



## THE EFFECT OF USING QUIZIZZ APPLICATION AS AN ENGLISH LEARNING EXERCISE IN VOCABULARY MASTERY

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### ABSTRACT

This study aims to examine the impact of the Quizizz application on vocabulary mastery as part of English learning exercises among tenth-grade students at SMK Negeri 2 Panyabungan, focusing on recount text topics. It addresses challenges such as limited vocabulary mastery, low motivation and interest in learning English, and insufficient opportunities for practice. A quantitative approach with a quasi-experimental design was employed, involving experimental and control classes. Data collection included pre-tests, treatments, and post-tests using 20 multiple-choice questions on recount texts. The findings revealed that the experimental class, which used Quizizz, had a higher average post-test score (82) compared to the control class (67.5). Data analysis using the t-test showed a t-count of 4.965 and a sig. tailed (p) score of 0.001, with  $\alpha = 0.05$  and degrees of freedom (df) = 19. Since  $p < \alpha$  ( $0.001 < 0.05$ ), the alternative hypothesis was accepted, and the null hypothesis was rejected. These results indicate that using the Quizizz application significantly enhances students' vocabulary mastery compared to traditional teaching methods. The study highlights the effectiveness of Quizizz in addressing vocabulary and engagement issues in English learning.

**Keywords:** *Vocabulary Mastery, Quizizz Application, English Learning Exercise.*

### 1. INTRODUCTION

English plays a vital role for high school students, especially in today's era of globalization. It is widely recognized by education experts as the primary international language, facilitating cross-cultural communication, global trade, and access to international resources and information. As Crystal (2000, p.1) describes, English is a "universal language," a medium that enables communication among nations worldwide. This dual role as an international and universal language underscores its importance on a global scale.

In the realm of education, learning and understanding English is no longer optional but an essential skill. Proficiency in English opens gateways to an extensive range of academic resources, including literature, research studies, and educational materials predominantly available in English (Lesiana et al., 2023; Putri et al., 2023). It empowers students to participate in international student exchange programs, pursue further studies abroad, and secure career opportunities in multinational corporations. Furthermore, in the digital age, where a significant portion of information is presented in

English—ranging from websites and academic journals to online learning platforms—mastery of the language becomes crucial for effectively accessing and leveraging this wealth of knowledge.

The benefits of studying English extend far beyond mere communication skills. It broadens students' horizons, fostering international perspectives and enhancing their ability to interact across cultures. English proficiency is not just a tool for academic and professional growth; it also serves as a bridge to global opportunities. As Tomlinson (2005) points out, English, when taught as a foreign language, functions primarily as a learning tool within educational institutions, both formal and informal. It is not typically used for everyday social interactions or as a foundational language in many countries.

This distinction highlights the importance of making English education effective and engaging, ensuring that students are well-equipped for the challenges and opportunities of a globally connected world (Purnomo et al., 2024). By learning English, students gain access to invaluable knowledge and tools that enable them to thrive in academic, professional, and personal spheres, enriching their lives and future prospects.

The Quizizz application can be an effective solution to overcome several obstacles to mastering English vocabulary. The Quizizz application is an interactive and fun game-based learning platform that allows students to learn vocabulary while playing. The Quizizz provides extensive access to various types of learning

content, including vocabulary exercises in various contexts. Using the Quizizz, students can access a variety of Quizzes and vocabulary exercises tailored to their ability level, allowing them to expand their vocabulary systematically. The Quizizz also offers an interactive and educational learning experience. Through a fun game format, students can engage in learning actively and increase their motivation to learn English vocabulary. The Quizizz allows students to practice and test their understanding independently. By Quizzing themselves, students can identify areas where they need to improve their understanding as well as track their learning progress over time. Quizizz allows teachers to monitor student progress and provide real-time feedback. By monitoring students' Quizizz results, teachers can identify students who need additional help mastering English vocabulary, as well as adjust their learning strategies according to students' individual needs.

Learning media such as Quizizz can be an effective solution for overcoming some of the obstacles to mastering English vocabulary by providing broad access, interactive learning experiences, the possibility to practice independently, and real-time monitoring of student progress (Syafitri, 2023; Yazdi et al., 2024). This is reinforced by a journal article written by BAL (2018), which says that the use of Quizizz in learning can improve vocabulary. The results of the study showed that the experimental group obtained an average score of 84.67 and the control group obtained an average score of 81.58. The learning outcomes test showed that students who practiced vocabulary

**Vol 8 No 1 (2025): ESTEEM**

using Quizizz had better results than the control group. The research with the title "Using Quizizz.com to Enhance Pre-Intermediate Students' Vocabulary Knowledge" has been conducted and obtained positive results on vocabulary improvement, but the research conducted by BAL on increasing English vocabulary is the object of the research.

Based on interviews conducted with teachers at the school, the media used in learning is still in the form of powerpoint, so the use of learning media also plays a role in fostering students' interest in improving their mastery of English vocabulary. Therefore, the researcher will conduct further research by making the mastery of English vocabulary an English learning exercise for Xth grade vocational students as the object of research that is different from the previous one. Based on information from the grade X English teacher at SMKN 2 Panyabungan, there are several problems or obstacles in mastering English vocabulary. The first factor is the students' practice which seems to be not optimal, the low level of students' practice in mastering English vocabulary makes it difficult for students to understand the material delivered by the teacher in class. In addition, the lack of optimal and varied learning media in vocabulary acquisition is also an additional factor. Based on information conducted with teachers at the school, the media used in learning are still textbooks, student worksheets, and whiteboards. Teachers have never utilised technology-based applications or platforms, such as Quizizz, Kahoot, or the like, in learning activities. As a result, students rarely interact with technology in

a learning context, which limits their experience in utilising digital technology for learning. Teaching is more one-way, with the teacher as the centre of learning, so student interaction with learning materials and evaluation is mostly done manually, such as answering questions on paper or exercise books, without any element of gamification or technology-based evaluation. Students' motivation and participation in learning also tend to vary, with some students showing low interest due to the lack of variety in the learning methods used. Learning often feels monotonous, and students are not actively involved in the evaluation process or more interactive learning. Learning evaluation in this class is done traditionally through daily tests, written assignments, and oral assessments. Teachers have never used interactive evaluation applications such as Quizizz that can provide real-time feedback and increase student participation in learning. The use of learning media also plays a role in fostering students' interest in improving their mastery of English vocabulary. Therefore, the researcher will conduct further research by making the mastery of English vocabulary of class X SMK students as the object of research which is different from previous studies.

In English language learning, especially in grade X, there are topics that are the subject matter of each semester. The topic of verbs in recount text is chosen because students will learn a lot about names and verbs related to recounttext . Therefore, if the learning presents exercises in the form of games that will be the media in learning, it will make it easier for

students to understand and master vocabulary related to the topic of recount text. Based on the explanation above related to the background of the problem in this study, the researcher is then interested in conducting research with the title "The effect of using the Quizizz application in vocabulary mastery as an English learning exercise at SMK Negeri 2 Panyabungan".

## **2. LITERATURE REVIEW**

### ***Quizizz Learning Media***

English language learning is a multifaceted process that encompasses mastering essential language skills, including speaking, listening, reading, and writing. The role of media in this process is significant, as it can enhance the effectiveness, engagement, and overall outcomes of learning. Traditional learning media, such as textbooks and worksheets, have long been relied upon due to their structured and organized presentation of materials. However, the rapid advancement of technology has ushered in an era where digital media increasingly dominates the educational landscape. Learning media serve as tools that facilitate interaction between teachers and students during the teaching and learning process. These tools are invaluable in helping teachers deliver content more effectively and students grasp complex concepts with greater ease. Media can take various forms—physical objects, technological platforms, or a combination of both—designed to make communication of information clearer and to improve students' comprehension and retention of studied concepts. Effective media not only support content delivery but also create a more

dynamic and interactive learning environment, which can significantly enhance student motivation and engagement.

According to Eli and Surayya (2012), learning media are aids that support the teaching and learning process, providing clarity to messages or information and helping achieve specific learning objectives. This definition underscores the potential of media to transform abstract or complex ideas into more digestible and relatable formats, making the learning experience more meaningful and enjoyable for students. In the realm of digital learning tools, Quizizz stands out as an innovative platform that offers gamified learning experiences. Quizizz combines quizzes with interactive and engaging game elements, making it particularly effective in capturing students' attention and fostering active participation. This platform allows teachers to create customized quizzes that align with specific learning objectives, providing an enjoyable and motivating way for students to practice and master content. The use of leaderboards, timers, and instant feedback within Quizizz adds a competitive and fun element, which encourages students to stay engaged while monitoring their progress.

Moreover, Quizizz supports differentiated learning by allowing students to work at their own pace, addressing individual needs and learning gaps. Teachers, in turn, benefit from real-time insights into students' performance, enabling them to adjust their teaching strategies and provide targeted support where needed. This two-way interactivity exemplifies the power of modern learning media to revolutionize

traditional approaches, making education more accessible, personalized, and impactful. In summary, learning media, particularly digital platforms like Quizizz, play a crucial role in enhancing the effectiveness of English language learning. By bridging the gap between traditional methods and modern technological advancements, such tools enable a richer, more engaging, and more effective learning experience for students, helping them achieve mastery in their language skills.

### ***Purpose of Quizizz Learning Media***

Interactive learning media play a crucial role in fostering student curiosity, participation, and communication by creating environments where learners can engage actively. Game-based learning tools, such as Quizizz, are particularly effective as they incorporate elements like imagination, challenges, and engagement to motivate students. These tools encourage interaction between students and the material, fostering collaboration while adhering to structured rules to achieve specific learning objectives. Quizizz, as a game-based learning platform, offers numerous benefits that make it a valuable alternative to traditional teaching methods. It prioritizes creativity, effective time management, and independent evaluation, providing an engaging and dynamic medium for learning. The platform enables teachers to address students' diverse needs, individual differences, and learning gaps, ensuring that the tool supports meaningful educational growth. Furthermore, Quizizz transforms the often monotonous evaluation process into a fun and interactive experience by replacing plain text-

based assessments with game-like quizzes that captivate students' interest. The benefits of Quizizz include enhanced student engagement through gamified elements such as leaderboards, timers, and instant feedback, which make learning enjoyable. It also motivates students by introducing a sense of healthy competition and allows them to progress at their own pace, accommodating different learning styles. Immediate feedback helps students identify areas for improvement while providing teachers with insights to adjust their strategies effectively. Additionally, the visually appealing and interactive format stimulates creativity and reduces boredom in classroom activities. In conclusion, Quizizz exemplifies how innovative learning media can revolutionize education by transforming traditional methods into dynamic, engaging experiences. By fostering creativity, time management, and self-evaluation, Quizizz not only enhances learning outcomes but also ensures that students remain motivated and actively involved in their educational journey.

### ***Definition of Vocabulary***

In studying English, students must master several key language components, including pronunciation, grammar, spelling, and vocabulary. Among these components, vocabulary is often regarded as the most crucial. According to Hatch and Brown (1995:24), vocabulary is defined as a collection of words that belong to a particular language, or a list or set of words that a native speaker of that language uses. This collection of words is essential because, without a solid vocabulary foundation, learners are unable to effectively use the other components of language,

such as pronunciation, grammar, or spelling. Vocabulary plays a pivotal role in language learning, as it is the building block upon which all other language skills are built. A strong vocabulary allows students to communicate more clearly and accurately, express themselves in a variety of contexts, and understand spoken and written language more effectively. Without a sufficient vocabulary, students would struggle to form correct sentences, understand the meaning of texts, or engage in meaningful conversations. Vocabulary, therefore, is not just a collection of random words; it is an integral part of language that enables learners to form sentences, ask questions, and express thoughts in a coherent manner. Vocabulary acquisition involves more than just memorizing words; it requires understanding their meanings, uses, and the contexts in which they are appropriately applied. Learning vocabulary also involves mastering various aspects of word usage, such as word formation (derivations, compounds), collocations (common word pairings), and connotations (the emotional or cultural associations a word carries). Thus, vocabulary learning is a complex, ongoing process that encompasses both breadth (learning a wide range of words) and depth (understanding the nuances of those words). In the context of English language learning, vocabulary acquisition is crucial not only for communication but also for overall literacy. Students who develop a rich vocabulary have a better understanding of the language, can engage with more complex texts, and are more likely to succeed in academic and professional settings. As a result, vocabulary is often considered the cornerstone of language mastery, directly

influencing the learner's ability to comprehend, produce, and communicate in English.

### *The significance of vocabulary*

Vocabulary is at the core of effective language skills and deep understanding. By having a wide vocabulary, one can convey messages clearly and precisely and understand texts read or heard more easily. In the academic world, a good command of vocabulary can be key to achieving success in exams and research. Moreover, understanding more words also helps in thinking critically, analyzing information, and expressing ideas creatively. More than just a means of communication, vocabulary also reflects an understanding of culture and social context, helping to deepen our experience of interacting with the world around us. Therefore, it is important for every individual to constantly expand and enrich their vocabulary as an integral part of self-development and communication skills. Nunan (1983:125) It is said that a satisfactory command of vocabulary is fundamental to the successful use of language skills because, without an extensive vocabulary, one will not be able to use the structures and workings they have learned for understandable communication. This is an important component in learning vocabulary acquisition skills. Vocabulary is needed for students. Students are needed to have reading, writing, speaking, and listening skills. Vocabulary can provide assistance to students in gaining an impressive understanding of a large number of words.

### **3. METHODS**

#### *Research Design*

This study apply quantitative methods. Quantitative research involves collecting numerical data to be analyzed apply statistical analysis techniques, Mujis (2004). Quantitative research theory is conducted by evaluating the relationship between variables Creswell (2014). In turn this variables are measured used instruments, and the data get is analyzed used statistical procedures. This study apply a type of quasi-experimental research (quasi-experiment).

This research was conducted at SMK Negeri 2 Panyabungan, located at Jl. Sheikh Abdul KadirMandili, PanyabunganII, Kec. Panyabungan, Mandailing Natal, North Sumatra 22976. This research was carried out in the first semester of the 2023–2024 school year. The reason for selecting SMKN 2 Panyabungan is because the school has verified facilities to utilize technology-based media in English teaching, such as Wi-Fi, and a computer laboratory.

According to Sugiyono (2019), population is "a generalisation area choosing of sample and population that have good qualities and characteristics managed by students to study and then make conclusions." In the context of research on the effect of Quizziz on vocabulary mastery, the population consists of all grade X classes totalling 11 classes at SMK Negeri 2 Panyabungan in the 2023-2024 academic year. Grade X was chosen because it is the year when students start to face exams and assignments that assess their ability in vocabulary mastery. This decision was also based on the recommendation of the English teacher at the school

According to Sugiyono (2017), samples are part of the population that is the source of data in study, where the population is part of the number of characteristics possessed by the population. In this study, researchers was used random sampling. Random sampling is the taking of sample members from a population that is carried out without regard to the strata that exist in that population by Sugiyono (2017). Using random sampling, which is a technique where each member of the population has the same opportunity to be choose, two classes were randomly selected from 11 classes in class X of SMK Negeri 2 Panyabungan. These two randomly selected classes were designated as the experimental and control groups for this study. This method ensures that the sample is representative of the population, thus minimizing selection grouping.

Data analysis technique is the process of studying and processing data to identify patterns, relationships, and important information contained within it. The goal is to gain a deeper understanding of the analyzed data and make decisions based on the information found. This study used a quantitative method with a quasi-experimental design to evaluate the effectiveness of the Quizziz application in improving students' vocabulary acquisition. Data was collected through pre-test and post-test as well as direct documentation. Instrument validity was test through SPSS validity, which states the extent to which the scores of the measurement results with an instrument reflect the theoretical constructs that underlie the preparation of the instrument, Suryabrata (2000). This study used data analysis

with t-Test in quantitative research focusing on pretest and posttest. T-Test According to Sugiyono (2021), the t-Test is used to determine the partial contribution of each independent variable to the dependent variable. This is done by testing each regression coefficient of the independent variables to see whether they have a significant impact on the dependent variable.

#### **4. RESULTS AND DISCUSSION**

##### ***Control Class***

The control class used in this study was class X (TKJ 2), consisting of 20 students. To assess the students' initial vocabulary mastery, a pre-test was administered. The results of the pre-test revealed a mean score of 67.25, indicating the baseline level of vocabulary knowledge among the students before any intervention. Following the pre-test, the students in this control group underwent a treatment phase where traditional teaching methods were applied without the use of the Duolingo application. After the completion of the treatment phase, a post-test was administered to evaluate any changes in the students' vocabulary mastery. The post-test results revealed a slight improvement in the mean score, which increased to 67.5. Although there was a modest increase in the mean score, the change was minimal, suggesting that the conventional methods of teaching, which lacked interactive or technology-based tools, may not have had a significant impact on enhancing the students' vocabulary knowledge within the period of the study.

In addition to the mean score, the median score was also calculated to provide a more

comprehensive understanding of the distribution of student scores. The median, which represents the middle value when all scores are arranged in ascending order, serves as an important measure to evaluate how scores are spread out across the group. In this case, the median score of both the pre-test and post-test would provide further insights into how individual students performed in comparison to the overall group, and whether there were any shifts in the central tendency of the scores following the traditional teaching intervention. These results highlight the potential limitations of traditional teaching methods in enhancing vocabulary mastery and underscore the importance of integrating more interactive and engaging learning tools, such as digital applications, to facilitate more significant improvements in students' language acquisition. The minimal improvement observed in the control group emphasizes the need for exploring alternative, more effective approaches to vocabulary learning.

##### ***Experimental Class***

The experimental class in this study was class X (TKJ 1), consisting of 20 students. A pre-test was initially conducted to assess the students' vocabulary mastery before implementing the Quizizz application. The pre-test results revealed that the average score of the experimental class was 70, with scores ranging from 30 to 95. These scores provided a baseline for evaluating the students' initial vocabulary knowledge prior to the intervention. Following the pre-test, the Quizizz application was integrated into the learning process as a part of the treatment phase. Quizizz, a game-based learning platform, was



used to enhance student engagement and motivation while reinforcing vocabulary acquisition. The application provided an interactive, gamified approach to learning, which aimed to improve students' vocabulary mastery through regular practice, quizzes, and instant feedback.

After the treatment phase, a post-test was administered to measure any changes in the students' vocabulary mastery. The post-test results revealed that the average score of the students in the experimental class had increased to 82. This improvement represents a gain of 12 points compared to the pre-test scores. The range of improvement indicates a notable positive impact of the Quizizz application on the students' vocabulary mastery. The increase in the mean score from the pre-test to the post-test suggests that the use of Quizizz had a significant effect on enhancing the students' vocabulary skills. The application provided an engaging and interactive learning experience, which likely contributed to increased motivation, participation, and ultimately better vocabulary acquisition. This improvement in scores highlights the effectiveness of incorporating technology-based, game-oriented tools like Quizizz into the learning process, particularly in areas such as vocabulary mastery, where traditional teaching methods may sometimes fall short. Overall, the findings from the experimental class demonstrate that the use of the Quizizz application positively influenced students' vocabulary mastery, providing strong evidence of the effectiveness of interactive digital tools in improving language learning outcomes.

## DISCUSSION

The results of this study show a significant improvement in the vocabulary mastery of tenth grade students after using the Quizizz application as a learning medium. This improvement is evident from the comparison between the average pre-test and post-test scores, where the average post-test score of students in the experimental class was 82, while in the control class it was only 67.5. This indicates that the use of Quizizz has a positive impact on the understanding and use of vocabulary in increasing students' vocabulary, especially in recount texts.

In the field of education, technology has become an important tool to help improve students' vocabulary acquisition. In line with Eli and Surayya's (2012) statement, learning media is a tool that helps convey messages and information, and makes it easier for students to understand the material. Quizizz, as a game-based digital media, allows students to learn vocabulary in a more fun and interactive way. According to Zhao (2019), apps like Quizizz that feature gamification elements such as avatars and memes can increase students' engagement in learning, as well as boost their motivation to keep learning.

In addition, this study also supports the findings of BAL (2018) which states that the use of Quizizz in vocabulary learning provides better results compared to conventional teaching methods. In this study, the experimental group using Quizizz showed a significant increase in vocabulary scores, in accordance with BAL's research results which found that the

experimental group had an average score of 84.67, higher than the control group which had a score of 81.58.

The main reason why Quizizz is effective in improving vocabulary acquisition at SMK Negeri 2 Panyabungan is its ability to make students more actively involved in the learning process. Gamification elements such as real-time quizzes, leaderboards, and instant feedback, make students more motivated to participate in vocabulary exercises. This is in accordance with Suharsono's (2020) opinion which states that Quizizz can encourage students to compete healthily while learning, and at the same time allow teachers to monitor student progress directly.

Another factor that plays an important role in improving vocabulary mastery is the instant feedback provided by the Quizizz app. When students answer a question, they immediately get information on whether their answer is correct or incorrect, thus helping them understand their mistakes and correct them quickly. It also allows teachers to identify areas where students are struggling, so that instruction can be customised to meet their specific needs. According to Seyfried (2012), the use of e-learning such as Quizizz allows students to learn anytime and anywhere, and get quick and accurate feedback to improve their understanding.

The results of this study clearly show that the use of Quizizz not only increased students' engagement, but also had a significant impact in improving their vocabulary acquisition. At the time of the pre-test, the average score of students

in the experimental class was 67.25, and only 30% of students met the passing criteria. After using Quizizz, the students' average score increased to 82, and the percentage of students who passed increased to 60%. In the second cycle, the average score again increased to 85, with 80% of students reaching the passing criteria. This improvement shows that Quizizz is an effective tool in improving students' vocabulary acquisition.

## 5. CONCLUSION

This research aims to explore the impact of using the Quizizz application on students' vocabulary mastery within the context of English language learning. The findings suggest that incorporating Quizizz into the learning process has a notably positive effect on students' ability to master vocabulary. As an interactive, game-based learning tool, Quizizz offers an engaging platform that significantly enhances students' motivation and involvement. Its gamification features, such as real-time scores, rankings, and immediate feedback, create an environment where students are more inclined to participate actively, revisit material, and deepen their understanding of new vocabulary. These features also provide an element of fun and competition, making the learning process more enjoyable and less monotonous compared to traditional methods. A majority of the students in the study expressed that the use of the Quizizz application made learning more interesting and engaging, influencing their enthusiasm to learn English vocabulary. The platform's interactive nature encouraged them to repeat and reinforce their vocabulary knowledge through continuous

practice, thereby contributing to improved retention and recall. As a result, students who engaged with Quizizz demonstrated a noticeable improvement in their vocabulary mastery compared to those who received conventional instruction without the use of interactive technology.

The study highlights that the integration of digital tools like Quizizz into the classroom can effectively address common challenges in vocabulary acquisition, such as lack of motivation, insufficient practice, and limited engagement. By leveraging the advantages of technology, teachers can create a more dynamic and student-centered learning experience. As evidenced by the data, students who used Quizizz showed a substantial increase in vocabulary mastery, reinforcing the idea that technology-based learning platforms can play a crucial role in enhancing language proficiency. In conclusion, the effect of using the Quizizz application on students' vocabulary mastery is significant, particularly for tenth-grade students at SMKN 2 Panyabungan. The research underscores the potential of game-based learning tools to foster a more engaging, motivating, and effective language learning environment. By incorporating interactive applications like Quizizz, educators can better support students in mastering English vocabulary and improving their overall language skills.

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