

Effect of Learning Media Quizizz Application of Results Learning Students on The Eyes Islamic Culture History Lesson at MI Nurul Huda Pakis Jaya

Ruwaitan Jayid, Oyoh Bariah, M. Makbul

email: RuwaitanJayid38@gmail.com, oyoh.bariah@staff.unsika.ac.id, m.makbul@fai.unsika.ac.id
(Singaperbangsa University)

Abstract

This study was designed by the authors to test a theory in assisting the application of quizizz application-based learning media technology, utilizing information technology as a learning media tool in conveying a learning content. It would be better if this quizizz application could be applied at the basic level, not only the middle or upper level who could use the quizizz application. Even in facing the challenges of the times, an educator must be more creative and innovative in educating the nation's children as stated in the objectives of the national education system, namely article 1 paragraph 4.

This research aims to help formulate problems related to student learning outcomes in Islamic cultural history class V at mi nurul huda, therefore the authors collaborate with permission to propose a theory testing research study, namely the application of quizizz-based learning media, which is very suitable for students and very interested in doing it, aiming to utilize education-based technology facilitation for student learning outcomes in Islamic cultural history subjects.

This study uses a quantitative approach, with the type of research pre-experiment design the one group pretest-posttest design, which is the focus of this experimental research sample which totals 30 respondents.

The results of the study, based on the results of the inferential test from calculating the hypothesis test that, a significant value of $0.00 < 0.05$ is produced, meaning that there is an average difference between the pretest and posttest of the effect of the quizizz application of learning media on learning outcomes. Therefore it can be concluded that H_a is accepted and H_0 is rejected, which means that there is an influence on the learning outcomes of students in class V Islamic cultural history at Min Nurul Huda Pakis Jaya.

Keywords: Learning Media, Quizizz Application, Islamic Cultural History Subject, Learning Outcomes, At Mi Nurul Huda. Pakis Jaya.

Pendahuluan

In line with advances in science and technology, currently education in Indonesia has shown rapid development. Changes and developments have not only occurred in the areas of curriculum, teaching methodology, equipment, educational assessment but have also occurred in the areas of administration, organization and personnel and even as a whole the education system has covered all existing components of the quality of education in Indonesia.

One of the efforts to improve quality human resources is through education. A country can be said to be advanced if the education system is running well and is able to answer the challenges of the times. Good education can form human resources who have the initiative and skills in an effort to improve their quality on an ongoing basis, as stated in the Law of the Republic of Indonesia No. 20 of 2003 Chapter II Article 3 which reads:

"National education functions to develop capabilities and shape dignified national character and civilization in the context of educating the nation's life, aiming at developing the potential of students to become human beings who believe and fear God Almighty, have noble character, are healthy, knowledgeable, capable, creative, independent, and become citizens of a democratic and responsible country."(RI Law No. 20 of 2003, Concerning the National Education System).

From the objectives of the Constitution regarding the national education system, it is hoped that it will be able to produce good and quality learning so as to produce the expected educational goals. Efforts to produce educational goals that are in accordance with expectations, it is necessary to learn effectively and efficiently. Therefore, as a teacher must have high skills and creativity to achieve a good learning, maturity in teaching and learning activities in the process and learning outcomes of students.

Furthermore, related to interest in learning needs special attention because interest in learning is one of the factors supporting the success of the learning process on student learning outcomes. So the learning carried out by the teacher must be able to increase the motivation of the enthusiasm of students in learning. Enthusiasm in learning will arise if there is a high interest in learning within the individual student. In this case a teacher must be able to create a conducive learning process so that it can generate interest in learning in students and students feel happy with the lessons they face, so they don't get bored quickly in learning, which has an impact on student learning outcomes.

Next in a teaching and learning process, there are two very important elements, namely teaching methods and learning media. These two aspects are interrelated. The choice of one particular teaching method will affect the appropriate type of learning media, although there are still various other aspects that must be considered in selecting media, including learning objectives, the types of tasks and responses that students are expected to master after learning takes place, and the learning context including the characteristics of students. Even so, it can be said that one of the main functions of learning media is as a teaching aid which also influences the climate, conditions, and learning environment that is arranged and created by the teacher. (Azhar Arsyad, 2010:1).

In the Law of the Republic of Indonesia no. 20 of 2003 Article 1 paragraph 1 which reads:

"Education is a planned conscious effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and the skills needed by themselves, the people of the nation and the state"(RI Law No. 20 of 2003, concerning the national education system).

The learning process in educational units is organized interactively, inspiring, fun, challenging, motivating students to actively participate, and providing sufficient space for initiative, creativity, and independence in accordance with the talents, interests, and physical and psychological development of students.

In relation to the subject of Islamic Cultural History it has a contribution in providing motivation to students to know, understand, live the history of Islamic culture, which contains Islamic values. This subject is based on the importance of understanding Islamic history and culture in a broader context.

The history of Islamic culture is a field of study that is very important for fifth grade students, Mi Nurul Huda. An understanding of Islamic culture will provide many benefits for them in developing a more comprehensive understanding of Islamic religion, culture and civilization. Here are some reasons why studying the history of Islamic culture is important for fifth grade students at mi nurul huda.

Instilling Islamic values and ethics, through the history of Islamic culture, students will learn values and ethics that are upheld in Islam, such as tolerance, compassion, honesty, and cooperation. By understanding these values, students will be inspired to apply Islamic teachings in their daily lives, so that they become good individuals and benefit the environment around them.

Become a reflection to take many lessons and correct past deficiencies or mistakes in order to achieve glory and glory in this world and the hereafter. As Abdullah bin Mas'ûd RA said, "A happy (lucky) person is one who takes advice (lessons) from (events experienced) by others." This relates to the story of Islamic history.

One of the skills and creativity is how a teacher's efforts are able to create and use learning media that can attract the attention and interest of students. In improving quality education, teachers must carry out their duties and responsibilities as educators. This can be overcome by improving a learning process by using learning media effectively and efficiently in order to increase high learning outcomes for students.

The success of student learning is seen from the value obtained and the development of individual character. learning outcomes is the level of a person mastering the development of the sciences of teaching and learning activities.(Rahma Annisa and Erwin, 2021)It can be concluded that the actual learning outcomes are understanding and mastery obtained through teaching and learning activities. Understanding and mastery of a science that can be applied in everyday life. learning outcomes are a race in measuring student abilities, as well as the key in developing more effective ways of continuing learning and having a balance between material and assessment. (Ricardo & Meilani, 2017). Learning outcomes are the basis for measuring student abilities and as a benchmark for developing the learning process

One of the learning media that can be used by teachers is the quizizz game application media. This game-based educational learning media can be used by the teacher as an option as an interactive learning media. Initially this application was only for games and entertainment for children who like challenge games. But lately, this quizizz game application has been switched by several teachers as a medium in the learning process. The added function of the quizizz game application is also very helpful for teachers in evaluating students from the learning process that has been carried out in class. (Wijayanti, 2021).

The quizizz application is an interactive quiz game-based program that is integrated into a game and can be used as a teacher as a medium in the teaching and learning process. Quizizz has many types of quizzes from various aspects and can be utilized by both educators and students. This application is also able to make student-centered learning because students are more active in the learning process. Quizizz can be used by teachers and students alike by using gadgets, notebooks, computers or laptops. (Solikah, 2020).

Although the use of instructional media has many advantages, it is important to note that it is not a substitute for a qualified teacher. The teacher's role in composing, facilitating, and directing learning remains very important. The use of instructional media should be integrated with broader learning methods to achieve optimal results.This is an overview of the author's research focus which can be used as a research focus on student learning outcomes in Islamic cultural history subjects with the Quizizz learning media.

So based on exploring the background of the problem above, the authors are interested in conducting experimental research, at the Madrasah Ibtidaiyah Nurul Huda Pakis Jaya school with the thesis title: "The Influence of Quizizz Application Learning Media on Student Learning Outcomes in Islamic Cultural History Subjects at MI Nurul Huda".

Research Methods

The research approach that the author uses in this research is to use a quantitative approach, which is a quantitative research approach that uses methods and techniques that focus on the collection and analysis of numerical data. This study aims to measure, analyze, and generalize phenomena in the form of numbers or statistics. In quantitative research, data is collected in the form of numbers through pre-test and post-test instruments before and after treatment, or structured observations.

Quantitative research was chosen in an effort to decipher research questions related to causal relationships, differences, and the relationship between variables related to learning with quizzes on learning outcomes, while the analysis that will be carried out using statistical methods is used to analyze data and draw conclusions based on empirical evidence in accordance with the results of the study.

Population and Research Sample, The population according to Sugiyono (2017), states that the population is an area consisting of objects or subjects that have certain qualities and characteristics determined by the researcher and then conclusions are drawn. The population is not just the amount that exists in the object/subject being studied, but includes the characteristics or properties possessed by that subject or object. The population in this study were all students at MI Nurul Huda Pakis Jaya, totaling 107 people

1. Sample

The research sample refers to a small portion of the population selected to be research subjects. The sample is selected as a representative of the larger population, with the aim of making inferences or generalizations about the population based on the data obtained from the sample.

In this study the sampling technique used was purposive sampling, a purposive sampling method by looking at aspects of the population. In this extensive sampling method, the researcher chose the subject or sample unit of students from grade 5 because they remembered that they had been able to identify learning using the quiziz application, thus the number of samples in this study were 30 students.

Thus, the researcher drew 30 research samples from a total population of 107 students.

This research was carried out on the day/date Tuesday 23.30 May, up to 6,13,20,27 June 2023, in stages at each meeting in 6 meetings in the subject of Islamic cultural history regarding the material of the Fathu Makkah event.

The data research technique used in this study is a data collection technique related to the results of measuring the achievement of variables in learning taking place in the field, related to data that occurs in the influence of the quizizz application learning media on students' learning interests.

1. Observation

Data collection techniques with observation used in researchers in the process of implementing observational data collection to gather information or facts on the ground (Ramdhan, 2021).

The type of observation technique used by researchers is the participant observation technique. Participant Observation is that the researcher is involved in the research process of implementing the application of learning media in learning activities in SKI subjects.

2. Test

While the tools used to obtain data on the results achieved are using research instruments in the form of pre-test and post-test questions before and after treatment. According to Mc. Millian & in Syahrums explained that basically, a test is an instrument or tool to measure a person's behavior or performance. The measurement tool is in the form of a series of questions or statements submitted to each subject that demands the discovery of cognitive tasks. (Syahrums; Salim, 2014).

3. Documentation

The documentation method is a data collection tool in the form of document recording, and the data source is in the form of notes or available documents, namely in the form of observation sheets where researchers use this tool as a method of supporting the research process, as well as photographs of field activity documents and other supporting complementary data.

The conclusion of the explanation above is that in the data collection technique used in this study, the first is the implementation of participant observation research, then measuring the results using a test research instrument (test instrument) refers to the tools or methods used to measure certain variables or constructs in research. Tests are used in quantitative research to collect numerical data that can be analyzed statistically. In the study, the researchers gave two tests in the form of pre-test and post-test before and after learning to use quizizz was carried out. In research activities the author uses a research tool whose purpose is to obtain information or information that can be justified. The research instrument is a tool for collecting field data, compiling research instruments is a very important task in a research series. Some of the

instruments needed in this study include test questions (pretest, posttest), and Learning Implementation Plans.

In this study using observation guidelines to obtain supporting data in the learning process designed in a treatment and treatment, in the subject of Islamic cultural history, class V mi nurul huda pakis jaya, (Learning Implementation Plan).

Research Result

Experimental research is a study that conducts observations to find out the causal relationship between variable X and variable Y. The benchmark is variable X which is used as a pretest before being given treatment and variable Y as posttest after being given a treatment, namely the Quizizz application learning media for learning outcomes in Islamic cultural history subjects. and observing how much the causal relationship is caused by carrying out a particular treatment or action in the experimental group. In the design model one group pretest posttest design there is a pretest before taking action, this aims to determine the level of accuracy before the action or treatment was carried out before the research. Then the posttest is used to find out the learning outcomes of students in the subject of Islamic cultural history in class V mi nurul huda. This research was carried out in stages at each meeting on the day/date Tuesday 23.30 May, up to 6,13,20,27 June 2023, in 6 meetings. The following is an explanation of the results of the research below:

1. Pretest results

This pretest will be held on the day/date, Tuesday, May 23 2023 in Class V Mi Nurul Huda Pakis Jaya. Before starting to enter the core of the learning objectives, the researcher gave questions related to the Pretest test regarding the material about the events at Fathu Makkah. The time used to fill in the pretest questions that have been given is within 45 minutes. After that the teacher gives the subject matter at the first meeting, this pretest is used as an assessment which will later be given a treatment to answer a problem in the learning process of students on student learning outcomes in Islamic cultural history subjects.

Table 1.1 Image of Pretest Data Results

Statistics		
Pretest		
N	Valid	30
	missing	0
Means		74.17

std. Error of Means	1.315
Median	75.00
Mode	80
std. Deviation	7.202
Variances	51,868
Range	25
Minimum	60
Maximum	85
sum	2225

Shows the results of the pretest description data above that the average number of student scores is 74.17 and the lowest score is 60, and the highest score is 85, the total sum of the pretest results is 2225. students can be said to have not reached the maximum of the total number of class V.

Table 1.2 Figure of Pretest Frequency Distribution

Formula	Mark	Frequency	percentage	Category
$X < (\mu - 1.0\sigma)$	60-65	5	15%	Low
$(\mu - 1.0\sigma) \leq X < (\mu + 1.0\sigma)$	70-80	23	75%	Currently
$(\mu + 1.0\sigma) \leq X$	85	2	10%	Tall
		30	100%	

Based on the table above, it was found that 15% of students' pre-test results were in the low category, 75% in the medium category, and 10% in the high category. The conclusion from the table above is that the average results of the pre-test of student learning outcomes on the material for the Fathu Makkah event are in the moderate category.

2. Implementation / treatment

The next step after the researcher has found the research subject, the next step is to compile a research treatment program is there "the effect of the quizizz application learning media on learning outcomes in Islamic cultural history subjects for class V mi nurul huda pakis jaya". the researcher carried out the process of implementing the treatment, in the 6 meetings one treatment in the middle of learning at the 4th and 5th meetings was carried out in stages, after giving the second step pretest namely the implementation of a treatment or a treatment, the implementation of this treatment the implementation of this treatment was on the 13th, 20th

June 2023.

3. Evaluation

Evaluation of the results of the implementation of the treatment carried out by the researcher, that after being given the treatment the students were very challenging and there were some students who wanted to repeat playing on the quizizz application seeing the results of the answer scores obtained by the students, the results showed that it had greatly improved from before being given the treatment of the quizizz application learning media, students were enthusiastic and interested in learning by using the quizizz application media on learning outcomes in Islamic cultural history subjects.

4. Posttest results

On the day/date, Tuesday 27 June 2023, the next step is to administer the posttest after the treatment of the implementation of the learning has been completed. Based on the results of the research that has been carried out in class V min nurul huda pakis jaya, then at the 6th meeting, at the end of the lesson, posttest questions are given after being given treatment, by stating that what are the results of the research activity process, comparison of the pretest before being given treatment and the posttest after being given treatment is there any influence between variables X and Y. The following are the results of the posttest data obtained as follows:

Table 1.3 Figure of Posttest Data Results

Statistics		
Posttest		
N	Valid	30
	missing	0
Means		86.50
std. Error of Means		.902
Median		85.00
Mode		90
std. Deviation		4,939
Variances		24,397
Range		15
Minimum		80
Maximum		95
sum		2595

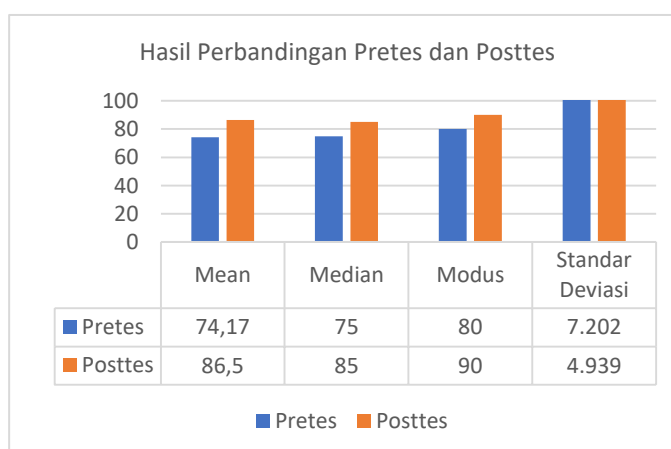
Table 1.4 Figure Posttest Frequency Distribution

Formula	Mark	Frequency	percentage	Category
$X < (\mu - 1.0\sigma)$	80	8	20%	Low
$(\mu - 1.0\sigma) \leq X < (\mu + 1.0\sigma)$	85-90	19	65%	Currently
$(\mu + 1.0\sigma) \leq X$	95	3	15%	Tall
		30	100%	

Based on the table above, it was found that 20% of the students' post-test results were in the low category, 65% in the medium category, and 15% in the high category. The conclusion from the table above is that the post test of student learning outcomes on the matter of the Mecca fathu event is included in the moderate category.

The recapitulation of the research results shows that the average pretest score is 74.17 and the average posttest score is 86.50. Seeing the comparison of pretest and posttest scores, there is a difference with a significant increase. Likewise, the median value in the pretest obtained a value of 75 and a median posttest value of 85. Seeing the difference in the median value, it illustrates that the median pretest and posttest values have increased significantly. Likewise in the results of the pretest standard deviation value of 7.202 and the posttest standard deviation value of 4.939, looking at the comparison of the pretest and posttest standard deviation values there is a significant difference. To see a clearer comparison of the results of the pretest and posttest scores, they are presented in the following graph:

Table 1.3 Figure Comparison of Pretest and Posttest Results



The table above shows that it can be concluded that from the data the results of the mean, median, mode and standard deviation of the pretest and posttest have a significant influence. This can be

interpreted that the influence of the Quizizz application learning media on student learning outcomes in the subject of Islamic cultural history class V at Mi Nurul Huda Pakis Jaya.

Hypothesis Test Results/T-test (Paired Sample T-Test)

Testing the hypothesis in this study is to use the T-test analysis technique. After knowing the pretest and posttest data on the influence of Quizizz learning media on learning outcomes it is said to be normally distributed, so to find out the results of the hypothesis a T-test is carried out using the Paired Sample T-Test analysis technique through the IBM SPSS Statistics 25 program. The results of the calculation of the T-test test are through SPSS obtained the following output results:

Paired Samples Test									
		Paired Differences					t	df	Sig. (2-tailed)
		Means	std. Deviation	std. Error Means	95% Confidence Interval of the Difference				
					Lower	Upper			
Pair 1	Pretest - Posttest	-12,333	4,097	.748	-13,863	-10,804	-16,490	29	.000

Table of Hypothesis Test Results

Judging from table 4.5 above, it shows the results of the T-test using the Paired Sample T-Test analysis with a significance level of $\alpha = 0.05$ which refers to the provisions if $\text{Asymp.Sig (2-tailed)} < \alpha (0.05)$ then there is the mean difference between pretest and posttest and if $\text{Asymp.Sig (2-tailed)} < \alpha (0.05)$ then there is no mean difference between pretest and posttest. Based on the output of the T-test calculation results above, a significance value of $0.00 < 0.05$ is produced, meaning that there is an average difference between the pretest and posttest of the influence of the Quizizz application learning media on learning outcomes. Therefore it can be concluded that H_a is accepted and H_0 is rejected, which means that there is an influence on the learning outcomes of students in class V Islamic cultural history mi nurul huda pakis jaya.

Discussion

From the calculation results in this study, it shows that the quizizz application learning media has an effect on student learning outcomes in the history of Islamic culture class V mi nurul huda pakis jaya. comparison of students after receiving treatment in the form of quizizz application learning media. Improving learning outcomes in Islamic cultural history subjects. From the findings of the quizizz application learning media it is hoped that teachers and

researchers can continue to increase their interest and motivation in learning as well as the value of student learning outcomes obtained.

The influence of the quizizz application learning media on student learning outcomes in class V Islamic cultural history at mi nurul huda can have several positive impacts. Modern learning media such as the quizizz application allow the use of technology and interactivity which can increase the involvement and motivation of students in the learning process. Here are some of the potential influences:

Increased activity in the quizizz application provides interactive and fun questions, making the learning process more interesting for students. By answering questions directly through their devices, students will feel more active and engaged in learning.

Better understanding of concepts Through the quizizz application, subject matter can be presented in various forms of questions, such as multiple choice, true/false, or sequence. This helps students to understand the concepts of Islamic history and culture better, because they have to process information and choose the right answer. After answering the questions, students will immediately get instant feedback regarding the correctness of their answers. This helps them to immediately spot errors or deficiencies in their understanding, thereby improving their understanding on the spot.

Repetition and habituation in the quizizz application allows the creation of various quizzes and exercises, so that students can repeat material periodically. By repeating this exercise, they can reinforce their knowledge and hone their skills in the subject. Independent learning students can use the quizizz application for independent study outside of class hours. This opens up opportunities for them to deepen their understanding of the history of Islamic culture in a more flexible and structured manner.

As well as teachers can see the results of quizzes and exercises taken by students through this application. This allows teachers to monitor students' learning progress, identify difficulties that may be experienced, and provide appropriate assistance to improve their learning outcomes.

Conclusion

Based on a series of descriptions of the results of the research that has been carried out, it can be concluded that several things include the following:

1. That the influence of the use of interactive and interesting learning media on the quizizz application learning media has the potential to improve student learning outcomes. Interactive

- learning media can increase student interest and involvement in the learning process, in a way that is more interesting and easy to understand.
2. In relation to changes in learning outcomes for students in class V Mi Nurul Huda Pakis Jaya, the description of the results of the research above shows that a given treatment has the influence of the quizizz application learning media on student learning outcomes in Islamic cultural history subjects.
 3. Based on the results of the research above, the results of calculating the hypothesis test results that, a significance value of $0.00 < 0.05$ is produced, meaning that there is an average difference between the pretest and posttest of the influence of the quizizz application learning media on learning outcomes. Therefore it can be concluded that H_a is accepted and H_0 is rejected, which means that there is an influence on the learning outcomes of students in class V Islamic cultural history mi nurul huda pakis jaya.

Bibliography

- A. Muri Yusuf. (2014). Research Methods, Quantitative, Qualitative and Combined. DATE.
- Aini, YI (2019). Utilization of Quizizz Learning Media for learning elementary and secondary education in Bengkulu. Education, 2 (25).
- Al Haddar, G., & Juliano, MA (2021). Analysis of quizizz learning media in online learning for elementary school level students. Educative: Journal of Educational Sciences, 3(6), 4794-4801.
- Aliansyah, M., & Bariah, O. (2022). PAI Teacher's Strategy in Improving the Quality of Islamic Cultural History Learning for Class VIII Students of State Madrasah Tsanawiyah.
- A. Muri Yusuf. (2014). Research Methods, Quantitative, Qualitative and Combined. DATE.
- Order Rukajat. (2018.). Learning Evaluation Techniques (Deepublish (Ed.)). CV Budi Utama.
- Bariah, O., Hermawan, I., & Heryana, N. (2022). Socialization and Assistance in the Utilization of Islamic Digital E-Book Applications as Learning Resources for Religious Counselors at KUA Telukjambe Timur Karawang. ABDIMAS: Journal of Community Service, 5(1), 1856-1863.
- Dr. Muhammad Hasan, S.Pd, M.Pd. et al, 2021. Learning Media. Publisher Throne Media Group.
- Fadrianto, A. (2019). E-Learning in the Rapid Development of Science and Technology. Indonesian Journal of Networking and Security (IJNS), 8(4).

- Fazriyah, N., Cartono, C., & Awangga, RM (2020). Quizizz Learning Application Training at Elementary Schools in Bandung City. *ETHOS: Journal of Research and Community Service*, 8(2), 199-204.
- Halid Hanafi et al, 2018. *Islamic Education*, ISBN, CV Budi Utama, Yogyakarta.
- Prof.Dr.Sugiono, 2017. *Quantitative and qualitative research methods and R&D*. Bandung Alfabet Publisher.
- Muhtadin et al, 2015, *Class V Islamic Culture History Book (2013 Curriculum)*, Republic of Indonesia Ministry of Religion.
- Rukajat, A., & Makbul, M. The Role Of Parents In Improving The Creativity Of Early Childhood Through Traditional West Java Games (Case Study In Ra Al-Khoeriyah, Banyuresmi, Garut). *Early Horizons: Journal of Early Childhood Education*, 13(2), 110-117.
- Rukajat, A., & Makbul, M. (2022). Efforts of Educators in Preparing Professional Learning for Early Childhood Education at RA Al-Furqaan, Kadungora District, Garut Regency. *al-Afkar, Journal For Islamic Studies*, 241-251.