



The EFL Students' Perceptions in Doing Online English Exercises by Using Quizizz at Universitas Negeri Padang

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Abstract

This research aims to analyze students' perceptions and difficulties in doing online English exercises by using Quizizz. The researcher used an online questionnaire and interview as the instrumentation. The researcher used cluster random sampling to choose the sample. The sample of this research consisted of 35 students of K3'2018 English Education at Universitas Negeri Padang. In this study, the researcher used descriptive quantitative as a research design. There were two aspects of perception used in this research: perceived ease of use and perceived enjoyment. Findings from data analysis show that students perceived positively toward both of aspects. It shows that students agree that Quizizz is easy to use, easy to access, interesting and fun, and can be used in daily online English exercises. The difficulties faced by the students were duration, slow internet connection, and uncomfortable features.

Keywords:

Student Perception, Online Exercises , Quizizz,

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INTRODUCTION

At the beginning of 2020, the world was affected by the Covid-19 pandemic. This pandemic has an impact on the whole field for instance economy, society, and especially in education. Usually, formal learning is done by face-to-face but this pandemic makes all schools and universities around the world have to study from home. A lecturer has to find an alternative in teaching so that the learning process runs well. In addition, students and lecturers can do the online learning process by using some applications.

Hricko and Howell (2006) state that online assessment is the new way to utilize the internet in the learning process such as to assess, inform, analyze, and report the content of the exam of the students. Hence, online assessment can be another option for a lecturer for assessing student performance and measuring student achievement. Online exercise is exercises that can be done through the online application. Online assessment usually uses several online applications such as Quizizz, Kahoot, Google

Classroom, Schoology. Khairil and Mokshein (2018) says that there are some advantages of using online assessment in learning. For instance, online assessment can measure complex learning skills, provide feedback and scoring, less the time and cost to input data manually. However, Katharina (2016) explains that disadvantages of online assessment are cheating, multiple names or using unknown users, problems in the setting.

Therefore, many conditions bring different perception toward the use of Quizizz. According to the research from Zhao (2019), he found out about the effectiveness of Quizizz on enhancing students' learning experience in accounting classroom. This study shows that students have positive perception toward the use of Quizizz, using Quizizz also enhance their learning. Moreover, Nanda (2020) found out that using Quizizz in Covid-19 pandemic is fascinating and motivating students. She also mentions that Quizizz educational game media can help student understand the material in the applied physics course that has been given.

Yudi and Yeni (2019) conducted a research about which applications is better in for an online assessment. They found that students agree that Quizizz is better to use. Meanwhile, Cindy (2017) analyzed students' problems in using Quizizz. She used Quizizz as an assessment tool to see the problem in using it. She states the problem like no understanding on the material in the quiz, the participants do not understand about the application of quizzes, participant has high anxiety when doing the quiz, and signal.

Quizizz is a game-based educational application that lecturers can use for many students (Purba, 2019). Quizizz can be used as an online assessment in classroom because lecturers can use Quizizz in exercises or quizzes games easily and fun. According to Basuki and Hidayati (2019), Quizizz is a quick assessment application. A lecturer can use this application in doing the online exercise to know directly the score of the students.

Therefore, students' perception in using online assessment may help lecturer in the learning process. Slameto (2010) defines perception as a process in the human brain to get information and constantly connect to their surroundings. Mulyana (2007) says that perception is the process of a person to choose, organize, interpret the stimuli from the environment where the perception can influence manner. Students' perception is student feeling about something. In addition, perception is learned through the student surroundings which it comes from student interaction since their child. In this case, this research would like to find out about students' perceptions in doing online English exercises by using Quizizz. There are two aspects of perception: perceived ease of use and perceived enjoyment.

According to (Davis et.al, 1989; in Retno and Yanty, 2020), perceived ease of use is that someone believes that using a system would facilitate their life. It means that a system can be understood and used easily. In other words, if technology is perceived to be easy to use then people will use it. Some indicators can be used to measure perceived ease of use in using Quizizz: flexible, easy to learn, easy to use, and can control the work.

Tangke (2004) states that perceived enjoyment is people's condition in which using a system is considered enjoyable for them. If someone feels happy and

comfortable in using a system, they will do the work well and finish it on time. Indicators in perceived enjoyment are using Quizizz is fun, exciting, and interesting.

Based on the explanation above, this research is necessary to find out about students' perception and also the difficulties in doing online English exercises by using Quizizz. Therefore, in this study the researcher did a research on students' perceptions in doing online English exercises by using Quizizz at Universitas Negeri Padang.

RESEARCH METHOD

This study used descriptive quantitative research in order to analyze the phenomenon and fact and also make interpretation of data of the students' perceptions in doing online English exercises by using Quizizz at Universitas Negeri Padang. The population of this study were students of English Education in English Department year 2018 at Universitas Negeri Padang. The researcher chose year of 2018 because they have used Quizizz more than once. The researcher used cluster random sampling to choose the sample. The samples were 35 students of K3'2018. In determining the interview respondents, the researcher used purposive sampling with some criteria. The researcher chose 10 respondents. 5 respondents with highest score and 5 respondents with lowest score based on the questionnaire answered by all the participants.

The instrument which is used in this research was questionnaire and interview. The questionnaire used Likert Scale with 4 (strongly agree), 3 (agree), 2 (disagree), 1 (strongly disagree). There were 13 questions given to the students. The questionnaire and interview question have been validated by lecturer at English Department who were expert to this topic. The questionnaire shared to the WhatsApp group and asked the students to fill it.

The researcher used a formula in order to know the mean score of students' answer from the questionnaire. The mean score was obtained from the total value of frequency of students' answer and the total sample of research. The formula can be seen below:

$$\bar{X} = \frac{\sum xi}{n}$$

Notes: \bar{X} = Mean score
 $\sum xi$ = Total value of teachers or students' responds
 n = Total of sample

Table.1 Degree of Perception

No.	Mean Score	Perception
1	3,26 - 4	Very Positive
2	2,51 - 3,25	Positive
3	1,76 - 2,50	Negative
	1 - 1,75	Very Negative

RESULT AND DISCUSSION

Questionnaire in this research aimed to answer research question about students' perception in doing online English exercises by using Quizizz.

1. The Recapitulation of Students' Answer of Questionnaire Perceived Ease of Use and Perceived Enjoyment

Table 2. Perceived Ease of Use

Item	Statement	Responses				Mean	Category
		SA (4)	S (3)	D (2)	SD (1)		
Perceived Ease of Use							
1.	Quizizz is easy to use in online English exercises	23	10	2	0	3,60	Very Positive
2.	All the features in Quizizz help me to focus on online English exercises	17	14	4	0	3,37	Very Positive
3.	Quizizz is easy to access	18	15	2	0	3,46	Very Positive
4.	I feel that online English exercise using Quizizz is familiar and simple to do	17	17	1	0	3,46	Very Positive
5.	It is easy for me to operate Quizizz in online English exercises	16	18	1	0	3,43	Very Positive
6.	I can use Quizizz anywhere and anytime.	15	18	2	0	3,37	Very Positive
Total Mean Perceived Ease of Use						3,44	Very Positive

Table 2 showed that item 1 become the highest mean score with 3,60 in the very positive perception category with 23 students choose strongly agree. They agree that Quizizz is easy to use. Item 3 and 4 become the second highest mean score with 3,46. There are 18 students choose strongly agree and 17 students choose strongly agree. They agree that Quizizz is easy to access, familiar and simple to do. The total mean score for this aspect was 3,44.

The degree of students' perception in aspect of perceived ease of use on the table below:

Table.3 Degree of Students Perception

No.	Mean Score	Perception
1	3,26 - 4	Very Positive
2	2,51 - 3,25	Positive
3	1,76 - 2,50	Negative
	1 - 1,75	Very Negative

To sum it up, the degree of student perception in aspect perceived ease of use was in the very positive perception. Students agree that Quizizz is a platform that is simple to do, easy to operate and familiar with the system. Also students agree that features in Quizizz can help students to be more focused in answering the questions while this platform can be used anywhere and anytime.

Table 4. Perceived Enjoyment

Item	Statement	Responses				Mean	Category
		SA (4)	S (3)	D (2)	SD (1)		
Perceived Enjoyment							
1.	I feel comfortable with the features in Quizizz.	14	19	2	0	3,34	Very Positive
2.	Online exercises by using Quizizz is interesting and fun	18	15	2	0	3,46	Very Positive
3.	Using Quizizz in online English exercises reduces my test anxiety	6	21	6	2	2,89	Positive
4.	The ranking function (leaderboard) in Quizizz motivates me to study	16	17	1	1	3,37	Very Positive
5.	I cannot cheat doing online English exercises using Quizizz	16	17	1	1	3,37	Very Positive
6.	Quizizz can be used in daily online English exercises	19	16	0	0	3,54	Very Positive
7.	I would like to use Quizizz more in the future	18	14	3	0	3,43	Very Positive
Total Mean Perceived Enjoyment						3,34	Very Positive

Table 4 showed that item 6 become the highest mean score with 3,60 in the very positive perception category with 19 students choose strongly agree. They agree that Quizizz can be used in daily online English exercises. Item 2 become the second highest with mean 3,46 that there were 18 students choose strongly agree. Item 4 and 5 become the third highest mean score with 3,37. There were 17 students who chose agree. They agree that the ranking function (leaderboard) in Quizizz motivates them to study and they also cannot cheat in doing the exercises. The total mean score for this aspect was 3,34.

The degree of students' perception in aspect of perceived enjoyment on the table below:

Table.5 Degree of Students Perception

No.	Mean Score	Perception
1	3,26 - 4	Very Positive
2	2,51 - 3,25	Positive
3	1,76 – 2,50	Negative
4	1 – 1,75	Very Negative

To sum it up, the degree of student perception in aspect perceived enjoyment was in the very positive perception. Students feel comfortable in using Quizizz in daily online English exercises. They agree that using Quizizz is interesting and fun

and also they feel comfortable with the features in Quizizz. The students also agree that the ranking function can motivates them in doing the exercises while they also agree that they cannot cheat while doing the exercise. Moreover, they would like to use Quizizz more in the future.

No.	Aspect	Mean Score
1	Perceived Ease of Use	3,44
2	Perceived Enjoyment	3,34
Total Mean Score		3,39

From the table above, it was found that the total mean of perception from the two aspects was 3,39 in the very positive perception category. It can be concluded that students perceived positively in doing online English exercises by using Quizizz.

2. Students’ Difficulties in Doing Online English Exercises by Using Quizizz

In this study, interview used to answer the research question. The researcher took 10 students to answer 5 key questions. Based on the result of the interview, the difficulties faced by the respondents in doing online English exercises by using Quizizz were related into five categories:

From the statement of respondents 4, 6, 7, 9 and 10, they found it difficult for the first time in using Quizizz. It was when they want to log in to Quizizz to do the exercises. Respondent 4 said that she entered the wrong code. It can be seen from her statement *“For the first time I find it difficult when entered the passcode”*. Respondent 9 mentioned that sometimes Quizizz got error and the exercise did not come out. As he stated *“Sometimes the page did not come out because Quizizz got error”*. While respondent 6,7,9, and 10 said that they got confused to log in to Quizizz to do the exercises. It can be seen from their statement *“I got confuse using link or code to log in to the exercises for the first time”*.

Based on statement of respondents 3, 4 and 6 they found that duration in doing online exercises in Quizizz make them feel anxious and difficult to answer the questions properly. As they stated *“When the questions given have a duration, it makes me anxious and difficult to answer the questions properly and sometimes I cannot answer the questions”*. In addition, respondent 9 said that if she did not focus to the question because she has to answer the questions quickly. It can be seen from her statement *“I cannot focus if the exercise has the time duration it makes I got low rank”*.

From the statement of respondents 7 and 10, they said slow devices make it difficult to answer the questions properly. They used different devices, respondent 7 used smartphone while respondent 10 used laptop. As they stated *“Sometimes when my phone or laptop not responding then I will be late to answer the exercise and I get low rank”*.

As respondent 1, 6, 9 and 10 mentioned that there are some features in Quizizz that made them uncomfortable. Respondents 1 and 10 said memes in Quizizz can disturb their concentration. In addition, respondent 6 said music in doing the exercise made her not focus in answering the questions. As they stated *“I feel uncomfortable with memes and music in Quiziz, it can disturb my concentration and not focus in*

answering the questions". While respondents 9 and 10 said that the result of score that showed in the end of exercises made them feel uncomfortable. They said that *"Ranking the showed in the end of exercises made me embarrassed"*.

Based on all the respondents, they mentioned that signal is the main problem in doing online English exercises by using Quizizz. As respondents 1 and 2 said *"Quizizz has system rank, if my signal is in trouble then I cannot answer the questions faster so I get low score"*. In addition, respondent 3 and 5 mentioned that signal made it hard to log in to the exercises which mean they late to answer the questions given. As their statement, *"When doing online exercises, sometimes my signal is in trouble and I have to turn on the mode plan on my phone and try to find the signal again. It takes time, so I cannot answer all the questions"*.

Moreover, from findings of the interview above it can be concluded that students' difficulties in doing online English exercises by using Quizizz are divided into five categories. The difficulties are, log in error like the page did not come out, duration in answering the questions, uncomfortable features like memes, music and rank system, and the last is slow internet connection.

Discussion

a. Students' Perceptions

Based on findings, the result obtained by the researcher is students perceived positively toward the use of quizizz as online English exercises. The total mean score of both aspects is 3,39 which means students perceptions in doing online English exercises by using Quizizz turned positive. First, the researcher found that the students agree that Quizizz is a platform that simple to do, easy to operate and they familiar with the system. Also students agree that features in Quizizz can help students to be more focused in answering the questions while this platform can be used anywhere and anytime. The result of this research is relevant to the previuos research. Siti and Bambang (2020), they found that using Quizizz is an interesting tool, increased students' motivation, and improved students' skill

Second, the researcher found that the students agree that using Quizizz is interesting and fun and also they feel comfortable with the features in Quizizz. The students also agree that the ranking function can motivates them in doing the exercises while they also agree that they cannot cheat while doing the exercise. Moreover, they would like to use Quizizz more in the future. Zhao (2019) found that students have positive perception toward the use of Quizizz in learning process. Students agree that Quizizz is easy to use, this platform help them concentrate in the class and reduces their anxiety test.

b. Students' Difficulties

There are several difficulties in doing online English exercises by using Quizizz based on the findings. The difficulties are, log in error, duration in answering question, uncomfortable features like memes, music and rank system, the last is slow internet connection. These findings were similar to Cindy (2017), she said that there are some problem when doing the quiz in Quizizz. She stated another problem like no understanding on the material in the quiz, the participants do not understand about the application of quizzes, participant has high anxiety when doing the quiz, and

signal. Amalia (2020) mentioned that signal, time, and applications problem were the most challenging in using assessment online.

CONCLUSION

There are two aspects of perceptions in this study which are perceived ease of use and perceived enjoyment. Perceived ease of use is about Quizizz that easy to use and easy to access. Perceived enjoyment in this study are about students' feelings while using Quizizz. In this research, the students at Universitas Negeri Padang perceived positively to both aspects in doing online English exercises by using Quizizz.

However, they also have difficulties in doing online English exercises by using Quizizz such as log in error like the page did not come out, duration in answering the questions, uncomfortable features like memes, music and rank system, and the last is slow internet connection.

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