

CHAPTER II
THE USE OF THE QUIZIZZ APPLICATION AND STUDENTS’
GRAMMAR ABILITY

A. The Nature of Grammar

1. Grammar

Grammar plays an important role in mastering a language, especially English. Grammar makes a sentence meaningful. By using grammar, people can differ from one sentence to another sentence by the sequence of time. Grammar is also able to measure students’ language proficiency such as fluency. The more students master grammar, the more fluent they are. Grammar is the structure of sentences that are used in language. Grammar becomes crucial since it is one of the English elements which should be taught by students. Grammar is the system of rules governing the conventional arrangement and relationship of a word in a sentence (Brown, 2001: 362). Without mastering grammar, it is difficult to produce sentences in speaking or writing. It happens because students have confusion about placing subject, predicate, object, or complements. Further, students are also confused by differing the tense. This situation makes sentences that are produced not have good meaning or give more than one meaning. Grammar is a way to reduce ambiguity although it does not reduce it completely (Thornbury, 2004: 40). In teaching and learning English in schools, it seems that many important aspects of English grammar are left behind so that students do not fully understand them. The grammatical aspects are:

a. Part of Speech or Word Classes

There are eight parts of speech in the English language: noun, pronoun, verb, adjective, adverb, preposition, conjunction, and interjection. The part of speech indicates how the word functions in meaning as well as grammatically within the sentence. An individual

word can function as more than one part of speech when used in different circumstances. Understanding parts of speech is essential for determining the correct definition of a word when using the dictionary.

b. Building Blocks

One set of choices has to do with whether to put an idea or some part of an idea in a word, phrase, or clause. Expressing some part of an idea in a word (or small phrase) is the most confining. Expressing the same idea in a phrase (perhaps using a gerund or participial phrase) gives you more room. And expressing that same idea in a clause (a noun, adjective, or adverb clause) gives you maximum room.

c. Roots and Words

In English grammar and morphology, a root is a word or word element (in other words, a morpheme) from which other words grow, usually through the addition of prefixes and suffixes. Also called a root word. In *Greek and Latin Roots* (2008), T. Rasinski *et al* (2008) define root as "a semantic unit. This simply means that a root is a word part that means something. It is a group of letters with meaning."

2. Quantifier

According to Brata (2012, p.110), quantifiers are determiners that denote the quantity of the nouns they modify. Quantifiers are ubiquitous in natural language and include expressions such as some, all, most, none, a few, few, a large number, a small proportion, lots, and significant amount. In this research, the researcher just discusses some, any, much, many, every, few, and a lot of.

However, a quantifier can also be a pronoun, more precisely an indefinite pronoun. Quantifier there are 2 parts, namely:

a. Countable Nouns

Countable nouns are nouns that can be counted directly, for example, one apple, two apples, and so on. Countable nouns can also

use the article a or an and can also be made plural and can be counted as a person, box, coin, animal, bottle, table, cup, plate, chair, bag, cat, dog, glass, book, man, baby house, and others. The following is the use of countable nouns in sentences:

*There's **a** man at the door.*

*I have **some** friends in New York*

b. Uncountable Nouns

Uncountable nouns or also called mass nouns are nouns that cannot be counted. Uncountable nouns can also be remembered as nouns that have only one form. An example is water. The word cannot be said to be a water or two water but can be used by inserting other nouns, for example, a glass of water. Examples of uncountable nouns are rice, love, sugar, assistance, cheese, coffee, money, tea, music, art, sand, water, and others. In addition, in uncountable nouns, some nouns refer to abstract ideas and emotions such as fun, advice, knowledge, love, and happiness. The following is the use of uncountable nouns in sentences:

*She has **some** food*

*Can you give me **some** information about that?*

There are other quantitative expressions in countable nouns and uncountable nouns, namely the words much, many, few, lot of, a bit of, and very little.

B. The Concept of Quizizz Application

One of the online-based learning applications commonly used is Quizizz. It can be utilized for the beginner level of elementary to college students. With this application, students can easily participate in these interactive classroom activities using their mobile devices to enhance their motivation and learning experience. It is such a positive thing because

learning does not always use books and paper as the media. Therefore, students and teachers are no longer burdened with learning media. Quizizz provides multi-player activities creating more interactive and fun exercises in the classroom, such as answering questions.

The explanation of the difficulties is designed by:

- a. According to Zhao (2019), Quizizz is a game-like educational application. It has some interesting features that students will love, such as funny memes or stickers, nice themes, attractive profile avatars, and entertaining music, making this app different from other educational apps.
- b. Basuki and Hidayati (2019) stated that Quizizz is a fun game to make quick assessments in the classroom. In short, it can be concluded that Quizizz is a web tool for creating interactive quiz games that are used as assessment instruments in the classroom.

Based on the explanation of the quizizz application from the experts above, the researcher concludes that difficulty is a condition where students experience learning disorders. This is because students are difficult to understand words and sentences in grammar So the learning process does not go well.

1. Characteristics and Application of Quizizz

Quizizz can be created and designed with different formats such as material explanation and multiple choice. Researchers can set explanations and quizzes as explanations and public or private. If they are public, these explanations and quizzes can be shared with others. In the classroom, the researcher can start an explanation, the explanation here is like a PowerPoint presentation and can be followed by a quiz which is distributed game codes (generated by the website automatically) to students, and students can enter game codes and can also follow the game on their cellphones or laptops. Each student can choose a unique avatar

when they want to join the game. They are usually excited and curious at the time.

Researchers can monitor students who follow the game and can start the game when all students have taken the quiz game. Researchers can turn on game background music to keep the game from being stressful or boring.

In this quiz game, after the researcher explains the presentation material that has been made, the researcher can randomize the questions or make questions in sequence. Quizizz is not only used for classroom practice, researchers can also set quizzes as homework so students can work on questions on their devices after class. In addition, after answering each question, there is immediate feedback in the form of a meme that is displayed on the screen, this is also optional, and can be activated or not. These funny memes or images appear with sentences like "good job" if the answer is correct and "try again" if the answer is incorrect. Students will be happy if they see funny memes and feel relaxed and motivated to answer the next question. One of the features of this Quizizz is the leaderboard, which shows students' live rankings based on their performance on the projector if the teaching and learning process is offline and if online students can see their live rankings at the end of the quiz.

The researcher can end the game when all students finish the quiz. At the end of the quiz, students can review all the questions (with their answers and solutions) and ask questions they still don't understand. Researchers can easily observe important questions based on the level of correction and help students know where the difficulty comes from the material that has not been understood and needs to be improved. Quiz report results are available on the website and can be downloaded as an Excel file.

Quizizz can be integrated with Google Classroom or other learning media and if the teaching process is offline Quizizz can be integrated into the classroom using projector media as an aid so students and researchers

can discuss. This integration facilitates task tracking and increases student security as they are authenticated using their school's Google account (Medvedovska, Skarlupina, & Turchyna, 2016).

2. Features of Quizizz

Quizizz has several features that are different from other apps. According to Konstantinidis, Theodosiadou, and Pappos (2016), these characteristics include:

- a. Quizizz application can be organized into two models, namely Explanation and Quiz. If a Quizizz game is ideal for a review session in the classroom, then it is performed live which automatically ends when all students have completed it. The teacher will show an explanation in the form of a PowerPoint presentation and the teacher can enter any learning video or audio if it is needed after that the students have to finish the game at once, and it cannot be continued because it has direct results on the dashboard while it is running. Likewise, Quizizz is homework, which is done if the task is ideal for homework assignments. Teachers can set deadlines of up to two weeks, and students can continue with half-finished assignments later. Live match data and homework will appear in the "My reports" tab.
- b. When finished, the Quizizz feature will display the correct answer for each question.
- c. At the end of the task, it will show a preview showing all the questions. In addition, the teacher can stop the timer and choose to display the leaderboard. Medvedovska (2010, pp:23) stated that Quizizz was interesting because raters could add music and pictures. This item will appear when the student has chosen the answer. After completing the task, the report can be accessed and analyzed to see the overall results in Excel format.

C. The procedure of Teaching Grammar by Using Quizizz

Quizizz provides several activities, namely material presentations and multiplayer that make learning with this application more interactive and fun in the classroom, such as making PowerPoint materials and answering questions. According to Zhao (2019), Quizizz is an educational app like a game. This application has several interesting features that students will like, such as funny memes or stickers, good themes, interesting profile avatars, and entertaining music, making this application different from other educational applications, this quizizz application is very supportive in various learnings, one of which is English Grammar, it will be easier if the teacher explains the grammar material with the various features in the quizizz application which will make the teaching and learning atmosphere more fun and more effective.

Below is the procedure for teaching grammar using the quizizz application:

1. The teacher first prepares students to open the web or quizizz application. The teacher gives a quiz code so that you can see the presentation and answer the questions that have been provided.
2. Both students can log in (for those who already have a quizizz account) or register (for those who do not have a quizizz account), students can create a nickname and also choose a cute avatar. after that students can go to class on quizizz while waiting for other students to enter.
3. Finally, the teacher can start the presentation and the game if all the students are in and ready. At the end of the game, students can see their rank as well as their score.

D. Advantages and Disadvantages of Quizizz

a. Advantages of Quizizz

Chaiyo and Nokham (2008) state that the advantage of using Quizizz is that the teacher can make material explanations such as power

points that can contain learning videos/audio as desired and students can also monitor the presentations given by the teacher, students also cannot cheat because of random questions given. Therefore, they will focus more on the quiz. Lestari (2019) found that students were more centered and paid attention to the test when using Quizizz. Furthermore, students know the correct answer for each question they have completed. At the end of the session, they can find out the ranking of all students. This application can be useful for teachers in teaching grammar so that students can learn while playing.

b. Disadvantages of Quizizz

The disadvantage of Quizizz is that students can experience a decrease in level due to the length of time which affects the results obtained. The faster the quiz is done, the higher the results obtained. Quizizz usage depends on an internet connection. Therefore, if the connection is weak, it will be a problem for students to take the Quizizz session. For teachers, the weakness of this Quizizz is that Quizizz must be premium if you want to include learning videos.

E. Review of the Previous Study

Several studies have the same topic or idea as this research. First, Darmawan, Daeni, and Listiaji (2020) with a thesis entitled. The use of quizzes as the use of online applications for science learning in the pandemic era found that the main purpose of their research was to determine the effectiveness of student achievement using the Quizizz application in science learning. In addition, students responded positively using the Quizizz application because they could answer right or wrong direction. Ranking student test results increase student motivation and interest. Second, Fadillah, Maryanti (2021) with his thesis entitled Application of Learning Videos and Quizizz in learning to increase Students' Interest in Learning English in Middle Schools, found that the main purpose of their research was for online learning tools such as practice questions using the Quizizz application proved to increase interest students, and students feel happy when working on

questions such as playing games. Although the test results show that the accuracy of students in answering questions is still low, it is quite encouraging for their learning. And finally, Agus Suharsono (2020) with his thesis entitled *The Use of Quizizz and Kahoot in Millennial Generation Training*, found that the main goal of his research was to make online Kahoot and quizizz a choice of quiz applications that would make learning interesting and fun.

The similarity between the three studies is that they focus on the use of quizizz in increasing students' interest and motivation in learning. In addition, the first only uses a test instrument to collect data, the second uses an interview instrument via WhatsApp to collect data, and the third uses a logico-inductive for data collection. The similarity between the three studies and researchers is the focus on using quizizz in the teaching and learning process to determine the effectiveness of this quizizz application during the pandemic, asking students to practice with quiz questions that have been given. the difference between the second and third research with the researcher is in the instrument. the first, second, and third use interview and logico-inductive instruments, while the researcher uses only tests.