Utilization of QuizWhizzer Educational Game Applications as Learning Evaluation Media

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ABSTRACT

To support and facilitate online learning and evaluation activities in distance learning activities during this pandemic, relevant media are needed. Therefore educators must be ready to use educational and innovative learning media. Along with the rapid development of technology, many website-based applications provide easy means in the learning evaluation process, one of which is the QuizWhizzer educational game application. But unfortunately with the various facilities that QuizWhizzer has, it is less known and used by teachers, including teachers who are members of the German MGMP in Surabaya. This was revealed from the results of the questionnaire distributed. Based on the results of interviews with teachers who are members of the Surabaya German MGMP, they are not familiar with and use this application. Therefore, practical solutions are needed that can assist teachers in presenting learning materials and making evaluations of interesting, interactive, and technology-based learning through training and mentoring. This activity aims to provide knowledge and equip educators to be skilled in using online-based learning media. The focus of this activity is the use of the QuizWhizzer educational game application in making interactive and fun learning evaluations for students. The implementation method is carried out online which is divided into planning, implementation, and evaluation stages. The subjects of this training are teachers who are members of the Surabaya German MGMP. An indicator of success is obtained when more than 85% of participants can create an account and can collect assignments to create interactive quizzes with the QuizWhizzer application. Based on the results of the responses, participants thought that this activity was very useful and was able to develop the QuizWhizzer application for making daily, formative and summative questions for their students.

Keywords: media, quiz whizzes, learning evaluation

1. INTRODUCTION

The Indonesian government has adopted a home-study system policy at various levels of education since the Covid-19 pandemic. Pandemic conditions with the presence of Covid 19 have an impact on various sectors of life, such as the economic, social, educational, and cultural sectors and other sectors. This impact is also felt by students and educators in all educational institutions, both formal and non-formal at all levels of education. The implementation of learning must be adjusted to the social distancing policy instructed by the government, to break the chain of the spread of the Covid-19 virus, so that this pandemic condition ends soon. This policy is accompanied by instructions for remote learning activities or carried out using an online system (e-learning).

E-learning can be defined as a digital learning process through the internet [1]. E-learning is the use of learning media using the internet, to deliver a series of solutions that can improve knowledge and skills. This forces all learning activities to be held remotely through online learning. Teaching and learning activities are carried out at the homes of each student and are carried out online. Online learning is learning that connects students with learning resources that are physically separate, but can interact, communicate, and collaborate [2]. For the continuity of the educational process teaching and learning activities to take place well, educators are required to adapt to existing conditions.

Educators are required to be able to utilize information and communication technology. Students must be able to make learning innovations by maximizing existing media such as online media, to create an atmosphere of fun teaching and learning activities.

Reference [2] namely one of the factors in achieving effective, efficient, and fun learning is to use learning media. Learning media is a tool for the teaching and learning process. Everything is used for the attention and ability of the learner so that it can encourage the learning process. Not only learning materials must be submitted online, but learning evaluation activities must also be carried out online.

According to [3] the learning process is a systematic effort made by educators to make the learning process run effectively and efficiently starting from planning, implementation, and evaluation. Online learning media is an appropriate evaluation tool that can be used online. Website-based applications provide an easy means in the learning evaluation process [4]. This is a challenge for teachers to continue to create fun, interesting, and active learning and still be able to achieve learning objectives. Furthermore [5] mentions that one of the interesting learning media, which has an interactive nature that prioritizes cooperation, communication, and can lead to interaction between students is through games, which have characteristics to create motivation in learning, namely imagining, challenges and curiosity.

In line with [5], that the game is all contexts that cause interaction with one another, between players by following existing rules and has been determined in achieving a goal [6]. Along with the development of technology, there are currently many available learning media, which can be applied as a means of delivering material and can be developed as a learning evaluation tool. One of them is game-based learning media or in the form of educational games that are used when online learning evaluation activities are QuizWhizzer.

QuizWhizzer is one of the media innovations in learning evaluation activities. There are eight types of questions, namely Multiple Choice, Multiple Responses, Numeric, Short Answer, True False, Open-ended, Drag and drop, and Ordering which can be made to be presented in a fun and interesting way for all students, because it can be equipped with an attractive board with music. With music, a pleasant atmosphere can be created, so that when students work on questions in a relaxed atmosphere there is music, and there are memes so that it is more fun.

At the end of the game, students can see their ranking and other students who follow the game. When doing quizzes, each student gets a different question, because it has been randomized automatically, thus minimizing cheating. Making questions in this application is very easy and evaluating students without correcting one by one the results of student work because the score automatically appears at the end of the game and student rankings.

QuizWhizzer educational game application is an educational game application that is narrative and flexible. This application, apart from being a medium for delivering learning materials, can also be used as an interesting and fun learning evaluation medium. With the ease of accessing learning media today, educators can use, then develop evaluation media through the Quizwhizzer application, so that they can achieve educational goals.

Game-based applications can bring activities with many players to the classroom and make the teaching and learning process in the classroom more fun and interactive [7]. This educational game can involve up to fifty players. Furthermore [8] states that the QuizWhizzer application has advantages with complete features and can provide playing facilities and evaluations for both teachers and students in the learning process. This shows that this educational game application can be used for learning innovation. Unfortunately, QuizWhizzer's various conveniences do not make this application known and used by several teachers, including teachers who are members of the German MGMP in Surabaya.

In conducting evaluation activities at distance learning, educators still use Whatsapp groups to send questions and students send photos of the results of working on Student Activity Sheets. During the pandemic, the interaction between teachers and students is somewhat constrained. The teacher cannot directly provide feedback to students after evaluating so that students do not know whether what they have done is right or wrong. In addition, correcting the evaluation results takes a long time.

Another difficulty experienced by teachers is in the use of quiz-based applications. Educators should innovate the use of learning media in the form of using learning media for learning evaluation activities. Therefore, this community service activity has the aim of providing training and assistance to teachers who are members of the Surabaya German Language MGMP to provide knowledge and equip educators in using online-based learning media skillfully.

2. LITERATURE REVIEW

2.1 Quizzwhizzer as an Evaluation Tool

QuizWhizzer educational game application is a web tool that can be interesting and used to create interactive quizzes, students or other people can take part in quizzes by accessing quiz codes. So this application can be used to create interactive games as well as games that can be used as learning media that are integrated with materials or questions.

It was first launched in 2019, but at that time it only had three types of questions, then it was developed and currently has eight types of questions that can be created by users. This game application has interesting features, with the availability of many game board templates that can be used and quiz number display colors. In addition, users are provided with a menu to be able to design their templates.

The use of the Quizwhizzer application as an evaluation tool makes the process more interesting and brings pleasure to students [9] which can increase student learning motivation through a combination of technology and knowledge [10]. Each account owned by the user can be created as many as five-game credits for free. This game is not only played together by several fifty players directly but can also be used as homework that can be

done individually. In its use, it is divided into two parts, the teacher acts as a host and the students as users to be able to join in answering questions that have been made by the teacher if they have been given an access code to join.

On the Question menu, eight types of questions are presented that can be made easily by question makers, which are Multiple Choice, Multiple Responses, Numeric, Short Answer, True False, Open-ended, Drag and drop, and Ordering.

The question maker/teacher can choose each type of question that has been provided along with the correct answer choices. There is also a video, record, and audio upload menu to support questions. You can also add a question background image and customize the question settings. When the quiz questions are ready, they can be distributed to students using the 6-digit code generated when they want to share them with students.

Students who have joined will be visible on the question maker or teacher screen. Teachers can directly monitor student activities. At the end of the work, students can find out the ranking obtained from all students who work on the question. Students also know the correct questions and answers from the questions they have worked on and cannot cheat because the questions given to students have been randomized to one another. Statistical data on student work results can be downloaded and used by teachers as assessment data. This application is very easy to use, so it can help teachers to make learning evaluations.

2.2 Creating an Account and Questions on the QuizWhizzer app

1. Go to www.quizwhizzer.com, select Quizwhizzer- Fun gamified quiz race, then click "Try for free" then click "Create your account"
2. Select "I want to create or host a game"
3. Fill in the identity (username, e-mail, and password) first, then click "get started".
4. A welcome message appears from the application maker then click "start tour" for the game maker.
5. Next, the dashboard display from quizwhizzer will appear. To make a question click "Make a game".
6. There is a display with the Board, Question, and Settings menu.
7. Click the Board menu, then select the available template and set the number of numbers to make questions, adjust the color and shape of the question numbers (you can choose a square or round shape), adjust the size of the number shape, adjust the player's movement and choose the music you like.
8. Next, click the Question menu. Write a question in the column to fill in the question, then write the answer option by ticking the correct answer column.
9. Set the time and value for each question, continue until several questions have been made.
10. When all the quizzes have been written, click Settings to determine who can access the game that has been created and choose the game model.

11. After successfully creating, there will be a congratulation message, which indicates the game has been successfully created.
12. Next, a 6-digit quiz access code appears to be given to students, so that students can access and answer the questions.

2.3 How to Access and Take Quizzes

1. Students open the link https://join.quizwhizzer.com.
2. Enter the 6-digit code given by the teacher.
3. Next, students write their names, then click "Start".
4. After answering all questions, students can see the scores obtained and the ranking of students who answered the quiz.

3. METHOD

This activity aims to provide training and assistance to teachers who are members of the Surabaya German MGMP for making questions as an evaluation of learning using the QuizWhizzer educational game application.

The activity consists of three stages, namely: the planning stage, the implementation stage, and the evaluation stage. The activities carried out in these three stages can be described as follows:

3.1 Planning Stage

At this stage, the team coordinated with the head of the Surabaya German MGMP and collected data and information through the distribution of questionnaires related to the learning process during this pandemic to find out what teachers could use to improve the quality of their learning in the classroom during this pandemic. In addition, the planning stage is to: develop a training team and workshop via WhatsApp Group to facilitate communication, prepare materials, schedule activities, and platforms that will be used in the training process.

3.2 Implementation Phase

At the implementation stage, a mentoring workshop was carried out, the team and partners took training and mentoring steps in utilizing the QuizWhizzer application as a learning evaluation tool that began with preparing materials, discussions, questions, and answers, and practice.
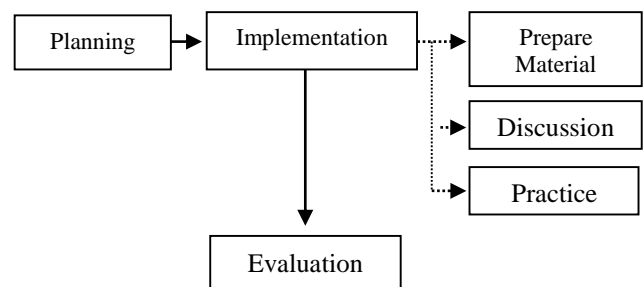

Figure 1. implementation phase of Quiz Whizzer

3.3 Evaluation Stage

The evaluation stage is the final stage where monitoring and evaluation of implementation are carried out. The data collected is in the form of product questions that have been made by participants in the Quizwhizzer application with the participants' accounts. In addition, data from the questionnaire results were also collected to determine the participant's responses to the mentoring activities provided. This is an indicator of the success of each participant if the teacher can create an account and develop interactive tests on QuizWhizzer and successfully provide test codes to students. Meanwhile, the indicator of the success of the activity is said to be successful if the participants give a positive response with a percentage above 85%. Meanwhile, the success indicator to see the level of understanding was categorized as successful with more than 85% of participants being able to complete the task of making quizzes with homemade questions.

4. RESULT AND DISCUSSION

At the planning stage, the team coordinated with Mrs. Sekunda Indah, S.Pd, as the chairman of the Surabaya German Language MGMP to discuss these community service activities related to the activity participants, the timing of the activities and the materials to be trained during the training and mentoring process. A questionnaire was also filled out for participants on the google form to evaluate what was used while the participants were carrying out online learning. In addition, from the questionnaires distributed, it can also be seen whether the participants are familiar with the application of educational games that will be used as media in the workshop.

From the results of filling out the questionnaire, it was found that more than 85% of teachers used WhatsApp groups as an online learning tool, using the Google Classroom and YouTube applications. The process of implementing the learning evaluation is still carried out by the way the teacher sends questions in the form of photos and sends them to WhatsApp groups, then after students finish working on the questions, they send photos of their worksheets. 100% of the teachers who participated in the training and mentoring had never known and used the QuizWhizzer educational game application.

The initial plan for this activity was to be carried out offline, but due to the extension of the Implementation of Community Activity Restrictions (PPKM) during the Covid-19 pandemic, the training was carried out online through WhatsApp Groups, Zoom meetings, and presentation of tutorial materials via Youtube. At the implementation stage, there are several steps taken. The first step begins with providing information regarding the QuizWhizzer educational game, the second step by creating a QuizWhizzer account, and continues by creating questions on the QuizWhizzer account, and the last is how to join the game and play quizzes on QuizWhizzer.

The material provided as an introduction to the QuizWhizzer game application and how to create an account on the game application which was delivered via youtube which was created by the team. Furthermore, the participants were given access codes to try to play the game by answering questions that were already available in the application made by the team. After the material has been delivered, the participants practice making questions with their accounts as a task to see the success of participants' understanding of the training and mentoring activities that have been carried out.

Based on the questionnaire, the results of the level of achievement of implementation are as follows:

Table I. Indicator and Achievement Level of the Study

Indicator	Achievement Level
The participant's response was categorized as good if the attendance and enthusiasm in participating in the training were above 80%.	100% of participants enthusiastically participated in the training as evidenced by the punctuality in submitting assignments.
Level of understanding and skills is categorized as good if >80% of participants can create and develop interactive tests with the QuizWhizer application.	88% of trainees were able to develop interactive tests with the QuizWhizzer application, while 12% of participants were still in progress.

5. CONCLUSION

The QuizWhizzer educational game application is an application program that is equipped with many features that teachers can use for making interactive and fun learning evaluations. The process of making questions using this application is easy, no need for high knowledge and skills in the field of information technology. This training and mentoring activity by the German Language Department PKM team for the Surabaya German MGMP teacher has an impact on increasing teacher competence in making quizzes or online learning evaluations by utilizing the QuizWhizzer educational game application.

The activeness and response of the participants in this activity were good, so it can be concluded that the Quizwhizzer application media was very effective in being used in the learning process and as a means of evaluating learning. The training program and assistance in using this web-based application needs to be carried out for groups of German MGMP teachers in other areas to assist teachers in evaluating learning.

those who have helped carry out the activities, as well as writing this article.

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