers proving that there is a significant increase after students are taught using the scientific-based Quizizz application media.
- c. Analysis of the effect of Quizizz application media on student learning outcomes at MI Muhammadiyah Ballatabbua based on inferential statistical results. Based on the results of the pretest and posttest, there is an effect of using the scientific-based Quizizz application media from the results of the hypothesis test (Paired Sample T-test) obtained a sig value. (2-tailed) of $0.000 < 0.05$ and the value of $t \text{ count } 31.464 > t \text{ table } 1.720$ ($df = n-2$), it can be concluded that there is a difference so it can be said that the Quizizz application media has a significant effect on students' social studies learning outcomes.

4. CONCLUSION

Based on the results of data analysis on the discussion described in the previous chapter, this study obtained the following conclusions:

The learning outcomes of students before the application of Quizizz application media at MI Muhammadiyah Ballatabbua in social studies subjects with the average value of 5th grade students getting a score of 54. This shows that the pretest learning outcomes are in the low category.

The learning outcomes of students after the application of Quizizz application media at MI Muhammadiyah Ballatabbua in social studies subjects with the average value of 5th grade students getting a score of 86. This shows that the posttest learning outcomes are in the high category.

There is an effect of using scientific-based Quizizz application media on student learning outcomes in social studies subjects at MI Muhammadiyah Ballatabbua, Gowa Regency. Based on hypothesis testing with a significant value of $0.000 < 0.5$ and a calculated t value of $31,464 > t$ table 1,720 (df = n-2) which means there is a difference so that it can be said that the Quizizz application media has an effect on students' social studies learning outcomes.

The implications of this research are as follows: The use of Quizizz Application media can improve student learning outcomes, can provide its own satisfaction for students because Quizizz is a game-based learning media. The use of Quizizz media makes students enthusiastic in learning and can reduce boredom when educators provide material and evaluation questions. In using this Quizizz application, it has the aim of creating an interactive learning atmosphere or environment in utilizing technology and facilities.

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