



QUIZZ AS AN INTERACTIVE LEARNING TOOL TO IMPROVE STUDENTS' INTEREST IN LEARNING ENGLISH

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Abstract:

Quizizz is an online platform that offers a variety of creative learning to make the classroom more fun. This research was conducted with the aim of exploring students' views on using Quizizz as an interactive learning tool in learning English. This is qualitative research involving in-depth interviews. In this study, the researcher used a qualitative approach by conducting semi-structured interviews as a data collection technique. The subjects of this research were taken from five eighth-grade students based on their experience in using Quizizz as an English learning. The results of these findings indicate that the use of Quizizz significantly increases students' interest in learning English. This is based on student perception, stating that gamification features such as leaderboards, point systems, and fast feedback create a more fun and challenging learning atmosphere. Apart from that, the Quizizz feature is also considered capable of fostering social interaction and healthy competition, as well as motivating students to participate more actively and deeply in learning activities. These results indicate that game-based learning tools, such as Quizizz, can be implemented as an effective tool to encourage students' interest and enthusiasm in learning English.

Keywords: *Interactive Learning, Students' Interest, Quizizz*

1. INTRODUCTION

One crucial aspect in ensuring the success of educational settings is to increase students' interest in learning, as stated by (Filgona et al., 2020). According to (Faizah & Indrawati, 2017), the word self-interest is defined as a form of self-motivation that encourages someone to participate in activities voluntarily and with sincere enthusiasm. In the learning context, this interest is clearly visible in the classroom setting, reflected in students' focus, enthusiasm, and enthusiasm for actively engaging with and interacting with the lesson material. Purwanto (in Agustin Mawarni et al., 2020) strengthens this idea with his statement, which explains that strong interest fosters passion, perseverance, and resilience in students and equips them to face problems and challenges without giving up easily. This interest is what stimulates students to pay attention to the atmosphere when learning takes place and participate in class activities by asking questions or providing thoughtful responses, which can enhance their educational experience and contribute to their overall success. Students will tend to be more active and enthusiastic about learning, completing assignments, and pursuing academic success when they feel inspired (Barkley, 2010). With high motivation, students are also better prepared to face challenges and problems that may arise through the learning process. In addition, motivated students typically demonstrate a positive approach to the educational process, which can help them retain more knowledge and comprehend the subject matter being taught. Consequently, boosting students' interest in learning is crucial in establishing a successful learning environment and has a positive impact on academic performance.

Learning English in secondary schools frequently struggles to stay motivated and develop language proficiency (Rone et al., 2023). Therefore, a creative and practical



strategy is required to raise students' language proficiency. Utilizing technology in the classroom, such as online learning environments, has emerged as an appealing strategy to solve this issue. According to (Munawir & Hasbi, 2021), gamification or the use of online learning platforms might boost students' interest and enthusiasm in learning, particularly in English-related courses. Apart from that, Keengwe, J., & Georgina in (Ika Dhamayanti, 2021) explained that technological advances have brought significant changes in teaching and learning methods. Incorporating technology into the educational process offers a variety of benefits for teachers and students, making the classroom environment more effective and productive. Technological advances have brought significant changes in teaching and learning methods (Chakraborty et al., 2020). The integration of technology in education offers a variety of benefits for teachers and students, making the classroom environment more effective and productive. Technology makes it possible to access a greater variety of educational resources, including international online courses, educational films, journals, and e-books, all of which enhance and broaden the scope of learning materials (Delgado et al., 2015).

However, there have been substantial changes in many facets of society, including education, due to the advancement of information and communication technology. One of them is gamification, which is now a technological innovation that is increasingly developing in the world of education. The word gamification itself is defined as the application of game features to a non-game-based environment to increase user involvement and motivation, as stated by Triantafyllou & Georgiadis (2022). In the learning context, gamification seeks to provide students with more interesting and interactive learning services. In this case, Quizizz is one of the various game-based tools that educators widely implement throughout the world in learning activities. These opinions agree with Namara & Murphy (2017), where researchers also describe Quizizz as a gamified learning tool, a game-based learning application that combines several gaming activities in the classroom to promote a more fun and interactive learning environment. In this case, Quizizz acts as an online learning media that provides various features that allow educators to create interactive quizzes that students can access via their smartphones. By combining features such as a scoreboard, point system, and quick feedback, Quizizz strives to make learning more fun and challenging. These features allow students to compete against each other, motivating them to try harder in class to achieve better grades.

In this case, the researcher conducted research on the effectiveness of Quizizz in learning activities. This research was carried out with the aim of exploring students' perceptions of the use of Quizizz as an interactive learning tool that enriches their experience in learning English, specifically to examine students' opinions regarding Quizizz's ability to motivate, engage, and effectively support their English learning. This research was conducted at UPT SMPN 10 Gresik class VIII-A, where students had several experiences using the Quizizz platform in English learning sessions. This research space examines whether combining Quizizz with English class activities can foster students' interest and enthusiasm for learning. Apart from that, this research also



seeks to provide educators with insight into how effective Quizizz can be in increasing students' enthusiasm for learning so that its implementation can be carried out significantly. Overall, this research seeks to present a comprehensive understanding of the potential or benefits of integrating Quizizz into English language teaching in schools.

However, several previous researchers have implemented Quizizz in learning activities, especially in English language teaching (ELT). One of them is research conducted by (Nuary et al., 2024), the focus of which was to examine the impact of using Quizizz on increasing students' interest and motivation in learning in Early Childhood Education. In this case, researchers used qualitative and descriptive methods to collect data. The results of this research show that the use of Quizizz provides positive results throughout the planning, implementation, and assessment stages of learning. This research concludes that the use of Quizizz in Early Childhood Education can increase student motivation and engagement while increasing the interactive nature and dynamics of the learning experience.

The same research was also conducted by Masterjon et al. (2024) in an effort to analyze how Quizizz, as a game-based learning platform, influences student learning motivation. This study focuses on the value of student engagement, learning effectiveness, and the involvement of modern educational resources such as the Internet in improving the quality of education. Significantly, the aim of this research is to broaden the understanding of how the use of tools such as Quizizz can influence student motivation and their interest in learning in the classroom. Using an experimental research design and quantitative methodology, this study investigates how Quizizz influences student engagement in learning, particularly in multimedia topic areas. The results show that Quizizz can significantly increase students' interest in the subject. Quizizz is stated to be capable of being a learning tool that creates a more dynamic and enjoyable learning experience and increases student motivation and participation. Students assess Quizizz positively, which provides benefits in learning activities.

Furthermore, the researchers also found another study entitled "Teachers' Perceptions of the Use of Quizizz in English Language Learning: A Systematic Review". This research conducted by (Lim & Yunus, 2021) highlights four main aspects, including effectiveness, feasibility, difficulty, and motivation. This research aims to investigate the success of implementing Quizizz in improving English language teaching based on the teacher's perspective. This also includes overcoming challenges related to gamified learning. The data analysis used in this research takes the form of a comprehensive qualitative and quantitative approach. This research provides a positive picture of teachers' opinions regarding the implementation of Quizizz and shows how effective, feasible, and useful it is to motivate students to learn.

Furthermore, Zhao (2019) also conducted research to analyze students' perceptions of the success of implementing Quizizz in the accounting field. This study employed a quantitative approach to see how different amounts of Quizizz usage affected student satisfaction. By comparing different parts of the same course with varying amounts of Quizizz, the study looked at how students felt about the app to understand its impact.



The findings indicated that students find Quizizz easy to use and fun for classroom activities. It helps them review material, keeps them interested in learning, and improves their focus. They also appreciate features like the leaderboard, which motivates them to study. Overall, students prefer using Quizizz for exercises instead of traditional paper-based methods.

Pitoyo (2019) also carried out research that focuses on how gamification-based assessments, specifically using Quizizz, can address test anxiety among students. The study investigates the extent of test anxiety among students, their perceptions of Quizizz, and their preferences for different game features within the application. Data were gathered by questionnaires, interviews, and observation. According to the study, students had a bit of anxiety test, but they also had positive sentiments about Quizizz's ability to help them feel less anxious. The study indicated that students' preference for particular Quizizz game elements, such as points, test reports, and leaderboards contributed to alleviating their test anxiety. The findings suggested that the enjoyable gaming aspects of Quizizz are effective in reducing exam anxiety, and the researcher recommended its use as a valuable assessment tool.

The study conducted by Ridhwan (2023) examined how Quizizz's gamified platform reshaped the assessment landscape, increased student engagement, and contributed to closing the enthusiasm gap in language acquisition. It highlighted the transformative capabilities of incorporating Quizizz, an interactive assessment tool, into English language teaching for beginner students at STAI Auliaurasyidin. The results show that using Quizizz's gamified approach increased students' excitement for learning, creating a more vibrant and engaging learning environment. For beginner language learners, the use of multiple-choice questions in Quizizz was highly beneficial, helped them tackle challenges associated with open-ended questions, and improved their overall learning experience.

The final research sample, carried out by Harahap & Kembaren (2023), concentrates on the effectiveness, practicality, and obstacles of employing Quizizz as an instructional resource, especially for young learners in Medan. The study explores how Quizizz encourages students and assesses teachers' readiness to keep using the platform. The research employs a case study design with a qualitative approach, including semi-structured interviews and rating scale questionnaires with ten English teachers. According to the survey, teachers think Quizizz is a valuable resource for engaging and inspiring students in English classes. Learning is made more fun by its interactive features, yet some teachers have reported difficulties with technological difficulties and classroom adaptability. Because Quizizz has a beneficial effect on learning, most teachers are eager to continue using it despite these drawbacks.

By exploring students' perceptions of utilizing Quizizz to improve their English language learning experience in a junior high school setting, this study aims to address existing gaps in the literature. Furthermore, this study seeks to enrich the knowledge base by examining the effectiveness, motivation, and engagement facilitated by Quizizz. It also seeks to explore how incorporating this tool might improve the learning environment. Focusing on the student perspective will result in a more detailed



assessment of Quizizz's effects and assist teachers in putting into practice efficient teaching techniques catered to the particular requirements of secondary school students.

2. METHOD

The researcher used a descriptive qualitative method to examine students' areas of interest. According to Creswell (in Castell et al., 2022), qualitative research is carried out in an authentic context, utilizing the application-based approach to gain an in-depth understanding of real-world experiences or focused studies oriented to specific programs, events, activities, processes, or phenomena. The researcher chose this qualitative descriptive approach because it can provide clear, sincere, and well-structured explanations. The participants in this research consisted of five eighth-grade students from UPT SMP Negeri 10 Gresik, who were selected based on their experience in using Quizizz as a learning tool. Data was collected through interviews, focusing on the views and reasons behind EFL (English as a Foreign Language) students regarding the use of the quiz feature. The results were divided into two primary categories: how the students perceive the function of quizzes in the English classroom and how motivated they are to use them to learn the language. Interviews are a useful tool in this qualitative descriptive research to obtain specific information and deeper insights into participants' experiences and perceptions.

To analyze this research data, the researcher used thematic analysis to find patterns or themes in the data to gain a deeper understanding (Boyatzis, 1998; Elliott, 2018; Thomas, 2006) in (Naeem et al., 2023). In order to find early trends regarding opinions of Quizizz's influence on English language acquisition, the procedure started with familiarization, which involved going over interview transcripts and student feedback. Data segments were tagged during the coding phase according to factors including engagement, motivation, and difficulties. Following that, codes were categorized into groups such as heightened motivation, active engagement, and technological obstacles. Ultimately, themes like "better engagement", "deeper comprehension", and "active engagement" were recognized, honed in, and analyzed to demonstrate how Quizizz affects students' interest in learning. Other problems included "internet access" and "disruptive advertisements".

3. FINDING AND DISCUSSION

The perspectives of students regarding the use of Quizizz as an interactive learning tool are follows: (1) Students considered that Quizizz has significantly boosted their interest in learning English, (2) Quizizz enhanced students understanding, (3) Quizizz encouraged students to actively participate in class.

3.1 Quizizz has significantly boosted students' interest in learning English

The data indicated that all five participants agreed that using Quizizz significantly increased their interest in learning English. They reported that while using Quizizz, their interest remained high because of its various features, which they found beneficial.



"Learning English becomes fun when using Quizizz because we are not only presented with readings or writings but there are also animations that make it look unique. In addition to animations, there is also audio. So, we are not only learning to write but also practicing listening." (Participant 3)

"Quizizz makes learning English more interesting for me. I'm more inspired to apply the teachings and give it my all because of the challenges and quick responses." (Participant 4)

"I'm more motivated to learn English now that I use Quizizz. Learning has become more enjoyable because of the numerous elements and games offered." (Participant 5)

Feedback from the interviews above demonstrates how Quizizz increases the fun and engagement of English learning. One participant said that elements or features like audio and pictures alongside texts make learning more fun. This multimedia approach helps students improve their writing and listening skills, leading to a more comprehensive and dynamic learning experience. Other participants mentioned that interactive challenges and instant feedback from Quizizz helped them become more interested in learning English. These features encourage active engagement and maintain students' motivation, making for a more interesting learning environment. This was confirmed by the opinions of other participants, who said that Quizizz's series of features and games make them more excited about learning English. The interactive aspect of learning presented in the form of games helps maintain high levels of interest and motivation, making the process more interesting and enjoyable. These observations show how Quizizz's interactive and multimedia capabilities make studying more efficient and pleasurable.

According to the data, all respondents stated that Quizizz increased their interest in studying English. After using Quizizz, students who previously thought English sessions were dull have started to participate more actively in class. (Masterjon et al., 2024) claim that Quizizz successfully held students' interest and added interest to the learning process, which in turn caused a discernible increase in their motivation for studying. Nuary et al. (2024) Also noted that the Quizizz app makes learning more interesting. Learning becomes more fun and competitive because of the engaging and interactive features. Students are more interested in and engaged with the learning process when quizzes are presented in a humorous manner. Students become more interested in lessons because of the competitive atmosphere and the platform's eye-catching design. With less reliance on conventional teaching techniques, students are better able to sustain their attention and are more likely to interact with English-language resources on a regular basis.



3.2 Quizizz encouraged students' Confidence

In addition to increasing students' enthusiasm, a number of participants attested to the fact that Quizizz really boosted their confidence in using English. Students were able to interact with the content without worrying about being judged because of Quizizz's competitive yet relaxed atmosphere, which encouraged self-confidence in studying. Several interview quotes that clarify how Quizizz enhanced comprehension are included below.

"I was frequently worried about making mistakes in class before I started using Quizizz. However, the pressure I felt when playing Quizizz was different. I am motivated to try again without worrying too much about being wrong because I can see my progress." (Participant 2)

"I find that using Quizizz is enjoyable even when I answer a question incorrectly, which motivates me to keep trying. I am less anxious about making mistakes now, especially in routine classroom exercises." (Participant 4)

"Quizizz showed me that learning is fun and doesn't have to be a burden. This helped me to understand that making mistakes in the learning process is a natural part. And now, trying to answer questions in class doesn't make me feel uncomfortable." (Participant 5)

These responses demonstrated the impact of Quizizz in increasing students' self-confidence, and their perception of making mistakes affects the learners' confidence and reduces their perceptions of making mistakes. Participant number two provided an additional explanation about how Quizizz helped them reduce the pressure to make mistakes in class, even though they were often afraid of doing so. They were motivated to keep trying without fear of failure because they could see their progress in a less stressful environment. This aligns with participant number four, who mentioned that they continued to enjoy the game and were encouraged to play even after giving erroneous answers to questions. This reduced their fear of making mistakes in Quizizz and other classroom tasks. Furthermore, the fifth participant emphasized how Quizizz makes learning more fun and helps them realize that making mistakes is a normal part of the learning process. As a result, they became less hesitant to participate in class discussions. Overall, Quizizz created a learning atmosphere where students felt more comfortable and confident, viewing mistakes as opportunities for growth rather than failures.

Students typically feel more secure when using Quizizz for examinations. A portion of this confidence boost might be attributed to features like customized avatars, which give each student's profile a distinctive and interesting look. According to Zhao (2019), Quizizz's vibrant UI, entertaining avatars, and relaxing background music create a game-like atmosphere that keeps students interested and lessens their stress. According to the interview, Quizizz's feedback aspect is also crucial in helping pupils gain confidence. Students receive feedback through drawings or memes indicating whether their answers are valid after finishing an



exam. With the addition of amusing avatars and the ability to utilize anonymous identities, this visual feedback gives students another opportunity to edit and fix their errors. Students gain confidence and competence in their ability to learn by going through and grasping their mistakes. According to Pitoyo (2019), the psychological health of students is enhanced by game-based platforms such as Quizizz. Quizizz helps pupils become more confident and less anxious because of its interactive features and game-like components. When utilizing Quizizz for their assessments, students consequently grow more at ease and confident.

3.3 Quizizz encouraged students to actively participate in class

Another finding of students' perception of the use of Quizizz as an interactive learning tool in learning English is that they assumed that Quizizz encouraged students to actively participate in class. The following statements are derived from the interview.

"Quizizz really pushed me to participate more actively in class activities. Each quiz provides an opportunity to compete and get feedback, which keeps me more engaged in the learning process." (Participant 1)

"After starting to use Quizizz, I feel more active in contributing to class. The opportunity to compete and see immediate results from my answers made me more motivated to participate." (Participant 3)

"Quizizz has increased my participation in class. Now, I am more motivated to engage in and contribute to every learning session because of the fun quizzes and small awards." (Participant 5)

The statements from several participants above showed that Quizizz has a significant effect on increasing student participation in class. One participant mentioned that the competitiveness of Quizizz and instant feedback from Quizizz kept them interested and active in class activities. Other participants also expressed the same opinion that they were more likely to participate in English learning activities because they had the opportunity to compete and see the results firsthand. They told how Quizizz presented interesting questions which were supported by elements from the platform, such as audio and images, which made them enthusiastic about answering quizzes because the questions given were not always monotonous in the form of text. Apart from that, small rewards such as leaderboards also make them even more enthusiastic about competing and participating in each learning session. Overall, these findings demonstrate how Quizizz's gamification and interactive elements significantly increase student participation.

Quizizz makes students feel more active in contributing to class because of its leaderboard feature, which displays real-time rankings. This feature motivates students to be more engaged in the learning process and strive to do their best. By seeing their position on the leaderboard, students are encouraged to compete in a healthy way and improve their performance, leading to a significant increase in



participation during class activities. As stated by (Ridhwan, 2023), the use of Quizizz motivates students to take control of their learning, promoting a sense of responsibility and ownership. This aligns with Harahap & Kembaren (2023); students unanimously agreed that Quizizz should be a regular part of their daily online quizzes because it encourages active participation. The competitive nature of Quizizz, where students strive for top ranks and grades, motivates them to engage more with the learning content. This increased engagement, both before and during quizzes, shows that Quizizz effectively encourages students to participate in class activities.

3.4 Challenges

Even so, some students also expressed their opinions about the difficulties they faced while using Quizizz. "It often appears like an advertisement, or maybe it's a meme when I'm taking a quiz, and it quite disturbs my focus," said the first participant. "When I'm focused on answering a quiz, suddenly a meme just like that appears; it makes me annoyed, especially since we have to wait. until the meme disappeared by itself while my other friends and I were competing over who completed the quiz the fastest and most correctly". Meanwhile, other participants expressed a different opinion regarding the problems while using Quizizz. "In my opinion, Quizizz doesn't have any problems, but because this is an online learning platform, so sometimes I get a little annoyed with my internet network suddenly not being good."

These claims draw attention to typical problems that some students have when using Quizizz, like lag or sluggish internet connections. Notwithstanding these obstacles, most students believe that utilizing Quizizz to learn English is well worth the trouble. They think that Quizizz is a valuable learning tool because of its fun and involvement. As a result, even with some technical challenges to be solved, students are excited about using Quizizz going forward to improve their motivation and English language skills.

However, some challenges limit the full potential of Quizizz, which were identified in the interviews. One of the most significant issues is the presence of memes in Quizizz. These ads can interrupt the flow of learning and divert students' attention, diminishing the overall quality of the learning experience. While the platform offers a paid version without ads, the free version is widely used, especially in schools with limited budgets. Hence, these advertisements pose challenges for both teachers and students by destroying fun and focus during learning activities. In addition, because of their tendency to disrupt learning activities and provide distractions, these advertisements cause problems for educators and students. Moreover, in certain places, internet connection is a big problem. A stable internet connection is required for Quizizz to function properly because it is an online platform.

This is reinforced by the statement by Masterjon et al. (2024), that technical difficulties such as an unstable internet connection can hinder the effective use of



Quizizz in the learning environment. In order for Quizizz's potential to be realized, a reliable infrastructure and support system is needed; this is in accordance with Harahap & Kembaren (2023). However, there are several drawbacks to the Quizizz application. Remembering that consistent internet access is essential, as not all students have reliable internet connections. Students may experience delays or interruptions during quizzes in areas with intermittent internet, which may disrupt their engagement and make their situation worse. In remote or underdeveloped locations, where internet availability is erratic, this problem is especially severe.

Overall, although Quizizz has many advantages in boosting students' interest in learning English, encouraging students to participate actively, and raising their motivation, there are still a number of obstacles that need to be resolved so that benefits can be fully felt. Two main issues must be addressed to guarantee that all students, regardless of location or financial means, can fully access the platform: the intrusive advertisements in the free version and the need for a stable internet connection. Despite these difficulties, Quizizz continues to be relied upon as an important platform in contemporary education, especially in providing dynamic and interesting learning experiences to students.

4. CONCLUSION

Aligned with the findings of the interviews, it can be determined that Quizizz significantly enriched students' learning experiences in English classrooms. First, Quizizz succeeded in increasing students' enthusiasm for learning English. The interactive and gamification features of Quizizz make students more interested and driven, as they previously considered English as a boring subject. The attractive appearance of Quizizz combined with a competitive element serves to boost students' interest and make English classes more fun for them. Second, Quizizz has proven effective in increasing students' confidence in their ability to learn English by creating a competitive atmosphere that remains relaxed. Participants mentioned that Quizizz helped them reduce their fear of making mistakes by turning it into an opportunity to learn and encouraging continued participation so they can interact with the content without worrying about being judged, and students become more comfortable when they make mistakes. Third, there is evidence that Quizizz works effectively in raising student engagement. The platform encourages students who traditionally remain passive in traditional learning environments. It is engaging; nature encourages students to engage more with their peers during collaborative tasks as well as with the quizzes themselves. The competitive yet supportive environment created by Quizizz promotes greater student involvement.

Nevertheless, some challenges were also recognized. Occasionally, during quizzes, there would be advertising or memes that would distract certain students. These interruptions made it difficult for student to concentrate on the task at hand. Additionally, some students also faced issues with their internet connections. Unstable internet access led to delays or disruptions when taking quizzes, which frustrated students and hindered the learning experience.



Notwithstanding these challenges, the overall feedback from the interviews suggests that Quizizz is a very helpful resource for learning English. In this case, researchers still recommend using Quizizz in English classes, especially as an evaluation tool, rather than using it all the time as learning material. The platform allows teachers to use it as an assessment, providing valuable insight into student progress in learning. Meanwhile, for recommendations for further research, the researcher suggests expanding the research focus not only on junior high school education, seeing that current researchers only limit the scope to certain age groups. Additionally, future research may be able to analyze student grade results in Quizizz achievement along with collecting student feedback. By combining qualitative and quantitative data, future research can provide a more thorough knowledge of the effectiveness of Quizizz as an educational tool.

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