ANALYSIS OF THE APPLICATION OF QUIZWHIZZER IN SOCIAL NATURAL SCIENCES LEARNING AT MADRASAH IBTIDAIYAH

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Abstract: Teachers as the most important source of transmitting learning material undoubtedly have thousands of heads to achieve competent teaching quality. In this current era, teachers must be able to change learning media that are allegedly monotonous and can make students bored in class into media that are innovative and make students enthusiastic in class. Technology and information-based learning environments are used in the learning process or in learning strategies. Quizwhizzer. is a learning media that helps students learn independently, can be used anytime and anywhere, and is very useful for learning activities. Additionally Quizwhizzer. able to open students' knowledge because of Quizwhizzer. is very open and contains a lot of interactive learning, so that it can enable students to get lessons that may not have been taught in class. The aim of this research is to reveal the use of Quizwhizzer. in learning activities. This research is a qualitative descriptive study. Data was collected through observation and interviews. Data analysis was carried out through transcription, coding and verification. The research results show that teachers use Quizwhizzer in class. This media makes it easier for teachers to provide educational material to students through the interactive game Quizwhizzer.

Keywords: Learning Media, Quizwhizzer, Elementary School Students

INTRODUCTION

One of the 21st century learning that is currently being developed is the basic concept of science which is a framework for thinking and acting to face or respond to and solve problems that exist in the surrounding environment. Science learning is also a scientific process. Learning and innovation skills, in science learning, students are expected to have the ability to think creatively and solve problems, the ability to communicate and collaborate, and the ability to be creative and innovate.[1] The essence of science and science education is basically to create learning that produces scientific products, train students' abilities in solving problems with a scientific approach, and form an attitude of scientific thinking. Most sciences require the application of science process skills, such as data interpretation, problem solving, experimental design, scientific writing, oral communication, collaborative work, and critical analysis of primary literature.[2] All of these skills are the basic foundation of the conceptualization of expertise in science. The science process aims to focus learning on developing students' abilities to understand knowledge and concepts, as well as encouraging them to independently discover and develop relevant facts, concepts and values.[3]

According to Hamalik, learning can be interpreted as part of changes in human behavior through interactions between individuals and their environment. Learning occurs when there is a subject and object, or there are educators and students.[4] The role of educators and students in the learning process is very important because if there is only a subject, namely the educator, then learning will not take place, and if there are no obeyeks or students, then to whom will the educator deliver the learning material.[5]

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[1] Puti Nawang Sari, "Efektivitas Media Pembelajaran Kahoot Dan Quizwhizzer Untuk Meningkatkan Hasil Belajar Siswa / Puti Nawang Sari</P>" (diploma, Universitas Negeri Malang, 2023), accessed November 30, 2023, https://repository.um.ac.id/300630/.

[2] Pelangi Citra Wafara, "Pemanfaatan QuizWhizzer Sebagai Media Pembelajaran Berbasis Web Dalam Kegiatan Belajar Online," *Madani: Jurnal Ilmiah Multidisiplin* 1, no. 10 (November 10, 2023), accessed November 30, 2023.

[3] Khavisa Pranata, Arif Nur Fikri, and Zulherman Zulherman, "Pengaruh Media Pembelajaran Audio Visual Melalui Zoom Terhadap Hasil Belajar Siswa Sekolah Dasar," *EDUKATIF : JURNAL ILMU PENDIDIKAN* 4, no. 4 (July 21, 2022): 6231–6236.

[4] Silty Ayu Rachmasari, "Pengaruh Penggunaan Media Game Quizwhizzer Dalam Pembelajaran Tematik Terhadap Hasil Belajar Siswa Kelas V Sekolah Dasar Negeri 253 Panggungsari Kota Bandung" (other, FKIP UNPAS, 2023), accessed November 30, 2023.

[5] 180207073 Dian Assyura, "Pengaruh Penggunaan Media Quizwhizzer Pada Model Pembelajaran Problem Based Learning (PBL) Untuk Meningkatkan Motivasi Dan Hasil Belajar Siswa Pada Materi Sistem Pencernaan Di Kelas VIII MTsN 4 Aceh Barat Daya" (masters, UIN Ar-Raniry, 2023), accessed November 30, 2023, http://repository.ar-raniry.ac.id.

Learning media are tools or facilities needed by educators and teachers to help convey information and facilitate student learning. Therefore, learning media has an important role to help educators in conveying learning media, an educator is required to be creative and innovative in creating learning media.[6] Learning media is one part that really supports learner activities.[7] Learning media can be used as a substitute tool for teachers in presenting learning material in the classroom. All difficulties experienced by students in understanding lessons can be helped by using media.

One learning media that could be an option is the audio visual learning media Quizwhizzer.[8] Quizwhizzer audio visual learning media can display something that can be seen and heard to motivate. Learning media is one part that really supports students' activities. Learning media can be used as a substitute tool for teachers in presenting learning material in the classroom.[9] All difficulties experienced by students in understanding lessons can be helped by using media.[10]

Teachers should be able to create an interesting and innovative learning atmosphere for students so that students are enthusiastic in following the lessons. One way that can be used is to use Quizwhizzer media as a learning application.[11] The use of animated video media indicates that education in Indonesia has been touched by technology that is commonly used by modern society. It is hoped that Quizwhizzer-based learning media can create good responses from students so that learning objectives can be achieved.

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[6] "Efektivitas Model Pembelajaran Matematika Knisley Berbantuan Media Quizwhizzer Terhadap Kemampuan Berpikir Kritis Siswa | DEWANTECH Jurnal Teknologi Pendidikan," accessed December 26, 2023.

[7] Fahmi Wahyuningsih et al., "Utilization of QuizWhizzer Educational Game Applications as Learning Evaluation Media" (Presented at the International Joint Conference on Science and Engineering 2021 (IJCSE 2021), Atlantis Press, 2021), 148–152, accessed December 26, 2023.

[8] "Pengembangan Media Game Interaktif Elektronik Berbasis Quizwhizzer Pada Subtema Usaha Pelestarian Lingkungan | Audina | Primary: Jurnal Pendidikan Guru Sekolah Dasar," accessed December 26, 2023.

[9] Sofyan Iskandar et al., "Pengembangan Media Pembelajaran QuizWhizzer Dan Kinemaster Untuk Meningkatkan Motivasi Belajar Siswa Di Sekolah Dasar," *Journal on Education* 5, no. 2 (January 18, 2023): 3239–3245.

[10] I. Wayan Iwantara, M. Pd Prof. Dr I Wayan Sadia, and M. S. Prof. Dr. Ketut Suma, "Pengaruh Penggunaan Media Video Youtube Dalam Pembelajaran Ipa Terhadap Motivasi Belajar Dan Pemahaman Konsep Siswa," *Jurnal Pendidikan dan Pembelajaran IPA Indonesia* 4, no. 1 (January 13, 2014), accessed October 16, 2023.

[11] 180207073 Dian Assyura, "Pengaruh Penggunaan Media Quizwhizzer Pada Model Pembelajaran Problem Based Learning (PBL) Untuk Meningkatkan Motivasi Dan Hasil Belajar Siswa Pada Materi Sistem Pencernaan Di Kelas VIII MTsN 4 Aceh Barat Daya" (masters, UIN Ar-Raniry, 2023), accessed December 26, 2023.

Monotonous and boring learning is often a problem and complaint from students in class. Monotonous learning in class can make students less enthusiastic and participate in learning. Therefore, teachers should be able to keep up with the times so they can adapt to developments in the world today. Quizwhizzer learning media is one of the many media that can be used by teachers in schools to make classroom learning effective and enjoyable.[12] Many things can be visualized through video visual media in order to provide knowledge to students in a specific and structured manner.

 Quizwhizzer-based learning media for elementary schools because the learning characteristics of elementary school students are imitating, observing and being very interested in interactive games. This learning media is presented with interesting stories and colors that elementary school students like. Therefore, the use of Quizwhizzer media in learning includes special messages so that students can learn in a structured manner, and of course with parental guidance so that the desired learning can be achieved.[13]

Based on the researcher's initial pre-observation in the fourth grade at MI An-nur, learning activities were carried out as they should. The teacher explains the material with the help of several media to make it easier for students to understand it. One of the media used is Quizwhizzer media which is appropriate to the material that students will study in class. Students appear enthusiastic in participating in learning because students see the learning directly which is analogous to the projector.

Previous research results show that the use of the developed Quizwhizzer is effective and can improve student learning outcomes. In line with other research, it shows that the Quizwhizzer media is suitable for use for learning on the theme, let's get to know our earth, what material is there on our earth, class V MI An-Nur, Cirebon City. The suitability of Quizwhizzer's media was assessed by material experts as "Good", and by media experts as "Very Good". So, learning using Quizwhizzer media is effective in increasing students' learning motivation and responsible character.[14]

The aim of this research is to reveal the impact of science learning used with Quizwhizzer media at Madrasah Ibtidaiyah An-Nur. It is hoped that in the future

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[12] Rachmasari, "Pengaruh Penggunaan Media Game Quizwhizzer Dalam Pembelajaran Tematik Terhadap Hasil Belajar Siswa Kelas V Sekolah Dasar Negeri 253 Panggungsari Kota Bandung."

[13] Pranata, Fikri, and Zulherman, "Pengaruh Media Pembelajaran Audio Visual Melalui Zoom Terhadap Hasil Belajar Siswa Sekolah Dasar."

[14] Anisa Widhi Oktavian, Dita Wahyuni, and Farida Istiani, "Penerapan Aplikasi Quizwhizzer Untuk Meningkatkan Hasil Belajar Ppkn Materi Keragaman Budaya Di Indonesia Kelas V Di Sd Negeri Lajuk Sidoarjo" (n.d.).

teachers in Indonesia can develop and innovate in order to make classroom learning interesting and innovative, in order to create the nation's next generation who are able to benefit and be useful to the nation and are able to compete on the international stage.

METODE

This study employed a qualitative descriptive research design, aiming to explore the application and impact of Quizwhizzer in Social Natural Sciences learning at Madrasah Ibtidaiyah. The qualitative approach was chosen to obtain in-depth understanding and detailed insights into the teaching practices and student responses toward the integratif of the Quizwhizzer media. Data collection was conducted through direct observation of classroom activities and semi-structured interviews with teachers. These techniques allowed researchers to capture real-time interactions, teaching strategies, and student engagement within the learning process. [15] The study was focused on one primary school, MI An-Nur, where Quizwhizzer had been previously introduced in classroom instruction.

The data analysis process followed a three-step procedure: transcription, coding, and verification. All recorded interviews were transcribed verbatim and subsequently coded to identify recurring themes and patterns related to the effectiveness, advantages, and limitations of the Quizwhizzer application. Verification was conducted through triangulation, comparing interview responses with observational data to ensure the validity of findings. This method was chosen to maintain the authenticity of the participants' experiences and to present the findings based on actual teaching and learning practices. The results were reported narratively to preserve the contextual richness of the data, consistent with qualitative research conventions.

RESULTS AND DISCUSSION

Application of Quizwhizzer in learning

Based on the results of research conducted at An-Nur, computer technology-based learning media has been used in classroom learning activities. This is in line with Mr. FMN's statement: "In learning in my class, one of the media used is Quizwhizzer, this media is used because it is easy to apply, easy to understand and liked by students." This is in line with research conducted by Delila and Budiono. The results of the research show that the Quizwhizzer media is practical and

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[15] Ajat Rukajat, *Pendekatan Penelitian Kualitatif (Qualitative Research Approach)* (Deepublish, 2018).

suitable for use. Of course, this ease of access makes Quizwhizzer media a digital media that can be used on an educational basis. Learning media using Quizwhizzer with all its benefits has been used in the learning environment.[16]

In another statement, Quizwhizzer media is also able to make students interested in participating in class learning, elements of Quizwhizzer media which are packaged in games with more lively characters are able to make students interested. This is in line with Mr. FMH's statement: "The Quizwhizzer learning media is used to make students interested in participating in class learning, because if you only use the lecture method, students will tend to get bored and fed up."

The advantage of using Quizwhizzer is that it can display moving image questions that comprehensively show objects, places and events to increase student interest. Students can have motivation to learn, teaching and learning activities are not boring, students are also active in asking questions and answers.

Quizwhizzer media is an imaginary means and understanding can be through seeing or hearing, in this case creating conditions that enable students to easily understand information, skills and attitudes. Because media is usually of good quality because it has two elements that complement each other. Quizwhizzer media is also interesting and easy to access media.[17] Quizwhizzer can create a conducive learning situation and foster students' interest in learning continuously. Quizwhizzer media on the material "Preparation for Indonesian Independence" was declared suitable by material experts and media experts for use in the "Very Good" category. Media Quizwhizzer on the theme, let's get to know our earth, material about what is on our earth for class V MI An-Nur, Cirebon City is effectively used to increase students' learning motivation and hard working character.[18]

Learning media using Quizwhizzer is an important educational tool for sharing information with students. The use of interactive videos such as Quizwhizzer in the learning process increases students' understanding and mastery of the learning itself.[19] Quizwhizzer can be an alternative for learning natural and social sciences,

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[16] "Learning Media Design Innovation of Civic Education: Overcoming Teacher Constraints and Encouraging Student Interest in Learning with Quizwhizzer in the Digital Era in SMPN 13 Medan | Nofryanti N | JUPE : Jurnal Pendidikan Mandala," accessed December 26, 2023.

[17] "Efektivitas Model Pembelajaran Matematika Knisley Berbantuan Media Quizwhizzer Terhadap Kemampuan Berpikir Kritis Siswa | DEWANTECH Jurnal Teknologi Pendidikan."

[18] Diajeng Wuri Aryati, "Penerapan Media Quizwhizzer Untuk Melatih Materi \"indefiniter Artikel\" Bahasa Jerman Kelas x SMAN 7 Malang / Diajeng Wuri Aryati</P>" (diploma, Universitas Negeri Malang, 2023).

[19] "Pengaruh Penggunaan Media Game Quizwhizzer Dalam Pembelajaran Tematik Terhadap Hasil Belajar Siswa Kelas V Sekolah Dasar Negeri 253 Panggungsari Kota Bandung - Repo Unpas,".

as a teaching tool to create active learning experiences between groups of students to expand student knowledge.

Based on the explanation above, it can be concluded that using Quizwhizzer can attract the attention of students compared to teachers. In addition, the Quizwhizzer media application can naturally motivate elementary school students who like to get bored while studying, and overcome boredom and improve learning comprehension.[20]

Advantages and disadvantages of animated video media in learning

Apart from knowing the advantages of teachers in using Quizwhizzer media, teachers must also know the weaknesses or negative impacts of Quizwhizzer.[21] One of them is that teachers must continue to be creative and use their creativity to create learning media in the form of animated videos. This is in accordance with Mr FMH's statement: "The only obstacle is time to create questions on Quizwhizzer which requires creativity from a teacher, another obstacle is if students are told to study learning material at home via Quizwhizzer assignments which are distributed to the class WhatsApp group, there are still students who don't can access Quizwhizzer due to quota constraints."

Media strengths and weaknesses can provide feedback for media development. The advantage of Quizwhizzer is the availability of various Google platforms that can help create inspirational and interactive questions. Facilitate discussions or ask questions and answers by assessing learning evaluation results via Quizwhizzer.[22] For disadvantages such as: It requires a lot of time so there are obstacles to making Quizwhizzer, students easily get bored if the theme of the monotonous educational questions is not interesting, and there are still Quizwhizzer media that do not fully have networks and computer laboratories to support teaching and learning activities at their schools.

CONCLUSION

Using Quizwhizzer as a learning tool can create a learning atmosphere that is interactive, effective and relevant to elementary school learning content. The existence of Quizwhizzer media is very useful as a means of infrastructure to

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[20] Nugrananda Janattaka and Eka Yuliana Sari, "Sosialisasi Pendampingan Pembuatan Media Evaluasi Digital Menggunakan Aplikasi Quizwhizzer Di SDI Miftahul Huda Kabupaten Tulungagung," *Community Development Journal : Jurnal Pengabdian Masyarakat* 4, no. 1 (February 3, 2023): 154–158.

[21] Aryati, "Penerapan Media Quizwhizzer Untuk Melatih Materi \"indefiniter Artikel\" Bahasa Jerman Kelas x SMAN 7 Malang / Diajeng Wuri Aryati</P>."

[22] Abdul Rahman, A Kaharuddin, and Ahmad Yani, "PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS WEB MENGGUNAKAN MODEL DRILL AND PRACTICE" (n.d.).

achieve learning goals. Quizwhizzer is a powerful medium in the learning process and must be proven to facilitate student learning. By using Quizwhizzer media in their learning, students gain learning experiences that increase motivation, independence and discipline, and enable them to be more actively involved in learning. However, of course there are still shortcomings in the use of this media, which teachers must pay attention to and minimize all these shortcomings in the learning process.

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