
THE EFFECTIVENESS OF QUIZIS MEDIA TO IMPROVE READING SKILLS AND KNOWLEDGE ABOUT PRESENT TENSE AND DESCRIBE THING

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Abstract

This research investigates the effectiveness of using Quiziz media in improving students' reading skills and knowledge of present tense and descriptive thing. The research results show that using Quiziz significantly improves reading ability and understanding of present tense concepts. This media is also effective in increasing student motivation and interaction. These findings suggest integrating Quiziz into English language learning to improve student learning outcomes.

Keyword: Teaching; Reading; Quizis ;Media; Present _Tense

A. introduction

In the digital era, educational technology has significantly transformed traditional language learning environments, particularly in English language teaching (ELT). One of the most prominent changes is the integration of digital learning platforms that offer interactive and engaging methods to improve language proficiency. Reading skills and grammar understanding, especially regarding the present tense and descriptive language, are fundamental components in mastering English as a foreign language. However, many students continue to struggle with these basic skills due to the monotonous nature of traditional learning strategies, lack of motivation, and insufficient interactive opportunities. To address these challenges, game-based learning

platforms such as Quizizz have emerged as promising educational tools. Quizizz, an online assessment application that blends gaming and learning, has shown potential in increasing student engagement and improving learning outcomes in language classrooms (Susanti & Siregar, 2021).

Reading comprehension in English is not merely about decoding texts; it involves understanding sentence structures, grasping the meaning of tenses, and making sense of descriptive elements. Grammar, particularly the present tense, plays a crucial role in achieving coherent and accurate understanding of texts. In addition, the ability to describe things using appropriate vocabulary and sentence patterns is a core component of communicative competence. Despite its importance, grammar instruction is often perceived as tedious by learners. Studies have shown that Indonesian students, especially at the junior and senior high school levels, find grammar challenging and less interesting when taught through conventional methods (Nurhasanah & Fitriana, 2022). This challenge necessitates a pedagogical shift towards more engaging, technology-supported instructional models.

Quizizz provides a solution by incorporating elements of gamification, such as instant feedback, competition, and interactive quizzes, which enhance students' motivation and involvement. It allows teachers to create customized quizzes aligned with specific learning objectives, including the reinforcement of reading comprehension, grammar mastery, and descriptive language skills. The media supports both synchronous and asynchronous learning, enabling flexibility and accessibility for diverse student needs. According to Arifin et al. (2020), Quizizz improves students' performance and motivation due to its user-friendly interface and competitive game elements. Its use in language classrooms has been associated with increased attention, better retention of grammatical rules, and enhanced reading performance.

Several empirical studies support the integration of Quizizz in language instruction. For instance, Yuliana and Handayani (2021) found that Quizizz significantly enhanced students' grammatical understanding and engagement in learning English tenses. Similarly, research conducted by Rahmawati (2020) demonstrated that Quizizz positively influenced students' ability to comprehend and analyze descriptive texts, as the platform facilitated repetitive and meaningful practice. Moreover, the interactive nature of Quizizz fosters collaborative learning and peer support, which are essential for language acquisition. The platform's real-time feedback system allows students to reflect on their performance and encourages self-directed learning (Fitriyani

& Nuraini, 2023). These findings suggest that integrating Quizizz into ELT can be particularly effective for reinforcing reading comprehension and grammar skills.

The focus on present tense and descriptive language is crucial because these two components frequently appear in English reading materials and are foundational for students' language development. The present tense is the most basic grammatical structure used in expressing habitual actions, general truths, and states of being—making it essential for learners to master early in their English studies (Azar & Hagen, 2022). Describing things, on the other hand, is a fundamental communicative skill that enables learners to express observations, feelings, and ideas in a coherent and detailed manner. However, the conventional approach to teaching these topics often lacks contextual relevance and interactivity, leading to passive learning and limited retention. Therefore, a platform like Quizizz, which provides contextualized exercises in a fun format, can fill this instructional gap by facilitating active learning and practice.

Furthermore, from a cognitive perspective, game-based platforms such as Quizizz support information processing and memory retention. According to cognitive load theory, when learners are engaged in enjoyable and interactive tasks, their intrinsic motivation increases, and their working memory is more effectively utilized (Sweller et al., 2019). The instant feedback provided by Quizizz reduces extraneous cognitive load by correcting errors in real-time, enabling learners to focus more on meaningful learning. In this regard, Quizizz not only supports skill acquisition but also enhances metacognitive awareness among learners, which is critical for developing independent reading and writing skills.

In the context of Indonesian education, where English is taught as a foreign language, the integration of Quizizz aligns with the national goals of digital literacy and 21st-century skills. The Ministry of Education and Culture has emphasized the importance of utilizing digital tools to promote student-centered learning and technological fluency (Kemendikbud, 2020). Quizizz, being accessible via smartphones and laptops, caters well to the digital habits of modern students. It also supports differentiated instruction by allowing teachers to monitor individual progress and tailor feedback accordingly. This adaptability is particularly beneficial in mixed-ability classrooms, where learners have diverse language proficiencies and learning preferences (Mustofa & Pratiwi, 2021).

Despite the promising features of Quizizz, its effectiveness in improving specific language components such as reading comprehension, present tense mastery, and descriptive writing

remains underexplored, especially in the Indonesian context. While several studies have examined its general impact on learning motivation and academic performance, few have focused on its role in enhancing these particular linguistic elements. This gap indicates a need for empirical investigation into how Quizizz can be strategically implemented to improve students' reading skills and grammar understanding. By addressing this gap, educators can better design instructional strategies that integrate technology not just for engagement, but for measurable language learning outcomes.

In conclusion, as English education evolves in the digital age, it is imperative to explore innovative instructional tools that support effective and enjoyable language learning. Quizizz, with its gamified learning environment, holds significant potential for improving students' reading comprehension and grammatical knowledge, particularly in mastering the present tense and descriptive language. The platform's ability to engage students actively, provide immediate feedback, and facilitate contextual learning makes it a valuable addition to the language classroom. However, further research is required to substantiate its effectiveness and identify best practices for its integration into curriculum design. This study aims to investigate the effectiveness of Quizizz media in enhancing reading skills and knowledge of the present tense and describing things, with the hope of contributing to the body of knowledge on educational technology and ELT pedagogy.

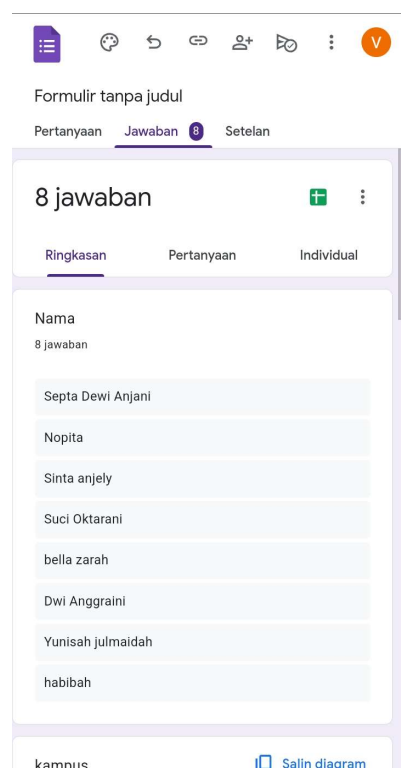
B. Method

This research uses a quantitative method (survey) to evaluate the effectiveness of quizis media in improving students' reading skills and knowledge. Quiz media is uploaded via the website to make it easier for students to access. The research was conducted on 8 students in the 1st semester of the STIEBIE University Management Study Program. The quizziz website was created with interactive features. This test consists of 40 multiple choice questions. it is uploaded on the website for easy access by students.

C. Result

No	Question	Easy	Medium	Hard
1.	How easy was it for you to register for the quiz?	25%	75%	0%

2.	How easy is it for you to access the features on Quiziz?	25%	75%	0%
3.	How difficult was it for you to answer the questions that were given via Quiziz?	0%	100%	0%
4.	How easy is it for you to find questions according to present tense and thing material?	0%	100%	0%





D. conclusion

1. The use of Quiziz media significantly increases the reading ability and knowledge of present tense and describing things in semester 1 students.
2. Quiziz media is effective in increasing student motivation and interaction.
3. Using Quiz can improve understanding of the concept of present tense and describing things

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