

Exploring Student Perceptions of Quizizz for TOEFL Reading Practice

Devi Candra Kurniawati¹, Muhlisin Rasuki², Nurkamilah³ {<u>devicandrak@gmail.com¹, muhlisin@unmuhjember.ac.id², nurkamilah@unmuhjember.ac.id³</u>}

English Education Program, Universitas Muhammadiyah Jember, Indonesia¹²³

DOI: 10.37729/scripta.v11i1.5170

Abstract. This study investigates students' perceptions of using Quizizz for reading tests in TOEFL preparation classes. The research employs a quantitative approach through a survey conducted via a closed-ended questionnaire comprising 20 items. Data were collected using Google Forms, and analysis was performed using a 5-point Likert Scale, with averages calculated in Microsoft Excel. The study assesses six aspects of student perception: attractiveness, efficiency, perspicuity, dependability, stimulation, and novelty. The overall mean percentage score for Quizizz in the reading tests of TOEFL preparation classes is 77.37%, indicating a positive reception among students. The findings suggest that students perceive Quizizz as user-friendly and effective in enhancing their interest in reading tests, preferring it over other online learning tools. Consequently, Quizizz is recommended for use in TOEFL reading preparation classes, as it promotes enthusiasm among students, positioning it as a superior Mobile Assisted Language Learning tool compared to others.

Keywords: Mobile Assisted Language Learning, Quizizz, Reading Test, Student perceptions, TOEFL Preparation Class

1. INTRODUCTION

Reading is one of the basic skills in English. Improving reading skills is a common challenge for English language learners in various countries, including Indonesia. Some factors of difficulty, include limited access to English reading materials, inadequate teaching strategies, and lack of opportunities for meaningful practice outside the classroom. The reading abilities of a foreign language student can be evaluated with the use of the TOEFL exam. Non-native English speakers must pass the Test of English as a Foreign Language (TOEFL) to enroll in university programs in English-speaking countries, especially the United States and other countries. According to Mahmud, the TOEFL version most used in Indonesian academic institutions is known as the Institutional Testing Program (ITP) [1]. The university administers this TOEFL exam locally and is only used internally to assess students' English language skills. Kaniadewi and Asyifa stated that some universities in Indonesia used this exam as an example of the graduation needs [2]. Some organizations, including government, corporate, and scholarship institutions, usually use this test. Therefore, students in college should take a TOEFL preparation program because it will improve their understanding of the test and help them get familiar with some questions.

According to Wibowo the following factors caused difficulties for lecturers to teach TOEFL preparation classes: students' high expectations; students' lack of effort; study time limitations; lecturers' experience; and the number of students in the class [3]. Then, lecturers used the strategies that followed to motivate their students: making sure they understood the benefits of passing the tests; making learning enjoyable; sharing success stories from students who passed the tests; and reminding them of the reasons they enrolled in the course and spent so much money, time, and effort in passing the tests. The problems in the reading section of the TOEFL test by Fitria are internal and external factors. Internal factors include motivation, attitudes, interest in reading, habits of reading, an emotional state and reader's health, previous knowledge/experience, knowledge of how to read, benefits, and reader intelligence [4]. On the contrary, external factors include environment and time, technical, and text/reading. Additionally, Febriani et al. said reading comprehension problems are related to the reading comprehension process, motivation, background knowledge, lack of reading strategies, and language knowledge [5].

As mentioned earlier, the reading test is part of the difficulty of the TOEFL test. Some students may experience anxiety when taking the TOEFL exam. This preparation class can motivate them to spend longer studying and pay more attention when facing the TOEFL exam. TOEFL preparation classes significantly improve students' TOEFL scores and are therefore recommended for students who want to take the TOEFL test [2]. Then, Pranoto mentioned students responded positively that the TOEFL preparation program can effectively improve their reading comprehension [6]. Additionally, Rijoly states that test preparation can have a significant impact on the score achieved in the TOEFL Prediction test [7].

Chaiyo & Nokham mentioned people in the 21st century must adjust to new methods of doing things [8]. MALL stands for Mobile Assisted Language Learning, which is an approach to language learning in which the use of handheld mobile devices helps or improves language acquisition. When using MALL, language acquisition is often helped by mobile, cellular gadgets like MP3 or MP4 players (like iPods), and cell phones (like iPhones or iPads) [9]. Likewise, Mufaridah & Nurkamilah argue teachers must effectively use technology to transmit 21st-century learning skills. Through implementing technology into the classroom, teachers can improve student learning and adapt to its wants [10]. It also implies that using technology includes more simply delivering PowerPoint presentations on an LCD screen.

One part of the MALL is Quizizz. Quizizz is an online resource that offers examinations that uses games to make learning fun and interesting for students in the classroom [11], [12] to improve the educational experience of learners Then, Quizizz is a interactive educational game, that enables classroom multiplayer interactions and makes in-class assignments interesting and fun [13]. Quizizz is an online assessment tool as a fun multiplayer classroom activity that allows all students to practice together with their computer, Smartphone, and iPad **a**fter navigating to join.quizizz.com, players enter their names and the game code [14] [8].. It is a game-based educational program that improves the interest and fun of in-class exercises while implementing multiplayer activities in the classroom [15]. Leraning must be highly efficient tool for learning and evaluation for increasing student motivation and interest in learning, ultimately leading to improved learning achievement [16], [17], [18], [19].

The previous study mentioned that TOEFL preparation classes significantly improve students' TOEFL scores and are therefore recommended for students who want to take the TOEFL test [2]. In this era, 21st-century learning utilizes a combination of literacy learning, and knowledge, with the help of technology. Another study Quizizz to improve reading skills found that the students positively viewed the use of Quizizz as an online learning resource [20].

They are more motivated and actively participate in the class. Then, the study investigated the students' perspectives of the using scaffolding and how Quizizz as e-learning media can support the learning process in English e-classroom [21], [22], [23], [24]. It indicates that Quizizz can be learning media that can be used in English e-classrooms, and it can increase EFL students' motivation during e-learning.

Students are using Quizizz to increase their interest in the class and to be more ambitious to succeed. Similarly, it was found that using learning platform devices increased student motivation [25]. The perception of students is important for both educational development objectives and assessment purposes [26]. Additionally, it recognizes how students perceive the learning process is important also that perception is how learners analyze and interpret the data they receive from their senses [27] [28]. It is influenced by ideas, attitudes, and personality, to select information that satisfies the individual's present requirements and considered most important for effective language learning [30] [22].

From the background above, there is a problem statement of the study, that how the is students' perspective of Quizizz for reading tests in TOEFL preparation classes?

2. METHOD

This research method is a survey, using a quantitative approach. Quantitative research is the collection and analysis of numerical data to describe, explain, calculate, or control specific phenomena of interest [31]. The use of quantitative research in this study will provide an overview of students' perception of using Quizizz for reading tests in TOEFL preparation classes at Universitas Muhammadiyah Jember. This research was conducted at Universitas Muhammadiyah Jember. The researcher only selected the 100 students who had experience using Quizizz for reading tests in the TOEFL preparation class in the 2023/2024 academic year. Survey research (also known as descriptive research) uses instruments such as questionnaires and interviews to collect information from groups of people [32].

Technique Collecting Data

The researcher used a questionnaire to collect data. A questionnaire is a written set of survey questions to be answered by a specific group of study participants [31]. The researcher made an online question via Google Form and shared the link with the respondents. This questionnaire was adopted from Hadist et al. [33], and the study used a closed-ended questionnaire consisting of 20 statements regarding the students' perception and motivation toward Quizizz. The questionnaire Likert Scale consists of 5 (five) alternative points, specifically: Strongly Agree (SA), Agree (A), N (Neutral) Disagree (D), and Strongly Disagree (SD).

The researcher collects data from a questionnaire. Here are the steps that need to be taken by the researcher. First, the researcher provides students with a questionnaire to complete Second, the researcher collects the questionnaire from students. Third, the researcher then examines the questionnaire from students. Last, the researcher then concludes the findings.

Techniques Analysis Data

In quantitative research, the method of data analysis involves reading each respondent's response individually and categorizing them once all respondents have completed the questionnaire. The researcher obtained the questionnaire result and the percentage of the diagram from Google form and the scoring was using a 5-point Likert Scale consisting of Strongly Disagree (1 point), Disagree (2 points), Neutral (3 points), Agree (4 points), and Agree (5 point) with an average calculation in Microsoft Excel.

The first indicator of the questionnaire consisted of 4 items, the second indicator consisted of 2 items, the third indicator consisted of 4 items, the fourth indicator consisted of 3 items, the fifth indicator consisted of 4 items, and the sixth indicator consisted of 3 items.

3. FINDINGS

The researcher aimed to determine students' perceptions of using Quizizz for reading tests in TOEFL preparation class, as stated in the research questions. The data results are consistent with the procedure used to collect data from students in the TOEFL preparation program at Universitas Muhammadiyah Jember. The researcher selected 100 students as a sample for this study. The researcher presented the results acquired by calculating the average of each part. This study's analysis was based on data from questionnaire statements divided into 20 questions.

| No | Statement | SA | Α | Ν | D | SD |
|-------------|--|-------|-----|-------|------|------|
| 1. | I feel happy when playing Quizizz in TOEFL preparation class. | 32% | 50% | 14% | 4% | 0% |
| 2. | I feel Quizizz for reading test TOEFL preparation class easy to | 32% | 48% | 14% | 5% | 1% |
| 3. | use. Quizizz has some special challenging features for the reading tests in TOEFL preparation classes. | 25% | 51% | 15% | 8% | 1% |
| 4. | Quizizz has an attractive display. | 36% | 43% | 15% | 6% | 0% |
| The Average | | 31.3% | 48% | 14.5% | 5.8% | 0.5% |

Table 1. Attractiveness Aspect

Table 1 represents students' perceptions of the attractiveness of the Quizizz in a TOEFL preparation class, which included four items. Attractiveness is a perspective stated by users in web services, indicating whether they like the web being use. This means that students will express their opinions or ideas about using Quizizz. The average for this aspect is 79.3% positive, 14.5% neutral, and 6.3% negative. The highest percentages are shown as 80% positive, 15% neutral, and 9% negative. The lowest percentages are given as 25% positive, 14% neutral, and 0% negative.

| No. | Statement | SA | Α | Ν | D | SD |
|-------|--|-----|-------|-------|------|------|
| 5. | I like the collaboration and competitiveness in Quizizz for reading test in TOEFL preparation class. | 34% | 46% | 15% | 5% | 0% |
| 6. | Quizizz is effective in enhancing my engagement in the reading test during the TOEFL preparation class. | 28% | 49% | 20% | 2% | 1% |
| The A | verage | 31% | 47.5% | 17.5% | 3.5% | 0,5% |

Table 2. Efficiency Aspect

Table 2 shows students' perception of the efficiency aspect of Quizizz in a TOEFL preparation class with two items. Efficiency is a measurement tool that determines how quick and effective a website is. The average for this aspect is 78.5% positive, 17.5% neutral, and 4% negative. The highest percentages are shown: 77% positive, 20% neutral, and 5% negative. The lowest percentages reported

| Table 3. Perspicuity Aspect | | | | | | | | |
|-----------------------------|--|-------|-------|-----|------|------|--|--|
| No. | Statement | SA | Α | Ν | D | SD | | |
| 7. | Quizizz is flexible to use for reading tests in TOEFL preparation classes. | 35% | 47% | 15% | 3% | 0% | | |
| 8. | Quizizz help me for reading test in TOEFL preparation class. | 27% | 49% | 18% | 6% | 0% | | |
| 9. | Practice using Quizizz is more interactive than practice on paper for reading tests in TOEFL preparation class. | 34% | 43% | 14% | 7% | 2% | | |
| 10. | Practicing on Quizizz can improve my score on the test reading in TOEFL preparation classes. | 29% | 52% | 15% | 3% | 1% | | |
| The A | verage | 31.3% | 47.8% | 16% | 4.8% | 0.8% | | |

are 28% positive, 15% neutral, and 0% negative.

Table 3 shows the students' perceptions of the perspicuity aspect of Quizizz in the TOEFL preparation class, which included four items. Perspicuity is an indicator that measures how easy it is to comprehend and use a website. It is about the ease with which Quizizz may be understood and used. The average of this aspect indicates 79% positive, 15.5% neutral, and 5.5% negative. The highest percentages are indicated with 81% positive, 18% neutral, and 9% negative. The lowest percentages are indicated with 27% positive, 14% neutral, and 0% negative.

| Table 4. Dependability Aspect | | | | | | | | | |
|-------------------------------|---|-------|-----|-------|------|----|--|--|--|
| No. | Statement | SA | Α | Ν | D | SD | | | |
| 11. | Quizizz does not provide an opportunity to cheat when practicing reading tests in TOEFL preparation classes. | 30% | 37% | 24% | 7% | 2% | | | |
| 12. | I feel comfortable when using Quizizz for reading tests in TOEFL preparation class. | 31% | 50% | 15% | 4% | 0% | | | |
| 13. | I answer every question in the Quizizz session. | 34% | 54% | 8% | 3% | 1% | | | |
| The Ave | rage | 31.7% | 47% | 15.7% | 4.7% | 1% | | | |

Table 4 shows the students' perceptions of the dependability aspect of the Quizizz in the TOEFL preparation class, which included three items. Dependability is an indicator used to assess the predictability and security of a website. It refers to how students perceive the Quizizz's regularity and security. The average of this aspect indicates 78.7% positive, 15.7 neutral, 5.7% negative. The highest percentages are indicated with 88% positive, 28% neutral, and 9% negative. The lowest percentages are indicated with 30% positive, 8% neutral, and 0% negative.

| Table 5. Stimulation Aspect | | | | | | | | |
|-----------------------------|---|-------|-------|-------|------|------|--|--|
| No. | Statement | SA | Α | Ν | D | SD | | |
| 14. | I feel Quizizz interesting, motivating, and fun. | 38% | 41% | 17% | 2% | 2% | | |
| 15. | Using Quizizz helps me to concentrate in learning reading tests in TOEFL preparation class. | 28% | 41% | 26% | 4% | 1% | | |
| 16. | Using Quizizz stimulates my interest in learning reading tests in TOEFL preparation class. | 23% | 48% | 20% | 8% | 1% | | |
| 17. | The ranking function (leader board) in Quizizz motivates me to learn reading tests in TOEFL preparation class. | 44% | 41% | 10% | 4% | 1% | | |
| The Average | • • | 33.3% | 42.8% | 18.3% | 4.5% | 1.3% | | |

Table 5 shows the students' perceptions of the stimulation aspect of Quizizz in the TOEFL preparation class, which included four items. Stimulation expresses the user's attention and enthusiasm. This can reflect the user's motivation or inspiration to use the website. It is about how students feel excited, amazed, and motivated when using Quizizz. The average of this aspect indicates 76% positive, 18.3% neutral, and 5.8% negative. The highest percentages are indicated with 71% positive, 26% neutral, and 9% negative. The lowest percentages are indicated with 23% positive, 10% neutral, and 1% negative.

| Table 6. Novelty Aspect | | | | | | | |
|-------------------------|---|-----|-------|-----|-----|------|--|
| No. | Statement | SA | Α | Ν | D | SD | |
| 18. | Quizizz is better than any online learning media for conducting practice reading tests in TOEFL preparation classes. | 20% | 43% | 25% | 11% | 1% | |
| 19. | Quizizz creates a creative and innovative for reading test in the TOEFL preparation class. | 30% | 49% | 17% | 3% | 1% | |
| 20. | I would like to use Quizizz more in the future for reading test in the TOEFL preparation class. | 31% | 45% | 18% | 4% | 2% | |
| The Av | verage | 27% | 45.7% | 20% | 6% | 1.3% | |

Table 6 shows the students' perceptions of the novelty aspect of Quizizz in the TOEFL preparation class, which included three items. Novelty refers to something new that the website owns, giving users the impression that it is original and creative. It is about how the students think of the innovative and creative of Quizizz. The average of this aspect indicates 72.7% positive, 20% neutral, 7.3% negative. The highest percentages are indicated with 63% positive, 25% neutral, and 12% negative. The lowest percentages are indicated with 20% positive, 17% neutral, and 1% negative.

According to the data, the researcher obtained the questionnaire result and the percentage of the diagram in Google form. These aspects are perceived positively. The researcher can get the overall percentage mean score of Quizizz for reading test in TOEFL preparation class is 77,37%, this is positive. The implications of this conclusion, as illustrated in statement number two, "I feel Quizizz in

TOEFL preparation class easy to use," suggests that 80% of students feel that Quizizz is user-friendly for reading tests in TOEFL preparation class. Then, statement number six, "Quizizz is effective in enhancing my engagement in the reading test during the TOEFL preparation class," is 77% of students agree that Quizizz is an effective application to doing exercise reading tests during the TOEFL preparation class. Last, statement number eighteen, "Quizizz is better than any online learning media in doing exercise," 63% of students agree that Quizizz is an app that can be recommended to use for reading tests in TOEFL preparation class.

4. DISCUSSION

This study aims to find out whether students' perceptions have positive or negative perceptions toward Quizizz for reading tests in TOEFL preparation class. Cahyani said that Students were happy when they conducted gamified learning activities [34]. Students believe that Quizizz is user-friendly and effective in improving their interest in reading tests, and Quizizz is a better option than any other online learning media for doing exercises for reading tests in TOEFL preparation.

First, students feel that Quizizz is user-friendly for reading tests in TOEFL preparation classes. Quizizz is an educational app that uses games to make learning fun and interesting for students in the classroom. Quizizz can be accessed by handphone, laptop, or PC [11]. Furthermore, Quizizz is interactive educational games, that enable classroom multiplayer interactions and make in-class assignments interesting and fun [13]. Quizizz is a game-based educational program that improves the interest and fun of in-class exercises while implementing multiplayer activities in the classroom [15]. These features, namely accessibility, interactive games, and the ability to be played by multiple users. Quizizz should be an app recommended for use by teachers in the class.

Second, students believe that Quizizz is effective in improving their interest in reading tests in TOEFL preparation classes. Quizizz can help both students and teachers in the teaching and learning of reading because it has many features and qualities to motivate students to read more often, and reading often helps students practice their reading skills [35]. It was more effective than those who were taught using the traditional method because integrating new media to help the students' reading activity develop in the form of educational applications and educational games [36]. Quizizz's MALL-based learning technique in literal reading class can help students improve their reading comprehension [9]. An attractive Quizizz design can motivate students to participate in reading tests. So, this app is recommended for students to reduce boredom while studying.

Quizizz is a better option than any other online learning media for doing exercises for reading tests in TOEFL preparation, more interesting and could improve their motivation to complete the test as part of their learning process also more effective than Kahoot in providing feedback. In Kahoot!, the answer is in the form of symbols, while in Quizizz, the answer is a word or number[37] [38]. [39]

Quizizz can be recommended for reading in the TOEFL preparation class. Because students can enjoy exercising their reading abilities, increases their enthusiasm in the reading tests, and Quizizz is a better MALL than any other online learning media. Education-based use of ICT has been growing promoting e-learning as an alternative to facilitate student learning [40] [41], [42], [43]. In the transmission of 21st-century learning skills, teachers must use technology effectively. In implementing technology into the classroom, teachers can improve student learning and adapt to its needs [10]. Quizizz an interesting learning media based on ICT, should be utilized for English e-classes [21]. The benefits of e-learning help students use materials that may be accessed at anytime and anywhere. Many research studies have also shown that Quizizz has a positive impact on students' reading abilities. Explore the use of Quizizz in improving student's reading ability at the college level and show that Quizizz the Quizizz app is an ideal platform that can boost students' reading comprehension at the college level [44]. EFL students' perception and motivation toward Quizizz as e-learning media in English e-classrooms show a positive perception of Quizizz as the appropriate e-learning media that can be used in English e-classrooms [21].

5. CONCLUSION

This research found that students gave positive perceptions in the attractiveness, efficiency, perspicuity, dependability, stimulation, and novelty. The researcher can get the overall percentage mean score of Quizizz for reading test in TOEFL preparation class is 77,37%, this is positive. There are three main findings of this research. First, students believe that Quizizz is user-friendly with 80% of responses positive. Second, Quizizz is effective in improving their interest in reading tests with 77% responses positive. Third, Quizizz better option than any other online learning media for doing

exercises for reading tests in TOEFL preparation with 63% of responses positive. Based on the findings above, Quizizz can be recommended for reading in the TOEFL preparation class. Because students can enjoy exercising their reading abilities, increases their enthusiasm in the reading tests, and Quizizz is a better MALL than any other online learning media.

6. REFERENCES

- M. Mahmud, "The EFL Students' Problems in Answering the Test of English as a Foreign Language (TOEFL): A Study in Indonesian Context," *TPLS*, vol. 4, no. 12, hlm. 2581–2587, Des 2014, doi: 10.4304/tpls.4.12.2581-2587.
- [2] N. Kaniadewi dan D. I. Asyifa, "The Effect of TOEFL Preparation Course on EFL Undergraduate Students' TOEFL Scores," *LEEA*, vol. 6, no. 1, hlm. 12–20, Des 2022, doi: 10.31539/leea.v6i1.4365.
- [3] A. H. Wibowo, "The Lecturers' Challenges and Strategies to Teach TOEFL Preparation in The College for Qur'an Study and Science Al-Ishlah, Sendangagung Paciran Lamongan," vol. 3, no. 1, 2020.
- [4] T. N. Fitria, "An Analysis of the Students' Difficulties in TOEFL Prediction Test of Listening Section," *Engl. Franca acad. j. of Engl. lang. and educ.*, vol. 5, no. 1, hlm. 95, Mei 2021, doi: 10.29240/ef.v5i1.2212.
- [5] D. Febriani, E. Elfrida, dan F. G. Jayanti, "Reading Comprehension Problems in Reading Section of TOEFL Test," *JALL*, vol. 3, no. 2, hlm. 86, Sep 2019, doi: 10.25157/jall.v3i2.2537.
- [6] Y. H. Pranoto, "The Effect of the TOEFL Preparation Program on Reading Skills and Structure Mastery of Prospective Students," *JET ADI BUANA*, vol. 5, no. 01, hlm. 77–88, Apr 2020, doi: 10.36456/jet.v5.n01.2020.2345.
- [7] H. M. Rijoly, T. J. Matakupan, E. J. J. Latuputty, P. Aritonang, Q. J. Rijoly, dan A. F. F. Matakupan, "Mapping TOEFL Prediction Score Result Based on Cefr Standard and Test Takers' Preparation Pattern," *Pattimura Excell. J. Lang. & Cult.*, vol. 3, no. 1, hlm. 01–13, Nov 2023, doi: 10.30598/PEJLaC.v3.i1.pp01-13.
- [8] Y. Chaiyo dan R. Nokham, "The effect of Kahoot, Quizizz and Google Forms on the Student's Perception in the Classrooms Response System," dalam 2017 International Conference on Digital Arts, Media and Technology (ICDAMT), Chiang Mai, Thailand: IEEE, 2017, hlm. 178– 182. doi: 10.1109/ICDAMT.2017.7904957.
- [9] P. A. K. Juniarta, K. S. Dewi, G. Mahendrayana, dan I. W. Swandana, "The Analysis on the Implementation of Mobile-Assisted Language Learning Strategy Through Quizizz Application to Improve Student's Reading Comprehension at Undiksha Singaraja," dalam *Proceedings of the 3rd International Conference on Innovative Research Across Disciplines (ICIRAD 2019)*, Denpansar, Indonesia: Atlantis Press, 2020. doi: 10.2991/assehr.k.200115.053.
- [10] F. Mufaridah, "A Study of the 21st Century Teaching Competences in Content-Based Instruction Implementation," vol. 4.
- [11] F. Zhao, "Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom," *IJHE*, vol. 8, no. 1, hlm. 37, Jan 2019, doi: 10.5430/ijhe.v8n1p37.
- [12] P. Dewi dan A. Ratnaningsih, "Quizizz Media to Improve Students' Motivation and Storytelling Ability at SD Muhammadiyah Purworejo," *scripta*, vol. 10, no. 2, hlm. 204–210, Okt 2023, doi: 10.37729/scripta.v10i2.3716.
- [13] J. Pahamzah, S. Syafrizal, Y. Juniardi, dan P. M. Sukaenah, "Quizizz as a Students' Reading Comprehension Learning Media: A Case Study at The Eleventh Grade of Dwi Putra Bangsa Vocational School in Cimanggu," no. 5, 2020.
- [14] S. Y. Mei, S. Y. Ju, dan Z. Adam, "Implementing Quizizz as Game Based Learning in the Arabic Classroom," *Eur. j. soc. sci. educ. res.*, vol. 12, no. 1, hlm. 208, Mar 2018, doi: 10.26417/ejser.v12i1.p208-212.
- [15] I. Hardiana, "Using Quizizz in Online Reading Assessment for 2nd Grade of Public High School Students," vol. 3, no. 1, 2021.
- [16] N. Syafriafdi, "The Role of Quizizz Application In Learning: A Literature Review," Lembaga Penelitian dan Pengabdian kepada Masyarakat Universitas Riau, vol. Vol 14, No 1 (2023), 2023, [Daring]. Tersedia pada: https:
- [17] E. S. Masykuri, "Three Character Building by Using Comik Wayang," *Jurnal Pendidikan Surya Edukasi*, vol. 2, no. 2, hlm. 1–13, 2017.
- [18] S. D. Santoso, E. S. Masykuri, Y. Widiyono, dan K. Sholeh, "Does Sony Vegas Platinum Pro 13 Help Students to Understand Pragmatic Well?," dipresentasikan pada International Seminar on

Recent Language, Literature, and Local Cultural Studies (BASA 2018), Atlantis Press, 2018, hlm. 322–325.

- [19] Edi Sunjayanto Masykuri dan R. Nurhadi, "Observing Illocution in E-Comic Strip The Adventure of Tintin and Its Implication in English Language Teaching During The Pandemic," *JIBS*, vol. 1, no. 1, hlm. 29–43, 2022.
- [20] N. F. M. Roshdan, N. Roslim, A.-H. M. Fisol, dan N. Yahyauddin, "Students' Perceptions towards the Use of Quizziz as A Tool in Improving Reading Skills," 2021.
- [21] F. I. Dhamayanti, "EFL Students' Perception and Motivation Toward Quizizz as E-Learning Media in English E-Classroom," *Educafl*, vol. 4, no. 2, hlm. 71–78, Jul 2021, doi: 10.21776/ub.educafl.2021.004.02.03.
- [22] Edi Sunjayanto Masykuri dan B. Basuki, "Students' perception of digital media for English teaching learning," *Teaching Englis as A Foreign Language Jornal*, vol. 1, no. 1, hlm. 64–73, 2022, doi: 10.12928/tefl.v1i1.171.
- [23] J. M. O. Parapi, L. I. Maesaroh, B. Basuki, dan E. S. Masykuri, "Virtual education: A brief overview of its role in the current educational system," *Scripta: English Department Journal*, vol. 7, no. 1, hlm. 8–11, 2020.
- [24] Edi Sunjayanto Masykuri dan A. T. Wan, "Kecenderungan Baru dalam Pendidikan Virtual di Metaverse," dalam Kumpulan Kajian Metaverse, 2023, hlm. 111–130.
- [25] A. Munawir dan N. P. Hasbi, "The Effect of Using Quizizz to EFL Students' Engagement and Learning Outcome," *ERJEE*, vol. 10, no. 1, hlm. 297–308, Des 2021, doi: 10.25134/erjee.v10i1.5412.
- [26] N. A. Jannah dan I. Perdana, "The EFL Students' Perceptions of Using Quizizz in Doing Online English Test at High School," 2020.
- [27] A. A. Waloyo, S. Prastiyowati, dan U. A. T. Rumalessin, "Local and international prospective teachers' perception on collaborative learning," *JPPG*, vol. 1, no. 2, hlm. 99–108, Agu 2020, doi: 10.22219/jppg.v1i2.12477.
- [28] N. Lindawati, B. Jabu, dan S. Baa, "Students' Perception on the Use of WhatsApp in Learning EFL during Covid 19 at Remote Area," vol. 1, no. 4, 2022.
- [29] J. Pickens, "Attitudes and Perceptions".
- [30] A. V. Brown, "Students' and Teachers' Perceptions of Effective Foreign Language Teaching: A Comparison of Ideals," *The Modern Language Journal*, vol. 93, no. 1, hlm. 46–60, Mar 2009, doi: 10.1111/j.1540-4781.2009.00827.x.
- [31] L. R. Gay, G. E. Mills, dan P. W. Airasian, *Educational Research: Competencies for Analysis and Applications*, 10th ed. Boston: Pearson, 2014.
- [32] D. Ary, "Introduction to Research in Education," 2012.
- [33] M. K. Hadist, A. Ratnasari, dan A. A. Firdaus, "Students' Perception on the Use of Quizizz as Online Learning During the Covid-19 Pandemic".
- [34] A. D. Cahyani, "Gamification Approach to Enhance Students Engagement in Studying Language course," *MATEC Web of Conferences*, vol. 58, hlm. 03006, 2016, doi: 10.1051/matecconf/20165803006.
- [35] D. A. M. Pradnyadewi dan P. E. Kristiani, "Use of Quizizz In Improving Students' Reading Skill," *TATEFL*, vol. 2, no. 1, hlm. 1–6, Mei 2021, doi: 10.36663/tatefl.v2i1.93.
- [36] N. W. I. Priyanti, M. H. Santosa, dan K. S. Dewi, "Effect of Quizizz Towards the Eleventh-Grade English Students' Reading Comprehension in Mobile Learning Context," *LEJU*, vol. 2, no. 2, Jul 2019, doi: 10.23887/leju.v2i2.20323.
- [37] B. Maraza-Quispe dan L. C. Traverso-Condori, "Impact of the Use of Gamified Online Tools: A Study with Kahoot and Quizizz in the Educational Context," *IJIET*, vol. 14, no. 1, hlm. 132–140, 2024, doi: 10.18178/ijiet.2024.14.1.2033.
- [38] A. Suharsono, "The Use of Quizizz and Kahoot! in the Training for Millennial Generation," *IJIET*, vol. 4, no. 2, hlm. 332–342, Jul 2020, doi: 10.24071/ijiet.v4i2.2399.
- [39] T. W. Lestari, "Kahoot! and Quizizz: A Comparative Study on the Implementation of E-Learning Application Toward Students' Motivation," vol. 2, no. 2, 2019.
- [40] A. P. Pertiwi, "Using the Quizizz as an Assessment of Students' English Learning," vol. 3, no. 1, 2020.
- [41] Edi Sunjayanto Masykuri, V. Vladimirovna, dan M. I. Evgenevichc, "Junior High School Students' Perceptions of Flipbook as Asynchronous English Reading Media," *Language Teaching Educational Journal*, vol. 6, no. 3, hlm. 188–189.

- [42] Basuki dan Edi Sunjayanto Masykuri, "Keefektifan penggunaan teknik digital smart finger dalam pengajaran reported speech," *Jurnal Pendidikan Surya Edukasi*, vol. 8, no. 1, 2022.
- [43] Edi Sunjayanto Masykuri, S. V. Androsova, S. Sukarni, A. T. Wan, dan I. Mamadova, "The Effectiveness of Audiobook in Teaching Question Tags: Experiences Learned from Expanding Countries," *Journal of Languages and Language Teaching*, vol. 11, no. 4.
- [44] C. H. Asmara dan R. N. Muhammad, "Effect of Online Learning Using Quizizz Application to Improve English Reading Skills of Higher Education Students," J. Engl. Lang. & Lang. Teach., vol. 6, no. 1, hlm. 17–29, Apr 2022, doi: 10.36597/jellt.v6i1.11964.