



The Utilization of Game-Based Quizizz Application in Learning Education Management for PGMI Students at IAIN Kudus

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Abstract

This research was motivated by the utilization of the quizizz application in learning education management to increase student learning interest in the PGMI study program at IAIN Kudus. The purpose of this study was to examine the utilization of quizizz applications by teaching lecturers in education management courses in the PGMI study program at IAIN Kudus. This research used a descriptive qualitative approach using the field research method with the research subjects being PGMI students in class C semester 3 at IAIN Kudus. The results of the study indicate that the utilization of quizizz applications in education management learning greatly supports students' understanding in education management courses, adds to the fun experience, and was motivated in learning, especially in education management courses. The implications of utilizing the quizizz application include: 1) Increasing Student Involvement, 2) Increased Understanding of Material, 3) Increasing Information Retention, 4) Stimulation of Student Creativity, 5) Increased Learning Motivation, 6) Efficiency of Time and Resources, 7) Increased Use of Technology in Learning, 8) More Effective Formative Assessment, 9) Increased Teacher-Student Interaction. The utilization of this game-based quizizz application greatly supports learning for both lecturers and students, and this is an attraction in the management of learning media effectively in the scope of higher education, especially at the IAIN Kudus campus, and becomes a motivation for renewal in the world of education to use learning media more effectively and creatively for the next period.

Keywords: *quizizz application, learning, education management.*

A. Introduction

The interesting learning requires learning media in supporting the realization of qualified education (faturrahman, 2012). In this paper the author examines one of the learning media, namely learning media using game-based quizizz applications in educational management courses. So that the learning activities between teachers and students really need learning media. The teacher showed how to utilize the game-based quizizz application in learning education management. With the help of the quizizz application, the students can understand the material presented easily. Education has a crucial role in the development of a nation. Education is a deliberate effort to develop the potential of human resources through the teaching process (Waridah, 2021: 6). As we already know, we are currently entering the 21st era which is known as the era of science and technology (Trilling and Hood as quoted in Rusman, 2012: 20). Advances in technology and science have a significant impact on the 21st century learning process.

In this learning context, the use of technology and information, such as the use of computers and the internet becomes important in the classroom. The use of technology in the learning process is needed to be considered as a habit, even in the future, where the presence of computers is considered to be on par with traditional media such as stationery, or other media that are not included in the technology category, in every classroom. So that this media supported education (ambiyar and panyahuti, 2020:23). Learning media is an integral part of instructional tools, playing a crucial role in assisting educators in delivering learning materials, making the conveyed message clearer, more engaging, and easily comprehensible for students (Teni Nurrita 2018:186). The student motivation and academic achievement can be influenced to some extent by the use of media in the learning process. Well-prepared learning media can help students unleash their best abilities by refining their thoughts, emotions, and practical skills (Ni Luh Putu Ekayani 2017:8).

There are several conditions for learning media to function as intended. Firstly, learning media should enhance student motivation, designed and organized according to the needs and situations of students while still paying attention to content. Secondly, learning media should aid in students' memory retention of the learned material, serving as an appropriate bridge between instructional content and students in the learning process, thus enabling a relatively longer-lasting understanding. Thirdly, it should stimulate students to be more actively engaged. Media aligned with students' needs makes them feel more comfortable and energized to participate actively. Fourthly, it should encourage and facilitate students in practicing effectively. Well-structured learning media, tailored to students' needs and characteristics, will assist students in conducting

correct practices aligned with the intended goals (Norma Dewi Shalikhah, Ardhin Primadewi, Muis Sad Iman 2017:11)

The main focus of education in the 21st century is to prepare individuals for life and careers in society (Jira R.A, et al., 2022: 202). The 21st century is marked as an era of knowledge that demands deeper and more complex understanding. The impact of this period includes changes in the way people view each other, perspectives on education, changes in the roles of parents and teachers, as well as changes in relationship patterns between the parties involved. This implies that the education sector must be able to adapt to developing conditions (Faiz, et al., 2021:29). The learning paradigm has experienced a significant transformation along with advances in science and technology. This change includes a shift from a behaviorist-based learning approach to a constructivism-oriented one (Suyahman, 2006:187). The student learning process involves utilizing various abilities in their environment. Technological developments in the world of education today include innovations in website-based learning media which are not only effective but also fun for children. Several types of web-based online learning media involve E-Learning, Quizizz, crossword puzzles, Google Classroom, E-books, Edmodo, and so on (Jira R.A, et al., 2022:202).

Some of the advantages of this web-based online learning media include: Providing the possibility for every user anywhere and at any time to study various topics, Allowing users to learn according to their own characteristics and pace, because web-based learning supports individual learning and independence, allowing users to access information from various sources, both inside and outside the learning environment, Potential as a learning resource for users who have limited time to study, Providing a search engine to obtain information and learning resources needed by users (Jira R.A, et al., 2022:202). Learning tools such as the Internet, are expected to become an integral part of the educational process in college, and are anticipated to provide support to support communicative interactions between teachers or lecturers and students. So that the communication activities carried out can encourage students to complete their assignments and provide assistance in obtaining the knowledge needed to complete lecture assignments (Daryanto, 2018).

Gaining knowledge is part of student activities in college which can be improved through the use of interesting learning media. One form of interesting learning media is the use of educational games such as Quizizz. Even though these educational games are available, they are rarely used optimally in a learning context. Quizizz as an educational game can be accessed via laptop or smartphone, allowing it to be implemented in various locations. Educational games such as Quizizz, which are integrated with evaluation

questions, are expected to make the learning process more interesting, entertaining and actively involve students. This opinion is in line with the view of Henry (2010) who states that the use of games has a positive impact, including providing fun experiences, practicing problem solving and logic, as well as encouraging students to think actively about learning and practicing.

The relevance of the research used by the author in this research includes: research by Teguh Supono and Erni Purearti with the research title analysis of the use of virtual boards and the quiziz application in mathematics learning with research results namely: Proper use of virtual whiteboards can improve students' understanding in mathematics learning, especially at the elementary school level which still requires whiteboards as a teaching medium from teachers to students. Using the Quizizz application can also support learning evaluation activities, making the evaluation process more interesting. Given their significance, virtual whiteboards and the Quizizz app should be implemented more frequently in virtual mathematics learning. Therefore, the results of this study should be the basis for further research (Teguh & Erni: 2022,138). In this research, there are differences between the previews research and the author, namely: in the research by firm supono and erni purinati, they examine the analysis of the use of virtual whiteboards and the quizizz application as applied to mathematics learning. Meanwhile, the author's research focuses on the use of the Quizizz application in educational management learning. The similarity is that they both study the Quizizz application.

Apart from that, other research that is considered relevant in the research is research by Haryani and Aprillina with the research title Utilization of the Quiz Application in Maritime English learning for Mahatar Bumi Akpelni Semarang Polytechnic. By producing research, namely: This application is considered valid and suitable for use in learning activities, both in the classroom and outside the classroom. From the results of the analysis, it is known that: 1) Positive responses from students regarding the use of this application, even though they are faced with demands to provide answers quickly and precisely. 2) Teachers experience advantages in using this application because the answer correction process does not require a long time (Haryani & Aprillina: 2021,243). In this study, there are differences in research with the author, namely: in research by harani and aprilliana examines the utilization of the quizizz application applied to English language learning. While the author's research focuses on the utilization of the quizizz application in learning education management. The similarity is that they both study the quizizz application.

As for the results of observations in the PGMI study program at IAIN Kudus, the total number of students in class C is 33 students. Then the author took the research subject in PGMI C class with 33 students who have different characteristics in the

learning process. To improve student understanding in education management courses requires learning media such as quizizz applications. The learning for students in this research is in the Education Management course. Where this course is a course that must be taken by students (fifit & mashud, 2020: 280). To implement this game-based Quizizz application, researchers focused on material from educators and educational staff. The use of this application is applied to third semester Madrasah Ibtidaiyah Teacher Education students at IAIN Kudus. According to the researcher's analysis, proficiency in this material is also influenced by two factors: internal and external factors. Internal factors originate from the student's or learner's own self, which can manifest as the level of mastery of educational management material. For this reason, the implementation of learning requires understanding in understanding the material, using learning media. Often low student participation in learning is a problem that needs to be overcome.

The hope of writing in this study is to add insight and knowledge to researchers related to the utilization of game-based quizizz applications in learning education management courses PGMI study program at IAIN Kudus university. In addition, the hope of this paper is to add insight to readers and if possible there are updates that are building broader literacy. Thus the authors are interested in further examining the "utilization of game-based quizizz applications in learning educational management of the 3rd semester PGMI study program at IAIN Kudus".

B. Methods

This research uses a type of field research, namely research carried out by understanding the environment directly (Masrukin, 2017). Researchers carried out direct observations on the campus of IAIN Kudus, by understanding the characteristics of PGMI class C students. Meanwhile, the approach used is a qualitative approach, namely the research process based on the method used, namely investigating a social phenomenon and human problem. This approach is made with complex descriptions, examining words, detailed reports obtained from informants and conducting studies of situations experienced by researchers (Lexy J. Moleong, 2017). Here, researchers carry out the utilization of the quizizz application in learning educational management directly through direct practice followed by all students in the PGMI-C class.

This research instrument involves the use of a laptop PC, the Quizizz application, and Google form, for the quizizz application it is accessed via the link: <http://quizizz.com>. Data collection was carried out by practicing using the quizizz application directly in class C PGMI. The first procedure is for the instructor to share the link and also the password used to play the game and understand the results of the quiz that PGMI Semester 3 students have taken and students are asked to fill out the

questionnaire that has been distributed by filling in the questionnaire on Google Form. Data analysis uses the "Content analysis" method. steps that can be taken in conducting content analysis, namely: 1) Formulate research problems, 2) Conduct a literature study, 3) Determine the unit of observation and unit of analysis, 4) Determine samples and variables, 5) Make categorization and coding guidelines, 6) Collect data, 7) Performing data coding, 8) Processing data, 9) Presenting data and providing interpretation, and 10) Compiling research reports.

Based on these stages in analyzing the content context in this study, researchers carried out in accordance with the stages of analysis, where researchers began to formulate problems regarding the use of game-based quizizz applications in learning coupled with literature studies as supporting research materials, conducting observations of research subjects, samples and variables used, namely all 3rd semester pgmi-c students with a total of 33 students at IAIN Kudus. Then make the coding of what if in need in research such as preparing materials, quizzes, and other materials are all coded so that research can be achieved in accordance with expectations. The next step is to collect data obtained based on learning that takes place using the quizizz application as a learning medium, from the data that has been obtained then sorted and selected according to the needs of the researcher, then it can be processed or analyzed for its contents, then after the data is analyzed, it is then presented in the research report.

C. Result and Discussion

Quizizz application

The advances in information technology have produced many products and can be used to support learning needs, one of which is the online application Quizizz. Quizizz is a web tool in the form of an online quiz game that can be used as a formative assessment in learning (A. U. Yana, L. Antasari, B. R. Kurniawan (2019:144). According to Purba in Dewi Wulandari et al (2020:118) quizizz is an application game-based education, which brings multiplayer activities to the classroom and makes the classroom atmosphere more interactive and fun. According to Aini (2019:2), Quizizz is a learning platform that encompasses educational content in the form of interactive questions across various themes, involving different levels, subjects, and other aspects. The content options are creatively curated either by educators acting as facilitators or by designers and are stored in the quiz library on the main page

Based on the definitions above, in simple terms the quiziz application can be interpreted as one of the game-based online media using smartphones which are used in the learning activity process. Quizizz is equipped with various interesting features and

can be used as a means to support learning. The quiz application is really needed to support distance learning, so that the message conveyed by the teacher can be conveyed optimally, besides that learning becomes more lively (Eddy, Ari Usman, Haida Dafitri 2021 : 56).

A number of advantages and disadvantages. Some of the advantages of Quizizz as a learning medium in mathematics subjects include: 1) The process is simple, fast and entertaining; 2) The ability to present complete data regarding student performance, such as the number of students who have and have not answered questions, the number of questions that have been answered, and so on; 3) The ability to display questions in image form; 4) Avoiding elements of subjectivity; 5) Ease of inspection, which can even be carried out by other parties; 6) The ability of participants to see live score results from the answers they give. Meanwhile, there are a number of weaknesses in using the Quizizz application, namely: 1) Dependence on the quality of the internet network; 2) Difficulty and need for accuracy in compiling question items; 3) Question models that are only able to measure short-term memory; 4) There is an element of luck on various occasions; 5) Potential for students to work together (Lasia Agustina, 2018:5; Sri Mulyati, Haniv Evendi, 2020:72; Desirizta Sari Stevani, 2020:162).

Quizizz applications in today's technological era can be utilized in learning. The quiz application is one of the solutions in today's era that is easy for teachers to do, especially in delivering educational management material, and becomes a medium in evaluating or assessing material understanding, knowledge of the use of sophisticated technology, and evaluating how to solve problems properly. By utilizing modern technology today, learning becomes fun and no longer boring learning for teachers or students, especially in the scope of higher education.

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The Education Management

Educational Management is a term used in the educational context. According to Bush & Coleman (2000: 4), "Educational management is a field of study and practice related to the operations of educational organizations." Educational management can be

described as a system or organizational management process that aims to improve human aspects in the context of the education system.

According to Gaffar (Mulyasa, 2002:19), "Education management has the meaning of a collaborative process that is systematic, systemic and comprehensive in an effort to achieve national education goals." This statement implies that educational management covers all aspects related to managing the educational process to achieve predetermined goals. Management or governance is considered an inseparable element of the entire educational process, because without management, achieving educational goals optimally, effectively and efficiently is impossible. In this sense, it can be concluded that educational management is a study and practice that focuses on implementing activities within educational institutions.

The aims and benefits of Kurniadin and Machali education management include: 1) creating a learning atmosphere and learning process that is active, innovative, creative, effective and fun (PAIKEM). 2) The creation of students who actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble morals, and the skills needed by themselves, the nation's community and the state, 3) the fulfillment of one of the four competencies of teaching staff and educational staff (supporting professional competence as educators and educational staff as managers, 4) achieving educational goals effectively and efficiently, 5) equipping educational staff with theories about educational administration processes and tasks (supporting the profession as managers or educational management consultants, 6) solving quality problems education, 7) the creation of educational planning that is equitable, quality, relevant and accountable as well as increasing the positive image of education (Undang Ruslan, 2020: 2).

Education management has an integrated function with the educational process which is specialized in managing the learning process. The functions of educational management include: 1) planning function (needs, determining strategies for achieving goals, determining the content of educational programs, 2) organizational function (manpower management, facilities and infrastructure, distribution of tasks and responsibilities in integral management, 3) coordination function, 4) motivation function, and 5) control function (supervision, assessment and monitoring) (Undang Ruslan, 2020: 2-3).

The urgency of educational management lies in educational management where the management of educational institutions is a system, among which things that need to be managed include: the performance of educational institution employees, the administration of educational activities, the activities of educators which are their duties

and obligations, the curriculum as the concept and goal of education, the learning system and teaching and learning methods, supervision and supervision of education, educational evaluation and financing for the implementation of self-education in terms of facilities, tools, educational facilities and infrastructure (Undang Ruslan, 2020: 6).

The utilization of the Quizizz application in learning educational management for PGMI IAIN Kudus students

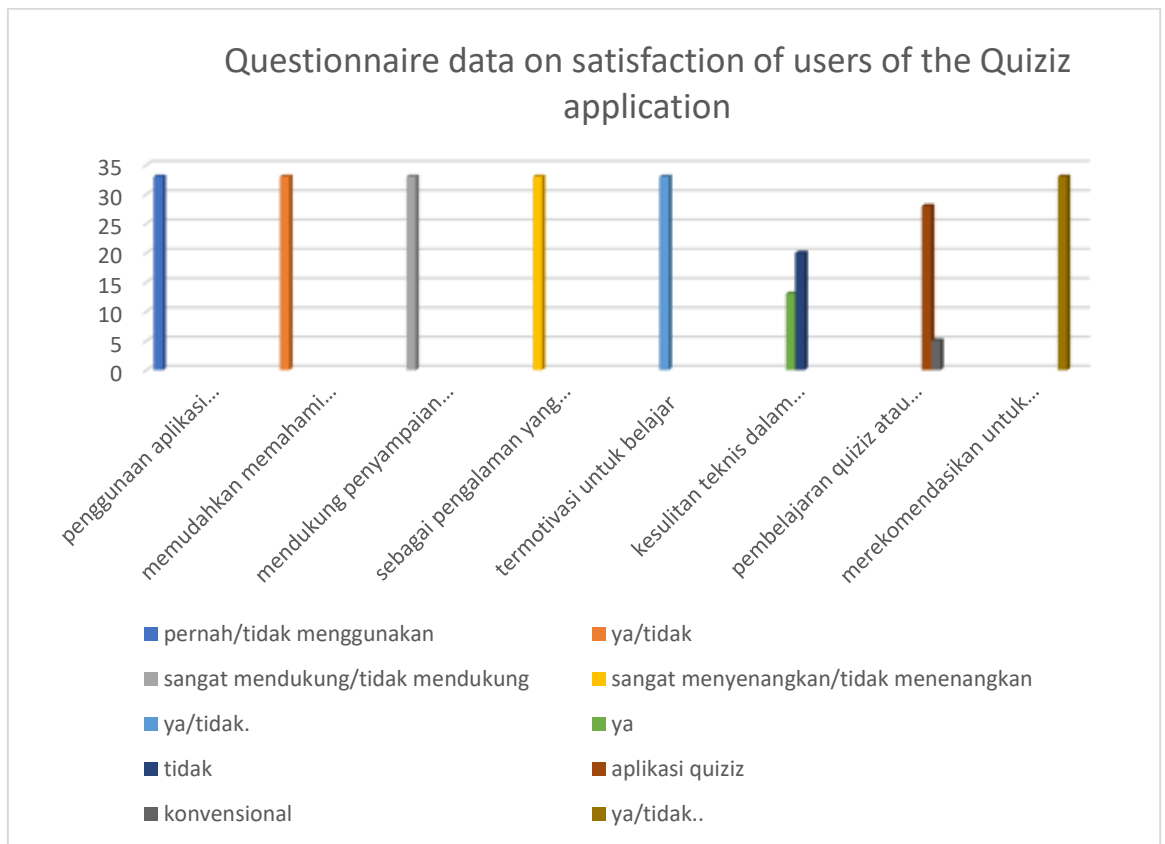
Learning is a system consisting of input, process, output, and outcome components (sumiati & asra, 2008:34). The input components of the learning system can include students, materials, methods, tools, learning media, and other learning devices. The process component involves the location and activities where various inputs interact, including raw input, instrumental input, and environmental input. Output is a direct or indirect reflection of the ongoing learning process. Learning outputs can manifest as academic achievement, changes in attitudes, behaviors, scores, or mastery of subject matter in a particular course. Outcome in the learning system represents the impact resulting from the output. Therefore, outcome is a measure of the meaningfulness of the output. In this context, the focus of learning is on the utilization of the Quizizz application in the educational management course.

Quizizz as a learning aid can be the main support in carrying out learning in educational management courses. Lecturers have the ability to utilize the Quizizz application to create formative tests that are presented specifically and interestingly, so as to increase students' interest in participating in the learning process in education management courses. As a means of supporting learning, Quizizz can function as an evaluation tool in education management courses. Quizizz provides various important features that support learning evaluation activities, including interactive questions such as multiple choice, fill-in-the-blanks, descriptions, polls and checklists. This application can be implemented in the form of a game, either individually or collaboratively. Quizizz also makes it easier for lecturers to analyze student answers (Herlina Pusparani 2020:278).

The use of the game-based quiz application in learning educational management for PGMI IAIN Kudus students on November 15 2023, the implementation of the quiz application was carried out on PGMI class C students in semester 3. With a total of 33 students. The use of the quiz application is applied to educational management courses with a focus on educational and educational material. The procedure for using the quiz application used in management courses is in the form of a quiz where the lecturer gives 10 questions in the form of multiple choices. In the quiz system, each question number has a processing time of 30 seconds. This quiz is led directly by the course lecturer who

acts as admin. The previous students needed to access this quiz link <https://quizizz.com/join?gc=261235&source=live>. Dashboard By entering the code that has been shared with students, and when the quiz is pressed, press the start button, all new students can play the quiz. Then students start answering questions related to education management courses, along with that the results of students' answers can be seen whether the answers are correct or not, apart from that, the Quizizz application can display scores and student rankings in solving questions. So that students can see whether the answers they choose are correct or not, students in this quiz can also compete against their classmates in getting scores that are superior to themselves. From the practice of using this game-based quiz application, it can be used as evaluation material, material for deepening the material, material for understanding the material in depth in learning educational management.

During the evaluation of Quizizz, there is an advantage in that students are unable to ask or cheat from their peers. Additionally, due to the predetermined time for each question, the students while answering Quizizz do not have the opportunity to inquire with those around them, consult notebooks, or search for answers on platforms like Google. Consequently, after completing Quizizz, students can discover their ranking among all participants who have completed the quiz. When answering questions within the Quizizz platform, students can discern the correctness of their responses and identify both correct and incorrect answers to the questions they have worked on. The student responses after implementing the use of the Quizizz application can be seen from the questionnaire that has been distributed to students via Google Form with link https://docs.google.com/forms/d/e/1FAIpQLSerclwfPUeY5TlxiUuZczQaYTerHrs94jgGMMgX-uAdABb9Nw/viewform?usp=sf_link. The results can be seen from the following diagram.



Information:

1 diagram all answers are the same

2 diagrams in 1 column have 2 different answers

From this data, it shows in the 1st to 5th sequence diagram and the 8th sequence diagram shows that there are 33 students who have used the Quizizz application, the Quizizz application is felt to really support learning in education management courses, the Quizizz application also adds a pleasant experience to the learning process, by using the Quizizz application, students will become motivated in learning and students will recommend using the Quizizz application for other subjects. Meanwhile, for the orange and blue diagrams in the 6th diagram sequence with information about students using the Quizizz application, there are 13 students who experience difficulty in operating it, while 20 students do not experience difficulties in operating the Quizizz application. In the 7th sequence diagram with information about learning with the Quizizz application or conventional learning, 5 students prefer conventional learning, and 28 students choose learning with the game-based Quizizz application.

This research provides a very important impact related to the use of game-based Quizizz application in learning education management for students at IAIN Kudus. Some of the consequences that can be identified from the findings of this study include: 1) Increasing Student Engagement: The utilization of game-based Quizizz application successfully increases the level of student engagement in learning education management. The interactive features and game elements in the application provide a fun learning experience, encourage active participation, and motivate students to engage in the learning process. 2) Increased Understanding of Material: The results showed that the use of Quizizz helped improve students' understanding of education management materials. The varied question format and presentation of information through game elements helped to deepen concepts and facilitate the comprehension process. 3) Improved Information Retention: The presence of game elements, such as points, competitions, and leaderboards, helps improve information retention. Students tend to remember information learned more easily through interactive and competitive learning experiences. 4) Stimulation of Student Creativity: The Quizizz application encourages students to think creatively and quickly in solving game questions. This can stimulate students' potential for creativity in applying educational management concepts in more practical situations. 5) Increased Learning Motivation: The positive impact of the Quizizz application is seen in the increase in student learning motivation. The sense of healthy competition, point awards, and the ability to see personal progress can be a strong motivational driver for students to achieve better results. 6) Time and Resource Efficiency: Utilization of the Quizizz application can increase the efficiency of time and resources in the learning process. Online-based learning allows students to access materials anytime and anywhere, reducing space and time limitations. 7) Increased Use of Technology in Learning: The use of the Quizizz application stimulates increased use of technology in the learning process. Students become more skilled in using technology as a tool in understanding and applying educational management concepts. 8) More Effective Formative Assessment: The Quizizz application can be used as an effective formative assessment tool. Teachers can quickly assess student understanding and provide feedback instantly, allowing for immediate improvements in the learning process. 9) Improved Teacher-Student Interaction: This app can enhance the interaction between teachers and students. Teachers can monitor individual student progress and provide support as needed.

The comparison of the results of previous studies with the results of researchers' research includes research by Teguh Supono and Erni Murniarti as well as Haryani and Aprillina. In research conducted by researchers who utilize game-based quizizz applications in learning educational management at IAIN Kudus, it shows that the use of

quizizz applications can increase student interest in learning, especially in educational management courses in pgmi-c classes. By using this quizizz application, student involvement is the main key in the learning process that takes place, besides that after finishing using the quizizz application then the teacher evaluates the learning material with the results of the evaluation of students it becomes easier to understand the learning material, the use of quizizz applications in learning also makes time and learning resources efficient, besides that in this learning, especially in the 21st century era, it can introduce students to the importance of utilizing modern technology so as to facilitate all existing activities, and in the use of this application as a way of assessing students' abilities and understanding in learning directly, quickly, and instantly.

D. Conclusion

Based on the results of this research, it can be concluded that Quizizz as a learning aid can be the main support in carrying out learning in educational management courses. The lecturers have the ability to utilize the Quizizz application to create formative tests that are presented specifically and interestingly, so as to increase students' interest in participating in the learning process in education management courses. As a means of supporting learning, Quizizz can function as an evaluation tool in education management courses. This research has a very significant impact related to the utilization of the game-based Quizizz application on student education management learning at IAIN Kudus. The following are some of the impacts that can be identified from the results of this study: 1) Increasing Student Engagement, 2) Increased Understanding of Material, 3) Increased Retention of Information, 4) Stimulation of Student Creativity, 5) Increased Learning Motivation, 6) Efficiency of Time and Resources, 7) Increased Use of Technology in Learning, 8) More Effective Formative Assessment, 9) Improved Teacher-Student Interaction.

This research makes a positive contribution to the understanding and implementation of education management among students at IAIN Kudus through the utilization of game-based Quizizz applications in learning. Utilizing this game-based Quizizz application helps students understand the material, especially in the education management course for the PGMI IAIN Kudus class. In its operation there were obstacles such as an internet network that was not very supportive, and there were still some students who were confused about operating the application, all of which were resolved well. Learning material in educational management courses can be conveyed well regarding teacher and educational material. By utilizing the quizizz application in educational management courses, students' enthusiasm for learning increases, which makes it easier to understand educational and educational material in educational

management courses in PGMI IAIN Kudus classes. Due to this, it is necessary for teachers to utilize technology in this modern era so that learning can be carried out in a fun and easy way for students to understand

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