



Efforts to Increase Student Learning Activity in Materials Strengthen National Commitment in Online Learning Through Quizizz Educational Game Media in the New Normal Era

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Abstract. This study aims to determine the process and results of increasing student learning activity in online learning in the new normal era on the material to strengthen national commitment through the Quizizz Educational Game Media. Methods of data collection in the form of observation, questionnaires, and tests. Observations and questionnaires were used to determine the increase in student learning activities in learning and evaluation tests were used to determine student achievement in the material to strengthen national commitment. Based on the results of observations, student learning activities and achievements have increased significantly. Based on student response questionnaires on the use of educational game media quizizz in learning shows that students' responses in learning increase. Thus, overall, the application of quizizz educational game learning media can increase student activity and learning outcomes in Civics learning on materials to strengthen national commitment in this new normal era. For this reason, it is recommended, especially for PPkn's teachers, the results of this study should be used as information and references in the development of education so that they become creative and innovative learning alternatives .

Keywords: *component learning activity; strengthen national commitment; instructional Media;*

INTRODUCTION

Learning is a mental/psychic activity that takes place in active interaction with the environment that results in changes in knowledge, understanding, skills, values, and attitudes. These changes are relatively constant (fixed) or scar. Thus, every learning activity will produce a change in students. These changes will be seen in the behavior or student achievement. This of course will be related to the learning objectives (Winkel, 1991:200). Teachers must be able to innovate in learning, one of which is by applying learning media to increase students' motivation and learning activity which will have an impact on achievement and learning outcomes.

Pancasila and Citizenship Education (PPKn) is one of the subjects that are important and needed by students to form character and human behavior as Indonesian citizens. The purpose of Civics subjects is basically to make smart and good citizens and able to support the sustainability of the nation and state (Ubaedillah, et al. 2008: 4). The mission of Civics subjects is to form citizens so that they are able to realize the basic values of the struggle of the Indonesian people and awareness of the nation and state in applying their knowledge responsibly towards humanity

(Subagyo 2007: 4). According to Luman Surya Saputro et al. (2017: 127-144) the material in PPKn is Strengthening National Commitment which includes 1) The spirit and national commitment of the founders of the country 2) Forms of national spirit and commitment shown by the founders of the country 3) The unitary state of the Republic of Indonesia as a unit 4) Realizing behavior national spirit and commitment in life.

Learning objectives in basic competencies 3.6 interpreting the spirit and commitment of nationality to strengthen the Unitary State of the Republic of Indonesia and 4.6 organizing environmental activities that reflect the spirit and commitment of the nation to strengthen the Unitary State of the Republic of Indonesia have not been achieved optimally by students. This can be seen from student learning outcomes which are still very low. The average score obtained by students in the material to strengthen national commitment is still below the KKM, even though the KKM set by the school is 75.

This condition is caused by several factors, including: lack of enthusiasm for student learning, students get bored easily in participating in learning; methods, media and learning models used by monotonous teachers . To overcome these problems, teachers need to innovate in the learning process, so that students' motivation and activeness are built in participating in the learning process. Learning innovations are carried out using various interesting educational media, one of which is using the Quizizz educational game media.

Based on the description above, this article aims to find out the process and results of increasing student learning activity in online learning in the new normal era on the material to strengthen national commitment through the educational game Quizizz.

METHOD

This research was designed as classroom action research (CAR) II Cycle . Each cycle consists of two meetings. These cycles consist of four stages, namely planning, implementation, observation, and reflection. For this reason, the research procedure used is the spiral model of Kemmis and Taggart as shown in Figure 1.

The research was conducted in Class VIII E of SMPN 21 Surabaya, which is located at Jalan Jambangan Blk 4, Kec. Jambangan, Surabaya from January to May 2021. The subjects in this study were determined based on certain considerations, namely based on student learning outcomes. In this study, the research subjects were Class VIII E students. Class VIII E were chosen as research subjects because these classes had learning outcomes in Civics learning. lowest compared to other classes. The number of students in class VIII E is 35 students, consisting of 14 female students and 21 male students . Data analysis techniques used are data reduction, data presentation, drawing conclusions, and verification.

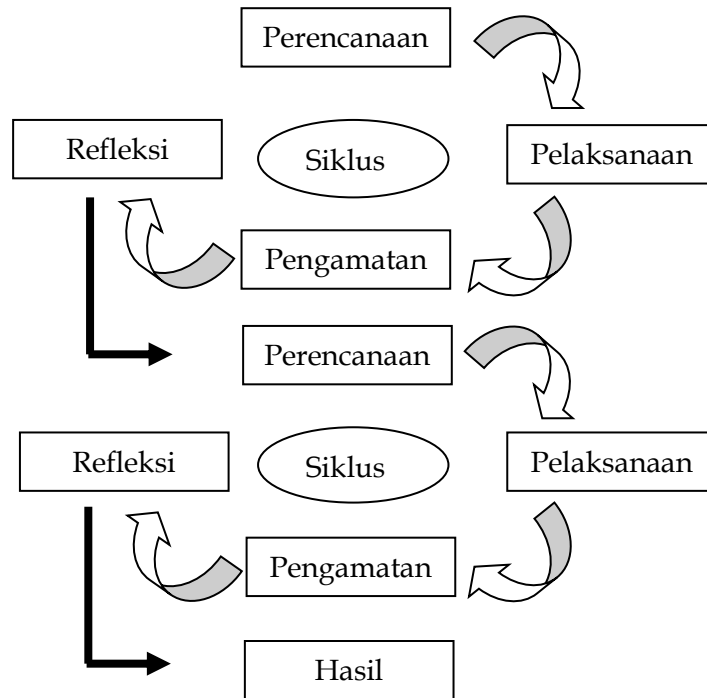


Figure 1 Kemmis and Taggart Class Action Research Model (Arikunto, 2008:97)

RESULT

A. Pre-Cycle Condition

Based on Figure 1, there are 7 students in class VIII E who get scores above the KKM and 24 other students have not reached the KKM. The low learning outcomes can be seen from the results of the daily test which was held on April 4, 2021. The learning carried out by the teacher before the daily test was using zoom media but still using the lecture method. This indicates that student learning outcomes in the material to strengthen national commitment still need to be improved considering that indicators of student learning success are achieved if classically, students who reach the KKM of all students are at least 85%, while according to the data, classically, those who have met completeness new learning reaches 20%.

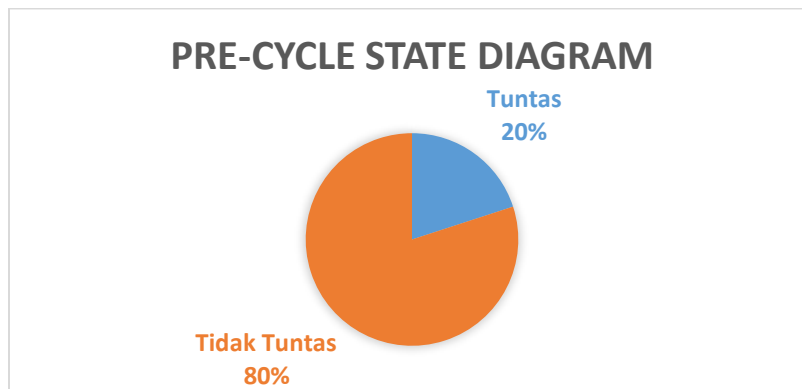


Figure 2 Diagram of Pre-Cycle Conditions

After conducting a search on this matter, the root of the problem lies in the following two things, namely the condition of the students and the condition of the learning process. Lack of enthusiasm for student learning; If there are no assignments, students don't study. Students get bored easily when learning takes place. Students do not understand the material presented by the teacher, but do not ask the teacher. The condition of students also shows that students' enthusiasm for learning is lacking. This makes students less understand the material presented by the teacher.

The learning conditions above show that the learning method or learning media used by the teacher is less attractive so that the interaction between the teacher and students is not well developed. The learning model used by the teacher is not in accordance with the material being taught. The media used by the teacher is less varied and has not been able to increase student learning motivation.

The solution to overcome these problems, teachers need to plan learning well. In this study, the learning media used was the educational game media quizzz. Quizizz educational game media was chosen to be implemented because it has interesting application features and is relevant to the pandemic situation in the new norm era, it is expected to be able to reduce student boredom in participating in online learning so as to increase student motivation and learning achievement.

B. Cycle I . Research Results

Based on the data, it is known that the activities of each student observed during the learning of meetings 1 and 2 get a percentage of 50% - 75% with the criteria of quite - good. In the first cycle, the activity that got the highest percentage was 58% with sufficient criteria, namely explaining the teacher's explanation. While the other three activities are discussing/doing assignments, actively asking/answering questions and looking for information/data to get a percentage with sufficient criteria. This shows that the average student learning activity in the first cycle is still low.

Student evaluation tests on the material to strengthen national commitment, are carried out at each meeting according to the sub-materials studied by students. At the first meeting, the sub-materials studied were the national spirit and commitment of the nation's founders and the forms of national spirit and commitment shown by the nation's founders. At the second meeting, the sub-material of the Unitary State of the Republic of Indonesia as a unit and manifested the behavior of the spirit and commitment of nationalism in life.

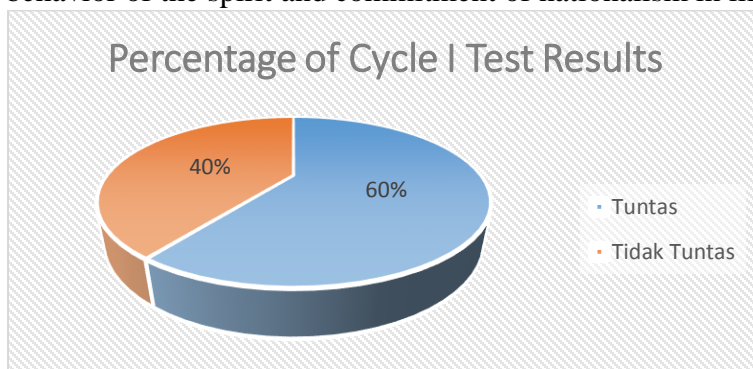


Figure 3 Percentage of Evaluation Test Results in Cycle I

The data in Figure 3 above shows the test scores of students after learning using the educational game media Quizizz. Students who complete get scores above the KKM as many as 21 students. Meanwhile, students who did not complete as many as 14 students. The average value of students classically is 74, less than the KKM value. The percentage of students who complete is 60%, while those who are not complete are 40%. The test results have increased when compared to the pre-cycle conditions, only 20% of students have completed.

At the end of the second meeting of cycle I, students were asked to fill out a response questionnaire after learning using the Quizizz educational game media. This response questionnaire was used to find out student responses during learning using the Quizizz educational game media.

The lowest percentage of student responses in aspect 1 is 10%, which shows that in previous learning, teachers did not use varied learning models or media. Aspect 2 is 20% that only 20% of students are familiar with the Quizizz educational game media. Other aspects get the percentage > 60%. This shows that learning using the Quizizz educational game media in cycle I received a positive response from students in the good - very good category.

C. Cycle II Research Results

Based on the data, it is known that the activities of each student observed during learning meetings 1 and 2 get a percentage of 61% - 84% with good - very good criteria. All activities that get a high percentage with very good criteria. This shows that the average student learning activity in the second cycle increased very well.

Student evaluation tests on the material to strengthen national commitment, are carried out at each meeting according to the sub-materials studied by students. At the first meeting, the sub-materials studied were the national spirit and commitment of the nation's founders and the forms of national spirit and commitment shown by the nation's founders. At the second meeting, the sub-material of the Unitary State of the Republic of Indonesia as a unit and manifested the behavior of the spirit and commitment of nationalism in life.

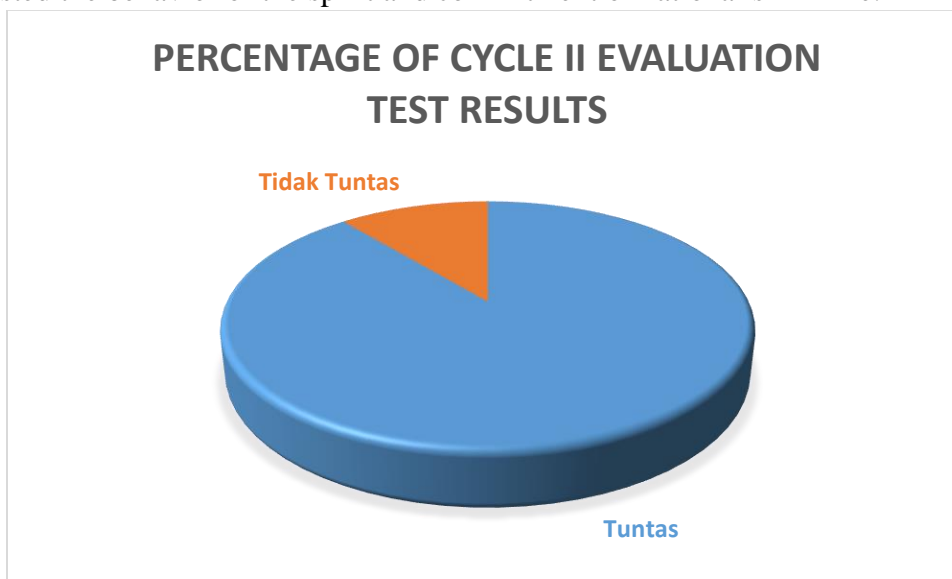


Figure 4 Percentage of Evaluation Test Results in Cycle II

The data in Figure 4 above shows the test scores of students after learning using the educational game media Quizizz. Students who complete get scores above the KKM as many as 31 students. Meanwhile, the students who did not complete were 44 students. The average value of students classically is 81, more than the KKM score. The percentage of students who completed was 89%, while those who did not finished were 11%. The test results have increased when compared to cycle 1 conditions, only 60% of students have completed.

At the end of the second meeting of cycle I, students were asked to fill out a response questionnaire after learning using the Quizizz educational game media. This response questionnaire was used to find out student responses during learning using the Quizizz educational game media. All aspects of student responses get a percentage > 75%. This shows that learning using the Quizizz educational game media in cycle II gets a positive response from students in the very good category

DISCUSSION

1. Increasing Student Activities using Quizizz . Educational Game Media

Based on the data in table 1 and figure 5, it can be seen that there was an increase in the five student activities in cycle II. The activity that experienced the highest increase was actively asking/answering questions. This is because, when conducting questions and answers, the teacher also appoints students who ask questions and those who answer, so that all students are active in learning.

Table 1. Comparison of Student Activities During Learning Cycles I and II

| Learning | Average Percentage of Student Activity (%)* | | | | Criteria |
|-------------|---------------------------------------------|------|------|------|----------|
| | 1 | 2 | 3 | 4 | |
| Cycle I | 63 | 59.5 | 60.5 | 60.5 | CB |
| Cycle II | 70.5 | 72.5 | 74.5 | 65.5 | B |
| Enhancement | 7.5 | 13 | 14 | 5 | |

*Note: Student activities

- 1) listen to the teacher's explanation
- 2) discuss/do assignments
- 3) actively asking/answering questions
- 4) search for information/data

Criteria: C: Enough; B: OK

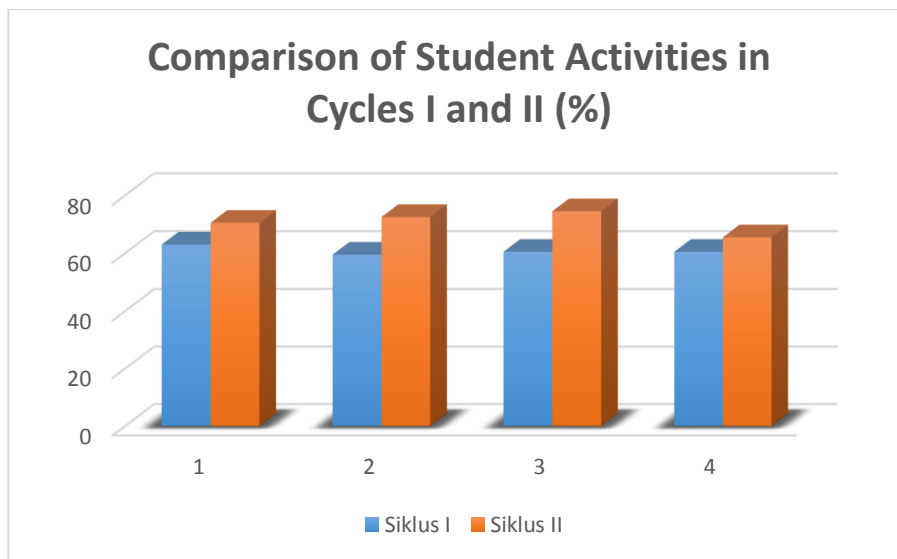


Figure 5 Comparison of Student Activities in Cycles I and II

This is in line with *Aktivitas Siswa* Nurhayati's research (2020) that the quiz educational game media can increase student activity in online learning during the prevention of the spread of Covid-19. Henry (2010) suggests the positive impact of using games, one of which is fun and entertaining games and games that provide practice for solving problems and logic so that they are accustomed to actively thinking, learning and practicing even at home. This is supported by research by Mulyati Evendi (2020) that the use of the Quizizz application is expected to inspire students' enthusiasm for learning.

2. Improving Student Learning Outcomes using Quizizz . Educational Game Media

Student learning outcomes in the material to strengthen national commitment are measured by learning evaluation test sheets. Table 2 and Figure 6 show that student learning outcomes increased after learning using the Quizizz educational game media. The students' average test scores increased from cycle I to cycle II. Students who completed the first cycle were 21 students, and in the second cycle increased to 31 students. The percentage of completeness also increased. So, it can be said in cycle II, classically student learning outcomes are achieved because the percentage of completeness reaches 89%.

Table 2. Comparison of Student Learning Outcomes between Cycles I and II

| Aspect | Pre Cycle | Cycle I | Cycle II | Information |
|-------------------|-----------|---------|----------|-------------|
| Average Value | 60 | 74 | 81 | Increase |
| Completed Student | 7 | 21 | 31 | Increase |
| % Completeness | 20 | 60 | 89 | Increase |

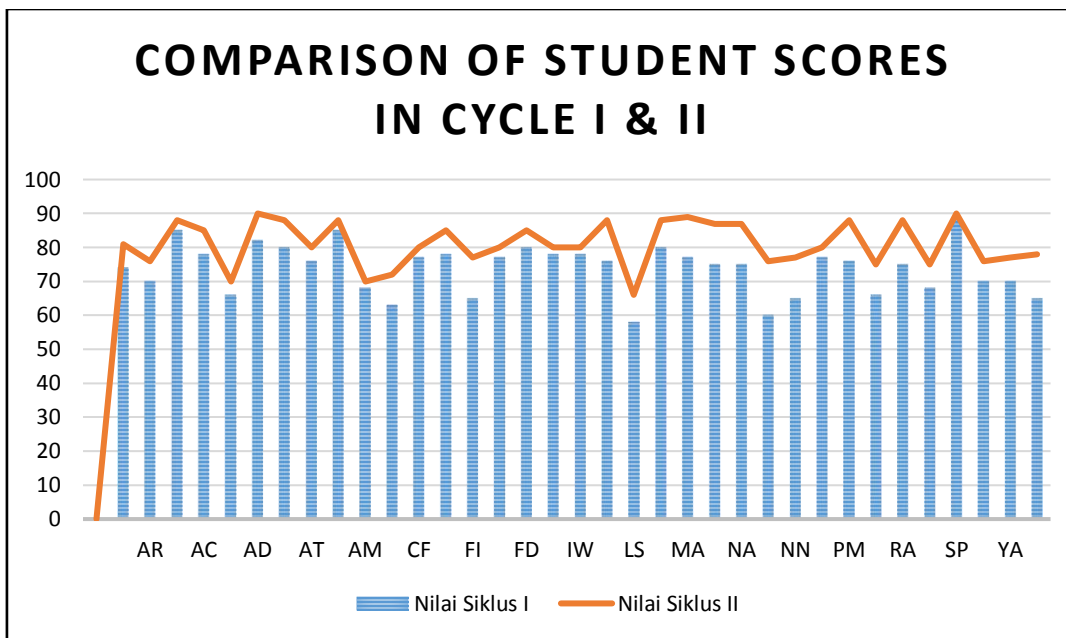


Figure 6 Comparison Graph of Student Test Results Cycle I and II

The above results are in accordance with research conducted by Rusman (2017) that using Quizizz media in online learning causes a significant increase in motivation and learning outcomes. Mulyati Evendi's research (2020) shows that the use of quizizz educational game media causes an increase in learning outcomes with an average of 63% in the first cycle and 78% in the second cycle. According to Purba (2019), the application of the quiziz educational game can be done by students at home using their electronic devices such as smartphones and laptops. Unlike other educational applications, Quiziz educational games have theme characters, memes, avatars and music that can entertain students during the learning process, practice or take quizzes independently. Quiziz educational games also allow students to compete with each other so as to encourage students to be more active in the learning process and motivated to do exercises and quizzes in the hope of getting high quiz results.

3. Student Responses in Learning using Quizizz . Educational Game Media

In this study, student responses were student responses to learning using the educational game quizizz media that had been followed by students. At the end of the second meeting, students were given a response questionnaire regarding the educational game media quizzz, test questions, and learning activities. In addition, to determine student responses to the teacher's role in learning. Students individually fill out a response questionnaire without the influence of other parties. Learning is said to be practical if it gets a positive response from students.

In the first cycle, the lowest percentage of student responses in aspect 1 was 10%, which indicates that in previous learning, teachers did not use varied learning models or media. Aspect 2 is 20% that only 20% of students are familiar with the Quizizz educational game media. Other aspects get the percentage > 60%. This shows that learning using the Quizizz

educational game media in cycle I received a positive response from students in the good - very good category.

In cycle II, all aspects of student responses get a percentage $> 75\%$. This shows that learning using the Quizizz educational game media in cycle II received a positive response from students in the very good category. Aspect 1 and aspect 2 experienced a significant increase in percentage because in the first cycle, the teacher had used a *blended learning model* that attracted students' interest in learning.

Students feel new and interested in teaching materials, learning atmosphere and the way teachers teach because the preparation is adapted to everyday life which can help improve student understanding (Suprijono, 2009). The teacher also relates the information that students have with what will be studied and helps integrate the information. This is in accordance with Ausubel's theory which emphasizes systematic teaching by delivering meaningful information (Nursalim, et al., 2007).

The results of the questionnaire also showed that the test questions given were easy. This is in accordance with the results of the evaluation tests carried out by students. Students get an average value of 81 classically in cycle II. These results have increased when compared to cycle I. In cycle I, the average value of students classically is 74. Therefore, it can be seen that learning by using educational game media Quizizz can improve student learning outcomes.

CONCLUSION

Based on the description of the results of the research and discussion, it can be concluded that learning using the educational game Quizizz media can increase students' activities and learning outcomes in materials to strengthen national commitment. The results of the study are described as follows:

1. Student activity during learning has increased during learning using the Quizizz educational game media. In the first cycle, the observed student activities got an average percentage of 50% - 75% with the criteria of quite - good. In the second cycle, the average percentage was 61% - 84% with good - very good criteria.
2. Student test results increased after learning using the educational game Quizizz. In the first cycle, the average student score was 74, with a percentage of completeness of 60%. These results increased in the second cycle, with an average student score of 81 and a classical completeness percentage of 89%.
3. Student responses after learning using the Quizizz educational game media were positive. All aspects get a percentage $> 75\%$. The lowest percentage is 75% and the highest is 100%, with very good criteria.

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