



Boosting English Vocabulary Proficiency in EFL Learners: A Study on the Efficacy of Quizizz at IAIN Kediri

***Revina Nugraheni¹**

Department of English Education, Faculty of Education, State Islamic Institute (IAIN) of Kediri, Indonesia

*Email: revinanugraheni33@gmail.com

Ria Fakhurriana²

Department of English Education, Faculty of Education, State Islamic Institute (IAIN) of Kediri, Indonesia

Email: ria.riana@iainkediri.ac.id

(*) Email Correspondent: revinanugraheni33@gmail.com

Abstract

Vocabulary is one of the three elements of language, the building material, and the basics of language. The study aims to determine whether the interactive and gamified nature of Quizizz positively impacts the vocabulary acquisition process for EFL students. Quizizz is a game-based educational app, which brings multiplayer activities to classrooms and makes in-class exercises interactive and fun. This research study investigates the effectiveness of utilizing the Quizizz game application as a tool to enhance English vocabulary among students learning English as a foreign language (EFL). The research design of this study was quantitative design. The subject of the study were 30 students of EFL IAIN Kediri. The data was collected by asking the students to fill the questionnaire. The data analysis was implementing the Likert Scale. The result of the study showed positive effect. It is hoped that this paper can improve english vocabulary and make vocabulary learning easy.

Keywords: Vocabulary, Quizizz, Effectiveness, English Vocabulary

Received:	16-06-2023	Revised:	10-10-2023	Accepted:	29-10-2023
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INTRODUCTION

English is nowadays a foreign language, so English is an essential foreign language for students' international language. Now people are expected to be able to do this, especially students speak English to communicate effectively with people around the world. Some of the skills needed in learning are writing, reading, speaking, listening, etc. To achieve these skills, there are many factors to consider, one of which is vocabulary.

According to Manik and Christiani (2016) argues vocabulary is essential in study language because by knowing more vocabulary students will be easier to understand much the learning language. In the world of education, students are expected to master Enough vocabulary to improve their English skills. Vocab itself is dedicated to students to at least master related words in English, because it's a tool the students to speak English language with their friends, and vocabulary so necessary in instruction English language. Vocabulary itself can also be interpreted as a collection of letters or alphabets that are arranged into a word and have meaning in each word. But everyone also defines vocabulary as knowledge of words and word meanings. Schmitt (2000) sai that the meaning of a word consists of the relationship between the word and its reference, and the latter means people, things, actions and situations. There are several definitions of Vocabulary by experts.

Vocabulary plays a big role in language learning. By knowing vocabulary, we can understand what the essence of the meaning of a person's words or writings is. If someone lacks vocabulary in learning a new language, they may be unable to communicate effectively. Anyone who does not know the vocabulary of a new language would find it difficult to communicate. However, students face several difficulties.

While learning English, one of which is vocabulary achievement integrating Quizizz into vocabulary learning is a promising approach to enhance students' word knowledge and retention. Quizizz, with its interactive and gamified features, offers an engaging platform that promotes active learning and reinforces vocabulary acquisition. By utilizing Quizizz as an input for vocabulary learning, educators can create dynamic quizzes tailored to students' needs, allowing them to actively engage with the material and strengthen their language skills. The platform's customization options, immediate feedback, and progress tracking features provide valuable insights into students' progress, enabling teachers to identify areas of improvement and provide targeted support. With Quizizz, learners have the opportunity to practice vocabulary in an enjoyable and

interactive way, fostering a deeper understanding and long-term retention of words.

Furthermore, learning vocabulary cannot be learnt only from what they hear and write, but from what they see around them. In this case, the teacher plays an important role in providing meaningful teaching and learning activities. In addition, this required teachers to support the learning process through various media. According to Haryadi & Pujiastuti (2020), using various learning media can support learning success. The teachers can take advantage of innovative, creative, effective, and efficient learning media so that the learning process goes to maximum.

In this case, vocabulary teaching-learning process, in the present day, has gone beyond the conventional-learning form. Hence, teaching and learning vocabulary should be done in a variety of ways. It should be done through various media and methods so that children are interested in acquiring it. Conducting teacher-centered learning in learning vocabulary is simply monotonous and ineffective. In addition, this leads to limit the number of vocabularies students can acquire during the lesson.

The following are the advantages that can be obtained in learning Vocabulary through the Quizizz according to (Kingsley & Hagen, 2017). Advantages of Learning Vocabulary through Quizizz Engagement and Interactivity: Quizizz provides an interactive and gamified experience for learning vocabulary. It can make the process more engaging and enjoyable, encouraging active participation and retention of vocabulary words. Repetition and Reinforcement Quizizz allows for repeated exposure to vocabulary words through quizzes. By revisiting words in different contexts and formats, learners can reinforce their understanding and memory of the vocabulary, improving retention. Immediate Feedback Quizizz offers instant feedback on correct and incorrect answers. Learners receive immediate reinforcement for correct responses and can quickly identify and correct any misconceptions or errors. This feedback can enhance learning effectiveness and accuracy. Self-Paced Learning Quizizz enables learners to progress at their own pace. They can take quizzes individually, at any time and place, allowing for flexibility and personalized learning. Learners can focus on areas where they need more practice and spend extra time on challenging words. Tracking Progress Quizizz provides data and analytics on student performance. Teachers can monitor individual and class progress, identify areas of strength and weakness, and tailor instruction accordingly. This data-driven approach can inform targeted vocabulary instruction and intervention.

Disadvantages of Learning Vocabulary through Quizizz Limited Contextual Understanding: Vocabulary quizzes on Quizizz typically assess word meanings in isolation. While learners can grasp individual definitions, they may not fully comprehend the nuances and contextual usage of the words. Comprehension of real-life contexts and usage may require additional activities and resources. Lack of Depth Quizizz quizzes are often designed for quick and efficient review of vocabulary. They may not delve deeply into the subtleties, synonyms, antonyms, or idiomatic expressions associated with words. A more comprehensive vocabulary program may be needed for a thorough understanding of word usage. Focus on Memorization: Quizizz quizzes can prioritize memorization of definitions and recall of isolated word meanings. While this is a crucial aspect of vocabulary learning, it's important to supplement it with activities that promote application, synthesis, and critical thinking to develop a well-rounded vocabulary proficiency. Limited Assessment of Vocabulary Skills: Vocabulary quizzes on Quizizz mainly assess recognition and recall of word meanings. They may not encompass other vocabulary skills such as word formation, word families, collocations, or context-based understanding. A comprehensive vocabulary program should incorporate various assessment methods. Individual Learning Emphasis Quizizz quizzes are often completed individually, which may limit opportunities for collaborative learning and group discussions. Some learners may benefit from peer interaction, cooperative learning, and classroom activities that foster vocabulary acquisition through social interaction. While Quizizz can be a valuable tool for vocabulary learning, it's important to consider these advantages and disadvantages and supplement it with a well-rounded vocabulary curriculum that includes various instructional strategies and activities.

Quizizz an effective tool for learning, you can consider implementing the following strategies Thoughtful Quiz Design: Create quizzes that align with the learning objectives and curriculum. Structure the questions in a way that promotes comprehension, application, and critical thinking skills. Include a mix of multiple-choice, fill-in-the-blank, and open-ended questions to cater to different learning styles. Relevant and Engaging Content: Ensure that the vocabulary words and concepts included in the quizzes are relevant and meaningful to the learners. Use real-life examples, scenarios, or contexts to make the content relatable and interesting. Customization and Differentiation: Tailor quizzes to meet the individual needs of learners. Consider creating different levels of difficulty or assigning specific quizzes based on students' proficiency levels. This customization helps provide personalized learning experiences and

challenges. Incorporate Visuals and Multimedia: Enhance engagement by incorporating images, videos, audio clips, or interactive elements within the quizzes. Visual and multimedia elements can help reinforce vocabulary associations and make the learning experience more memorable.

Immediate Feedback and Explanations: Provide instant feedback on quiz responses, including correct answers and explanations. This feedback helps learners understand their mistakes, reinforces correct vocabulary usage, and promotes a deeper understanding of the material. Regular Quizzing and Practice: Integrate regular quizzes into the learning routine to promote consistent vocabulary practice. Consider scheduling quizzes at strategic intervals to reinforce learning and facilitate long-term retention. Peer Collaboration and Competition: Encourage collaboration and healthy competition among learners by allowing them to participate in group quizzes or compete against their peers. This fosters teamwork, communication, and motivation to excel.

Progress Tracking and Analytics: Utilize Quizizz's analytics and reporting features to track individual and class progress. Monitor students' performance, identify areas of improvement, and provide targeted support where necessary. Reflect and Iterate: Continuously evaluate the effectiveness of the quizzes and gather feedback from learners. Use this feedback to refine and improve future quizzes, ensuring they meet the evolving needs and preferences of the learners. Integrate with Other Learning Activities: Combine Quizizz with other language learning activities, such as reading, writing, and speaking exercises, to create a comprehensive learning experience. Use Quizizz as a complementary tool to reinforce vocabulary learned through other methods.

Education is an institution established to cultivate knowledge and insight into something. Education, of course, cannot be separated from a system that is embedded in it, to make it easier to take policies and evaluate them. In education itself there is a teaching and learning activity between teachers and students which, by analogy, is a teacher who imparts knowledge and students absorb it. learning activities related to ability and school facilities that refer to human resources and support.

Educators can take advantage of online-based media to create an attractive classroom atmosphere and indirectly make students' technology literate. Technology-based learning is very beneficial for both teachers and students. In addition to creating interesting and innovative classes, learning using technology can also train students and even teachers to be able to use technology optimally and be used to face a future where technology may be increasingly developing. It's essential to enhance effective knowledge acquisition and basic training

participants in accordance with the globalization flow which has managed to bring the rest of the internet and messages technology-based industry 4.0 to Indonesia (Suharsono, 2020). Especially if we look at the current conditions that require us to do everything online, school is no exception. Therefore, teachers and students are required to be able to master technology to deal with online learning situations and conditions.

In Indonesia, education, in general, is still at a standard level because, according to the author, if you understand the whole country, it is far from other countries which are in the same region, namely ASEAN. Indonesia can be differentiated referring to a decent quality of education. There are still many who use the old method and it may not be effective for some people. but that also be either.

Even so, changing times require teachers and institutions to compete in making innovations, in this case, learning. to go towards the development of the times to meet a supporting facility and adequate human resources to harmonize the system and technology that has been developed in such a way.

There are lots of examples of innovations in learning that can contain elements of technology, one of which is innovation in increasing vocabulary in EFL Students IAIN Kediri students by using quizzes. This technology is an innovation that refers to the development of the times and the application of technological elements in it. This initiative functions as a modernization of the learning system that is aligned with the circumstances and innovations that can make teacher performance effective and efficient. These are effective for teachers and students because they involve factually easiest technology.

In learning vocabulary, Quizizz can be used as an online media to support the learning process. Quizizz is an interactive media for students to review their vocabulary. It is potential to draw students' attention and increase their participation in the teaching and learning process. Boulden et al. (2017) found that students were more focused and attentive to the quiz when using Quizizz. Nila and Mukminatus (2021) stated that there is students' improvement in vocabulary mastery. It triggers the students' attention and motivation during the teaching and learning process.

Quizizz is an interactive quiz app. From Santa Monica, California, USA. Quizizz is Offers formative questions with a variety of choices in a fun and interesting way for all students Quizizz is one of the media innovations in evaluation activities learning. many features that can be used such as multiple-choice questions, questions stuffing, and about the description. This application can be used anywhere learners is at. Citra and Rosy (2020:263) quizizz is an app

game-based education that brings multiplayer activities to the classroom and make learning in the classroom more fun and more interactive. Wibawa, Astuti, and Pangestu (2019:250) mention that the application quizizz has features that in general can facilitate teachers as well as students in the learning process. It shows that Quizizz application can be used for learning innovation.

Quizizz is a website that allows the user to create collaborative quiz games that can be used in classroom learning. Quizizz can be used as a game-based evaluation tool that can be done online which allows students to practice together with fun via a computer or smartphone. Suciningsih (2020), revealed that teachers and educators use Quizizz to assess how well their students are learning. This application is properly of being used as a learning application that encourages the 4.0 learning revolution due to its ease of use and quick evaluation system. Quizizz makes learning interesting, not boring, and repetitive or uninteresting, creates new experiences, enjoyable, and encourages students to experiment.

According to Akbar (2020), Quizizz is an effective media. It implied the studentteachers were excited, interested, motivated and fun when playing Quizizz as an online quiz application. Moreover, Handoko (2021), reported Quizizz is a gamification assessment tool that is incredibly effective. Quizizz itself is a flexible application that can enter any subject, one of which is vocabulary, in quiz its role refers to efforts or initiatives that function as a tool to improve students' existing vocab skills. the importance of vocab being able to support proficiency in English is something that cannot be separated, the teacher tries to make a role and build a good learning system that contains elements of technology in it. This is an action that will create an innovation that can make students comfortable and find different experiences.

Furthermore, Maria & Deli (2021), stated that using Quizizz game-based learning has proven to improve students' vocabulary mastery. The result showed that the students' vocabulary mastery is improving. Meanwhile, Arsyhan (2022), said that learning vocabulary using instructional media "Quizizz" succeeds in attracting students' attention to keep them following the lesson. In addition, using Quizizz provides the students with more enjoyable activities during the learning process. Thus, it leads the students' engagement in acquiring and memorising new vocabularies.

Students would be challenged by Quizizz because there are direct scores and rankings that can be achieved by answering questions quickly and correctly. Quizizz is a lot of fun because it involves direct competition between the players and is interspersed with music to support the game going. Quizizz used to have

a significant influence on the classroom learning process, with higher scores and increased collaboration among students in teamwork. This is very positive, and it is regarded as an alternative to the use of technology in the classroom (Zhao, 2019).

Quizizz can be used in class, but it can also be used to create homework. It allows students to play it whenever and wherever they want if the time limit is not exceeded. It is in accordance with the realization of asynchronous learning, that asynchronous refers to not occurring at the same time. Learners can undertake and finish learning activities by using Quizizz platform during any time within a specified time frame (Sari and Priatna, 2020). Asynchronous eliminates the constraints of space and time. Students from various time zones and civilizations can now take part in the same program. In addition, Subarkah (2014) stated that asynchronous learning allows students to learn independently while still communicating with lecturers or other students even if they are not present at the same time. In addition, he also states that the advantage of asynchronous learning is that students can determine their own learning needs and references to meet these needs.

From the background above, many researchers proved that the quiz knowledge, cation is useful for increasing the student's vocabulary knowledge, especially about describing people and objects. However, there is limited research on the use of Quizizz for increasing vocabulary knowledge in elementary school. In this study, the researcher focuses on the Quizizz application. Quiz is a comparable Web 2.0 product that is popular in the review industry Goksun and Gursoy, (2019). Quizizz is a digital teaching-learning medium assessment using an online game-based application. This test is a free and Downloadable educational app that can be downloaded at any time cross-platform mobile application. Quizizz offers game elements such as avatars, memes, themes, and music to make the learning process more fun. The Teachers can track students' scores and rankings in real-time and receive reports according to the needs and interests of students related to the subject to be taught. Diverse new products Vocabulary can be introduced as well as different types of English text.

This is consistent with the results by Amalia (2020) who stated that learning English through Quizizz is effective because Quizizz is a Great online assessment tool that can help students test their knowledge and progress in learning English. She also said that students have had a positive view of Quizizz since Quizizz Has an attractive, interesting, and fun performance, students must not cheat during the test, Quizizz creates a competitive atmosphere in the classroom and Quizizz

is better than traditional Formative testing also provides a comfortable atmosphere for students who are often stressed speak English in a formal classroom. From this explanation and the results of this study, Quizizz is a very good method used by students in the process of learning English. when the test ends to ev Therefore, the researcher was interested in conducting a study on the use of the Quizizz application to increase vocabulary knowledge in EFL Students IAIN Kediri. Specifically, the researcher tried to investigate the effectiveness of the use of the Quizizz application to increase the student's vocabulary knowledge, especially in describing people and objects.

According to Amornchewin (2018), Quizizz is a learning media that can motivate students in a learning process with its interesting features. Apart from its interesting features, this learning media has also been tested for the benefits of its use by previous researchers and provides results that are worthy of being used as a learning media.

Furthermore, according to Basuki and Hidayati (2019), learning English through Quizizz is very effective because Quizizz can help students test not only their knowledge but also their progress in learning English. This allows them to realize the progress they have made in their learning classroom materials.

According to MacNamara & Murphy (2017), Quizizz is one application in the educational aspect with problem-solving rules that can help students during their studies. Agreeing with this statement, May, Ju, and Adam (2018) said that Quizizz is a digital application that allows students to learn aspects of the exciting multiplayer classroom The game works from their devices such as tablets, iPads, and smartphones. Quizizz functions as media in the learning process in the form of fun classroom activities that allow students to perform puzzles using their game-based devices.

The study aims to study aims to create effectiveness in learning English using the quiziz game which is implemented for EFL Students IAIN Kediri referring to amateur and beginner, so that learning English in this case vocab is achieved or effective.

METHOD

In this research, the researcher deals with quantitative and aims at investigating the effectiveness of using the quizizz game application to increase english vocabulary in EFL students IAIN Kediri. According to Creswell (2014), quantitative research is a research approach that uses structured and standardized data collection methods and applies statistical analysis to describe

and explain social phenomena. The goal is to gain an objective understanding and broader generalizations. This model was chosen because it is used because it is more appropriate depending on the research objectives, research questions, and the context.

Research Design

This research This research leads to a quantitative approach. Where respondents filled out questionnaires related to relevant quizizz and real vocabulary. The questionnaire model was divided into eight stages. The first stage of which was defining research objectives. In this stage, make sure the questionnaire in research question provides relevant insights. The second stage indentifying variable and questionnaire. The third design questionnaire, Arrange the questionnaire by considering a logical sequence of questions and a good flow. The fourth stages are trials and revisions carried out because testing the questionnaire on a small number of respondents or focus groups to ensure their suitability and understanding of the questions. Make revisions if there are questions that are unclear or confusing. The next stage is distribution of questionnaires. The six-stage data collection, After the questionnaires have been distributed and the respondents have filled them out, collect the data collected from the questionnaires, and the last step are data analysis and interpretation. Analyze your questionnaire data and interpret the findings holistically.

Population and Sample OR Subject

This research was conducted at EFL Students IAIN Kediri, Kediri Regency in 2nd semester of the academic year 2022/2023. The population in this study were all students of class A to D. There are 4 classes that consist of 120 students.

Instruments

Using questionnaires survey of vocabulary toward using quizizz game application to increase english vocabulary in EFL students IAIN Kediri. He definition of questionnaire according to Dornyei (2007) was several questions to find out information about personal statements. The questionnaire used in this study consists of ten questions to find out the effectiveness of using the quizizz game application to increase english vocabulary in EFL students IAIN Kediri.

Data Analysis

Data were analyzed by implementing the Likert scale. It was used to obtain data about the effectiveness of using the quizizz game application to increase english vocabulary in EFL students IAIN Kediri.

The researcher used Likert Scale requiring the students' perceptions in the form of five statements; Strongly Agree (SA), Agree (A), Neutral (N), Disagree (D), and Strongly Disagree (SD).

The researchers carried out the following procedures in analyzing data from the Likert Scale before describing it in narrative form. At first, the researcher scored each item in the scale; 5 (SA), 4 (A), 3 (N), 2 (D), and 1 (SD). Next, the researcher calculated the score range for each set of questionnaires as follows; maximum score = $30 \times 5 = 150 \times 10 = 1500$, minimum score = $30 \times 1 = 30 \times 10 = 300$ and score range (R) = $1500 - 300 = 1200$. Then, the researcher determined the criteria of score interpretation of each questionnaire set. The total score interpretation can be seen on Table 1.

Table 1

Total Score Interpretation	
<u>Score</u>	<u>Interpretation</u>
<u>1500-1201</u>	<u>Strongly Agree</u>
<u>1200-901</u>	<u>Agree</u>
<u>900-601</u>	<u>Netral</u>
<u>600-301</u>	<u>Disagree</u>
<u>300</u>	<u>Strongly Disagree</u>

Finally, the researcher described the data in narrative form. The data were also presented on a table and a bar chart.

FINDINGS AND DISCUSSION

This section serves the answers of question(s) stated in the introduction section. This section contains the results of research and analysis done with an emphasis on the answer to the problems. The findings obtained from the research have to be supported by sufficient data (text, tables, and/or figures) that supports further discussion.

Based on the questionnaire result, it showed that the effectiveness of using the quizizz game application to increase English vocabulary in EFL students IAIN Kediri were positive. Most of the students chose strongly agree, and none answered strongly disagree. According to Purba, L. S. L. (2019) said that the development of the times is able to change the education system that is integrated with technology in learning. However, the most important thing in forming a new innovation is triggering a change movement. students themselves also tend to get bored with traditional learning so that the effectiveness of learning with this strategy can decrease, it is also said that the quality of learning supports aspects of existing knowledge. basically, the role of quizizz in nature is as a learning support and a tool or alternative to increase English vocabulary. This application is useful as a container or reservoir to become an innovation in

conducting learning. Using quizzes as a vocabulary development tool can be an effective and engaging way for learners of all ages. The following points should be considered when discussing effectiveness An interactive and engaging learning experience:

Quizizz offers a playful approach to learning that's fun for your students. It turns vocabulary building into a fun activity and motivates learners to actively participate. **Active recalls and enhancements** Quizizz asks learners questions that require active vocabulary recall. By actively working on the material within the quiz framework, students reinforce their comprehension and retention of new words. **Customization and Adaptability** Quizizz allows educators to create custom her quizzes and tailor them to the specific vocabulary needs of their students. Teachers can include words from textbooks, novels, or other sources to make the test relevant and meaningful to the lesson.

Immediate feedback and ratings Quizizz provides immediate feedback on student performance, highlighting student strengths and areas for improvement. This feedback helps learners track their progress and identify areas of vocabulary that need more practice. **Competition and Motivation** Quizizz incorporates a competitive element by displaying real-time leaderboards and allowing students to compete with their classmates. This gamification aspect can increase motivation and create a positive learning environment.

Accessibility and Flexibility Quizizz is a web-based platform that can be accessed from various devices such as computers, tablets and smartphones. This accessibility allows students to engage in self-paced vocabulary building activities inside and outside the classroom. **Personalized learning** Quizizz allows teachers to assign quizzes based on individual student needs, enabling differentiated instruction. Students can focus on specific vocabulary areas they find difficult, facilitating a personalized learning experience. **Data tracking and progress monitoring.** Quizizz provides a detailed analysis of student performance so teachers can track progress over time. This data informs instructional decisions and helps identify students who need additional support. **Collaborative learning opportunities** Quizizz has a group activity option that allows students to work together and discuss vocabulary concepts. Collaborative learning improves communication skills and provides opportunities for peer-to-peer teaching and learning. **Long-term storage** By incorporating regular vocabulary tests into their learning routines, Quizizz helps cement and anchor word meanings in students' long-term memory. This repeated practice will improve your memory and improve your general.

The details of the result can be seen in Table 2. It shows the effectiveness of using the quizizz game application to increase English vocabulary.

Table 2

Benefit of using the quizizz game application to increase english vocabulary.

No	Statements	Scales				
		Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
1.	Quizizz help me learn English Vocabulary	9 (30%)	16 (53,3%)	4 (13,3%)	1 (3,3%)	0 (0%)
2.	Quizizz help me use my English vocabulary better and more contextually	10 (33,3%)	12 (40%)	3 (23,3%)	1 (3,3%)	0 (0%)
3.	Learning with Quizizz helps me understand vocabulary better	5 (30%)	16 (53,3%)	4 (13,3%)	1 (3,3%)	0 (0%)
4.	With the Quizizz I get used to with English vocabulary	14 (46,7%)	12 (40%)	3 (10%)	1 (3,3%)	0 (0%)
5.	Trying question in Quizizz often makes me easier Remember English vocabulary	8 (26,7%)	18 (60%)	3 (10%)	1 (3,3%)	0 (0%)
6.	I find it suitable to learn Vocabulary using Quizizz	16 (53,3%)	10 (33,3%)	4 (13,3%)	0 (0,0%)	0 (0%)
7.	Playing game in Quizizz are increasing in number new vocabulary you learned,	5 (36,7%)	16 (53,3%)	2 (6,7%)	1 (3,3%)	0 (0%)
8.	Quizizz game help you guess the meaning of unfamiliar words	11 (36,7%)	16 (53,3%)	2 (6,7%)	1 (3,3%)	0 (0%)
9.	Quizizz game allow you to use the appropriate vocabulary and correct grammatical forms	9 (30%)	20 (66,7%)	0 (0%)	1 (3,3%)	0 (0%)
10.	I often playing game in Quizizz with new material, so I can add to my new vocabulary	11 (36,7%)	14 (46,7%)	4 (13,3%)	1 (3,3%)	0 (0%)

In the previous study Chen, C.-M., Chen, L.-C., & Yang, S.-M. (2019) in this writing includes a development where quizizz as a learning method that is applied refers to vocabulary. The similarity found in these studies is that there are data collection techniques that use quantitative descriptive as well as items from strongly disagree to strongly agree. The contents of the article are the same as IAIN Kediri using Quizzes in Vocabulary Learning as an effort to increase Vocabulary intensity and ability the equation is also on a theoretical basis which contains effective quizzes in supporting Vocab learning which is able to increase learning points objectively. In terms of differences, there are the number of questioners where the author gives more than 10 questions, also the number of respondents where the number of respondents is much greater, the difference is

also the application of quizzes in online learning and offline learning, while in IAIN Kediri it is done in offline or face-to-face learning Advance.

Likewise, Bal (2018) carried out the research to explore whether Quizizz is effective in teaching Vocabulary and observe the relationship between Mobile Assisted Language Learning (MALL) and vocabulary learning. 60 students studying at a university in Turkey involved in the study. Two groups were formed, and they were monitored over a four-week session. Both groups fulfilled an achievement test including 40 multiple-choice questions. While the experimental group utilized Quizizz throughout four weeks, the control group continued acquiring vocabulary by using conventional tasks. Results indicated that the experimental group outperformed compared to the control group but there was not a significant difference when looked the scores of both groups.

In addition to these studies, Jiménez-Sánchez & Gargallo-Camarillas (2020) aimed to investigate how gamification impacts the intrinsic and extrinsic motivation of learners. 51 participants studying at a state school in Spain contributed to the research and two questionnaires were employed. They were divided into an experimental group and a control group since the aim was to compare digital and conventional strategies. The study found that the utilization of Quizizz motivated learners and they had positive perceptions toward Quizizz.

Quiziz is also considered as the best promoter for teachers in developing innovative teaching strategies to harmonize the modern era or assimilate in previous study Holidazia, R., & Rodliyah, R. S. (2020). it contains aspects of vocabulary that support English language learning on a senior high school scale where this is also related to students' learning interests that tend to be innovative or renewal. there is one thing in common, namely applying quiziz and learning vocab can improve students' English skills. the use of research method techniques, namely quantitative questionnaires that have a scale from strongly disagree to strongly agree. The difference is that it refers to respondents where the respondents are still senior high school students with a small number of respondents. as well as a large number of questions.

Finally, Additionally, Quizizz is thought to increase pupils' selfconfidence in their English-language acquisition. The survey's results show it to be the case. According to Dhamayanti's research from the year 2021, Quizizz helps students feel more confident in their English-language learning abilities because they can utilize the app to instantly verify whether their answers are accurate.

CONCLUSION

Quizizz is an effective tool for increasing vocabulary due to its interactive and engaging learning experience, active recall and reinforcement of vocabulary words, customization and adaptability, immediate feedback and assessment, competition and motivation, accessibility and flexibility, personalized learning options, data tracking and progress monitoring, collaborative learning opportunities, and long-term retention benefits. By incorporating Quizizz into language learning programs, educators can create a dynamic and enjoyable environment that promotes vocabulary acquisition and retention. However, it's important to remember that Quizizz should be used as part of a comprehensive language learning approach, complementing other activities that develop reading, writing, and speaking skills. While the accessibility and flexibility of the platform allow students to practice vocabulary at their own pace, both inside and outside the classroom. Furthermore, the competition element and collaborative features enhance motivation and peer learning. With data tracking and progress monitoring, educators can assess student performance and provide targeted support where needed. By incorporating Quizizz into language learning strategies, learners can develop a stronger vocabulary base, leading to improved language proficiency overall.

ACKNOWLEDGEMENTS

We would like to express sincere thanks to all the correspondents who gave of their time and expertise to review the manuscripts, assess the articles submitted for publication, and decide whether or not to accept or reject them during the journal publishing process. To ensure our equality and scientific influence, each of these factors is important.

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