

**THE INFLUENCE OF USING QUIZZZ TO INCREASE STUDENTS'
VOCABULARY**

THESIS

Submitted by

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AR-RANIRY STATE ISLAMIC UNIVERSITY**

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in the Field of Education in English Language Teaching

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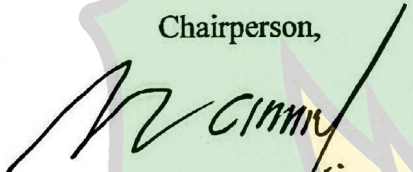
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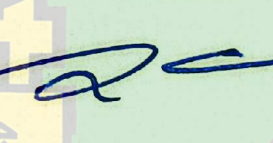
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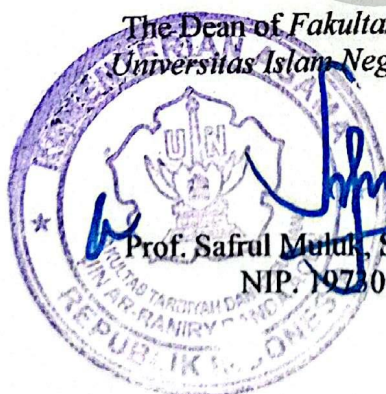

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Hereby declare that in writing this thesis, I:

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This statement is made truthfully and without coercion from any party.

A R - R A Banda Aceh, 02th August 2025
Declarant



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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

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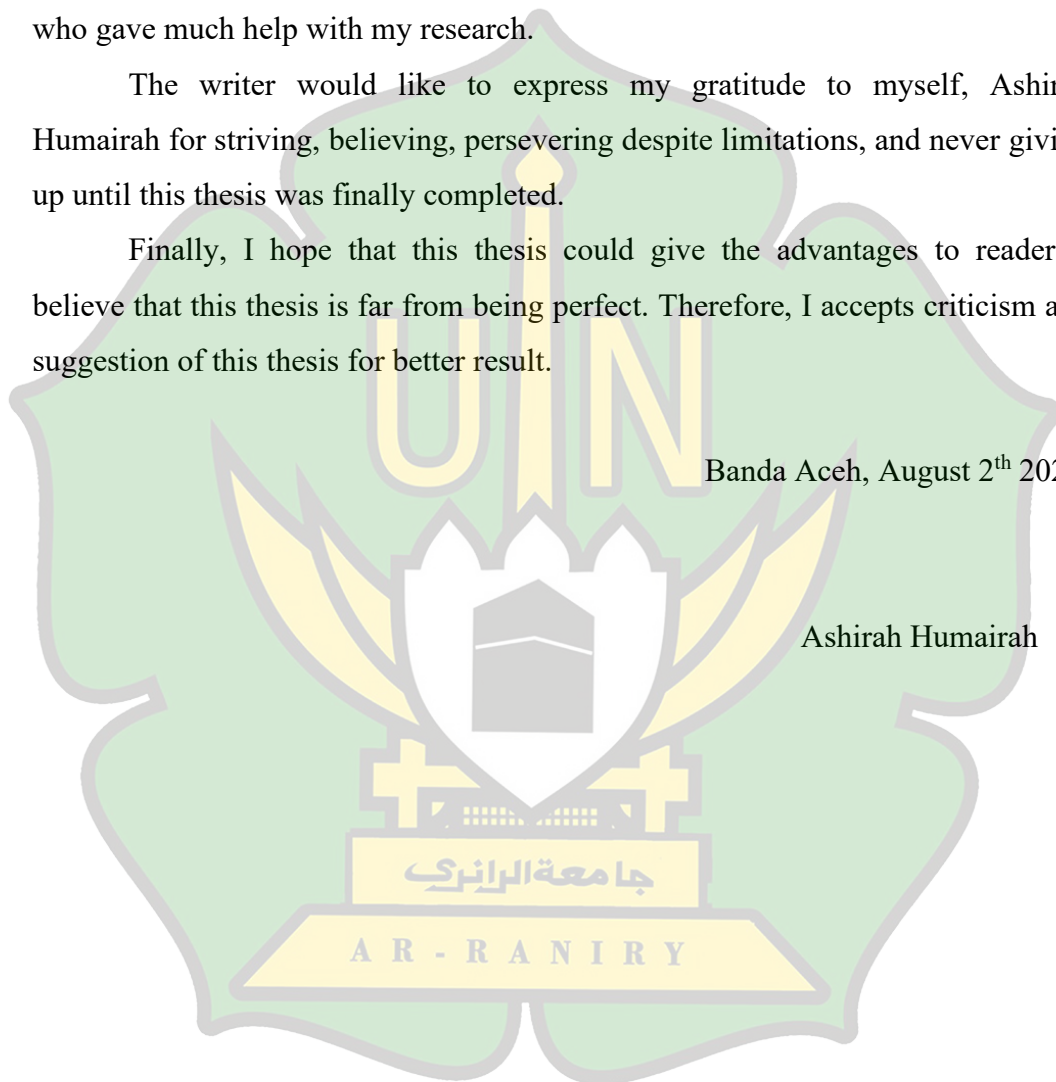
My appreciation and thanks also go to all of my friends, whom I cannot mention one by one. Thank you for everything, and for accompanying me through the ups and downs while completing my thesis. Moreover, a lot of thanks were also extended to the headmaster, staff of administration, and English teachers in MTsN 2 Aceh Besar. Then special thanks to students of classes VIII-2 and VIII-1 who gave much help with my research.

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Finally, I hope that this thesis could give the advantages to reader. I believe that this thesis is far from being perfect. Therefore, I accepts criticism and suggestion of this thesis for better result.

Banda Aceh, August 2th 2025

Ashirah Humairah



ABSTRACT

Name : Ashirah Humairah
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Thesis Working Title : The Influence of Using Quizizz to Increase Students' Vocabulary
Supervisor : Nidawati, S.Ag., M.Ag.
Keywords : Quizizz; Vocabulary; Learning Outcomes

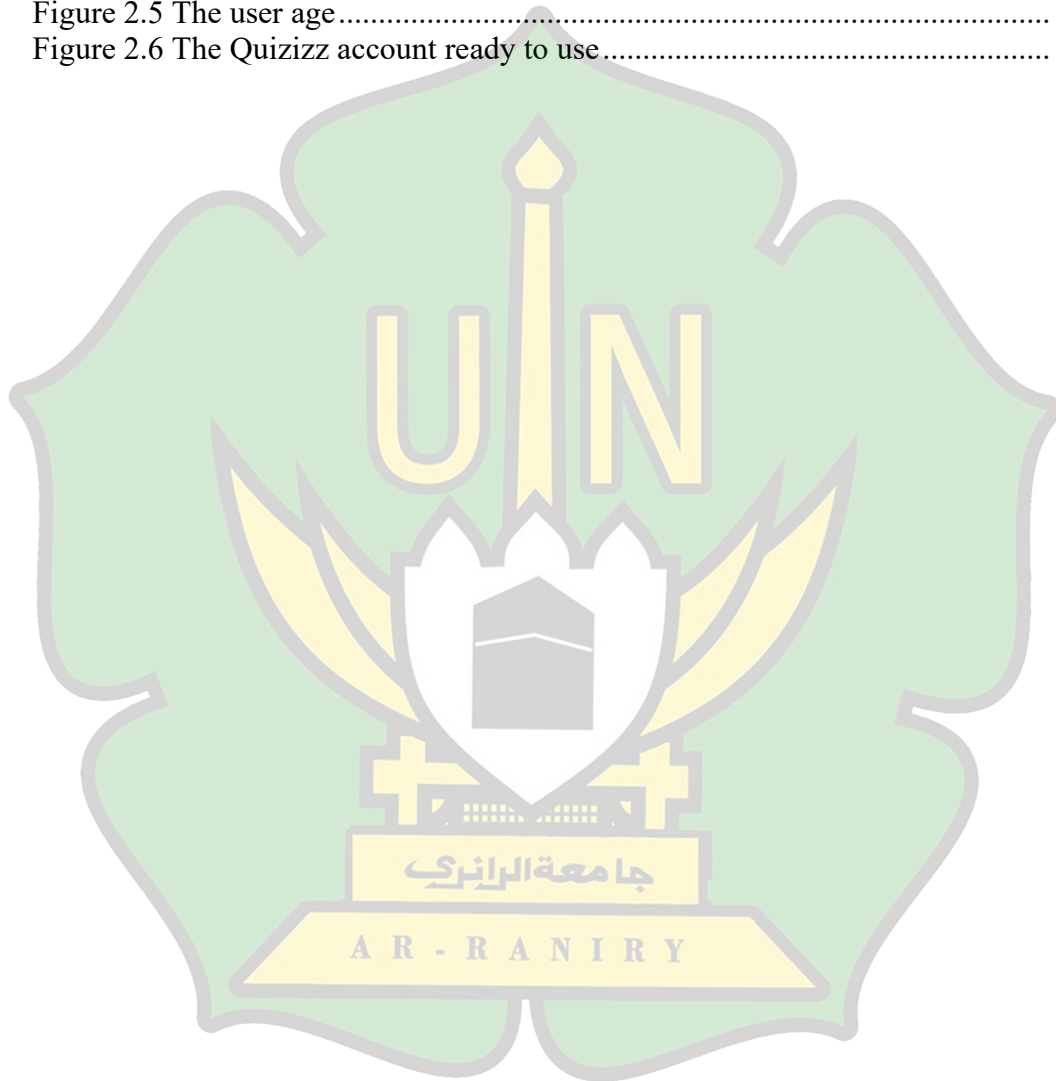
Vocabulary is an important aspect of learning a language. Students' ability to understand vocabulary depends on how they acquire or learn it. Low students interest in learning is a major factor. Therefore, learning must be directed so that it can arouse students' interest in learning, one of which is by presenting Quizizz as an English learning media in the classroom. This study aims to determine the effect of using Quizizz in increasing English vocabulary and knowing students' perceptions of Quizizz as a learning medium. The population consisted of class VIII students. The sample of this research consists of two classes, namely class VIII-2 as an experimental class and class VIII-1 as a control class. The data obtained were the results of the students' pre-test and post-test. To measure students' perceptions of the use of Quiz, researcher also used a Likert scale questionnaire consisting of 10 statements. The data obtained were then processed using t-test statistics with a significant level $\alpha = 0.05$. From the results of data processing, $t_{\text{count}} = 8.64$ and $t_{\text{table}} = 1.67$ or so that H_0 is rejected and H_1 is accepted. Based on the testing criteria, it is concluded that student learning outcomes using Quizizz in improving student vocabulary are better than student learning outcomes taught without using Quizizz on wh-question material in class VIII MTsN 2 Aceh Besar. The results of the questionnaire analysis showed that students gave positive responses in applying Quizizz as an English learning media in class. They agreed that the use of Quizizz improved and motivated them in learning.

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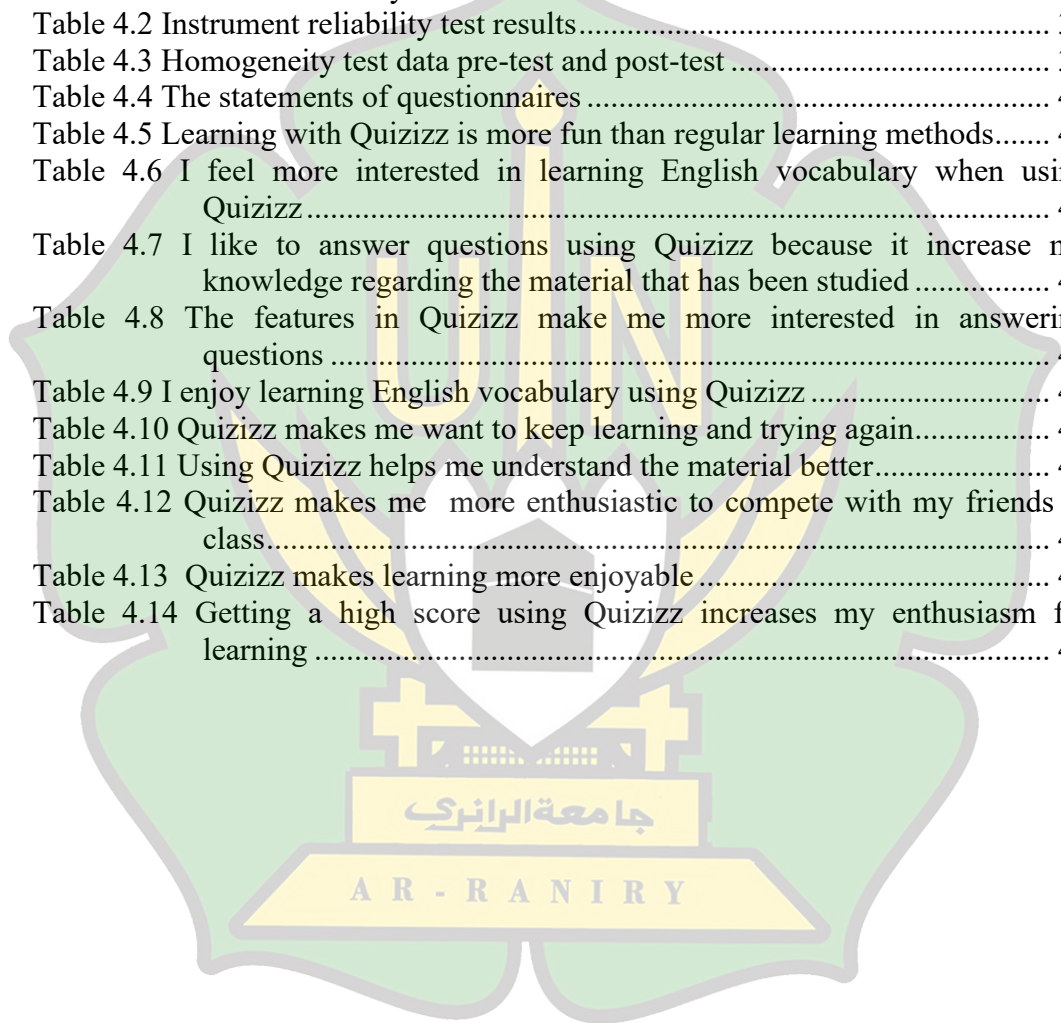
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CHAPTER I INTRODUCTION

In this chapter, the researcher writes an explanation regarding five important section including the background of the study, research question, research aims, hyphotesis, significance of the study, and terminologies.

A. Background of Study

Learning is a process where educators teach students to acquire knowledge, skills, and attitudes (Risan, 2021). The teacher as a facilitator, provides learning materials to students. Learning is designed as well as possible to achieve learning objectives. Successful learning can be said to be an effective learning process and produces positive changes in students' knowledge, skills, and attitudes. The most crucial medium for communication is language. In learning a language, you must be able to master vocabulary well. Language learning relies heavily on vocabulary.

The initial stage in learning a language is mastering vocabulary. Vocabulary is important to language and plays a crucial role in improving language skills. Without vocabulary, you will not be able to understand or convey meaning. Vocabulary is a fundamental element needed for speaking, listening, reading, and writing. The initial stage in learning a language is mastering vocabulary. This is because before understanding grammar or sentence structure, one must know the meaning of words first in order to build meaning. The more vocabulary one masters, the better their ability to communicate both orally and in writing.

In order to understand more about English, one must first master its vocabulary. Students who lack a proportional English vocabulary will struggle to use English, both written and orally. Vocabulary mastery is the comprehensive knowledge or skill of comprehending and using a language's stock of words and their meanings (Rahmasari, 2021). This can support effective communication and help in structuring sentences. Mastery of vocabulary can help in understanding the content of the text well. The more vocabulary learned, the easier it is to obtain information. The ability of learners to understand vocabulary, depends on how to acquire or learn it. Many students do not like learning English, because they think that English is difficult. So they feel that English is not important and boring. Therefore, teachers must be able to provide appropriate teaching strategies to make students interested in learning vocabulary and help students learn vocabulary well (Nai'mah, 2022).

One of the effective approaches in learning is utilizing technology. With the rapid advancement of information technology, various digital learning platforms have emerged to help the teaching and learning process in the classroom. In the field of education, there has been a lot of use of technology as a learning medium in the classroom (Ota et al., 2023). The use of technology-based media can be applied in the learning process in the classroom, this can make learning more interesting and enjoyable. Learning media is media made by teachers to be used in learning and creating interactions that help in learning activities when learning is carried out. Learning media can also direct students' attention so that it can arouse motivation, improve the learning process and

results. By using this technology-based learning media, learning can be more innovative and interesting. Quizizz learning media is a game-based online learning platform that offers an interactive and fun learning experience. With interesting features such as quizzes equipped with attractive visuals, a clear scoring system, and rankings that can spark a spirit of competition among students, Quizizz is an attractive choice to support the learning process. According to previous research shows that Quizizz can be used as an effective learning media in the classroom (Fakhrudin & Nurhidayat, 2020). The use of this application is considered very effective in the learning process which is integrated with game-shaped material and questions.

Quizizz is a fun, multiplayer classroom application that encourages student participation in educational activities (Zhao, 2019). This application offers a variety of features that are interesting and fun to use. In addition, the use of this application can be adjusted to the material and needs of students, so that students can more easily understand the learning material presented. The utilization of this media is very possible to create an entertaining and fun learning atmosphere, so that students feel more excited about learning. Students can use this application through their electronic devices. In this Quizizz application also provides scores in questions, so that students can see the extent of their ability level, and this can certainly attract students' attention to compete to solve problems that can cause learning motivation. Quizizz as a learning media is very useful in presenting learning material questions. Teachers can create questions according to student needs. Previous research has explored how the use of Quizizz can increase

students' vocabulary. Research conducted by Maesaroh (2024) with the title "Improve English Proficiency with Quizizz Junior High School Students," in class VIII students at MTsn 3 Pandeglang city concluded that using Quizizz on a regular basis can enhance students' English skills dramatically. Quizizz helps students to study English in an engaging and fun method, which increases motivation and encourages active participation in English learning. Another study conducted by Asti et al. (2022) showed that the vocabulary of tenth-grade students of SMAN 13 Pangkep was considered to have increased, this could be seen based on the results of the students' pre-test and post-test. There was an increase in students' vocabulary before and after using Quizizz. Students also played an active role in the vocabulary development process.

The use of the Quizizz application as a medium for carrying out learning evaluations, which was researched by Aditiyawarman et al. (2022) concluded that the use of Quizizz as a learning media can increase student activeness in the classroom, encourage students to contribute to each other and increase student understanding in working on tests. Researcher conducted this research because current technological advances have given birth to various interactive learning platforms, one of which is Quizizz. The concept of gamification has opened up new opportunities to create dynamic and effective learning environments by combining engaging components with fun game elements (Bennani et al., 2022). This research is very important considering that the use of technology-based media provides interactive and fun learning and can help teachers increase students' vocabulary by utilizing game-based learning media.

The researcher wanted to perform this study because students' vocabulary competence still low at MTsN 2 Aceh Besar, despite the fact that vocabulary is essential for English language abilities such as speaking, reading, writing, and listening. Many students struggle to read texts and construct sentences due to a limited vocabulary. The reason researcher use Quizizz to improve students' vocabulary is that monotonous vocabulary teaching methods or those that focus solely on memorization often cause students to quickly become bored and less motivated to learn. With the development of technology, there is a need for interactive learning media that is in line with the characteristics of the current generation, which is more interested in digital media. Quizizz is a game-based quiz platform that allows students to learn while playing. Features such as instant scores, leaderboards, and attractive visuals make students more enthusiastic about learning.

Based on the previous related studies and the above phenomena, the researcher is interested in conducting this research entitled “The Influence of Using Quizizz to Increase Students’ Vocabulary.”

B. Research Question

According to the background of the study, the research question for this study are:

1. Does the use of Quizizz increase students' English vocabulary?
2. What do students perceive of using Quizizz as a learning medium?

C. Research Aim

Based on the research question above, the researcher aims are intended to:

1. To find out whether the use of Quizizz in increasing students' vocabulary
2. To find out what the students perceive of the influence using Quizizz as a learning medium.

D. Significance of The Study

This research is expected to provide benefits for various parties, including for teachers, and students.

1. Students

The findings of this research provide direct benefits to students. Students can enjoy and easily understand the learning process and do not feel bored when the teacher provides material. Students can be motivated in learning English vocabulary, and they can remember it without consciously realizing the learning process. Using Quizizz makes students actively participate in learning so that it is easier for them to understand the learning material.

2. Teacher

This study is expected to give information to the teachers it increases the teacher's proficiency in teaching English, particularly when integrating technology into the classroom, and provides further information on a novel kind of quiz tool that may be implemented or employed in the teaching process.

E. Hypothesis

A research hypothesis is a statement of prediction for a study that will be tested by researchers. According to Sudjana (2005), a hypothesis is an assumption or conjecture about something that is formulated to provide an explanation of a particular phenomenon. The null hypothesis (H_0) is a statement that asserts that there is no relationship, influence, or significant difference between the variables being tested. Meanwhile, the alternative hypothesis states that there is a relationship, influence, or significant difference between the variables. It is important to test the hypothesis to ensure its veracity.

H_0 : the use of Quizizz does not influence in increase students' vocabulary

H_a : the use of Quizizz influence in increase students' vocabulary

F. Terminology

To avoid any confusion related to terms used in this research, the researcher define several terms for the general public to get insights from this research in its complete are:

1. Vocabulary

According to Linse (2005), vocabulary is a collection of words that a person knows or uses in a language. Vocabulary refers to words that people know and use whether listening, speaking, reading, or writing. Linse also stressed the necessity of teaching vocabulary in language learning, stating that vocabulary mastery provides the foundation for developing other language skills.

2. Quizizz

Quizizz is a learning application that enables students to participate in multiplayer classroom activities using their computers, smartphones, or tablets (Predyasmara et al., 2022). Quizizz is one application that can be utilized and used as a fun learning media, a game-based learning application. The use of this application can assist teachers in providing learning materials and exercises in class.

