Systematic Literature Review: The Effectiveness of Quizizz Application as Tool for Reading Assessment in Senior High School

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Abstract
In this generation reading book becoming a bored activity that they have to do to get more information. A reading assessment with long text make them bored and not enjoy the reading proces. So that, reading assessment is not interesting for students in this generation. Information Communication Technology (ICT) is the answer of this teaching problem. ICT is about the technology that use to help the communication problem in teaching. One of the application in ICT is Quizizz. Quizizz is application to make quiz. That are so many quiz we could find and give it to out students. You may make your own quiz or modify the quiz. So, in this research it will investigate how Quizizz would help the reading assessment becoming more interesting and enjoyable for the students. The object of this research is the students of Senior High School. This research used Systematically Literature Review (SLR) as a method to investigate the lates articles that have the similar problem and to answer the problem of this research. Along with the research have found 24 articles with similar problem that is the effectiveness of Quizizz for reading assessment. Most of that article shows that Quizizz is effective for reading assessment especially for formative reading assessment. This research also using the criteria or CALL to analysis the effectiveness of Quizizz as a tool of reading assessment in Senior High School Students.

Keywords: effectiveness, quizizz, reading, assessment

INTRODUCTION

In this era the use of Information Communication Technology (ICT) becoming the most important thing that we used to know. ICT is about the technology that used to support the learning activity. (Kent and Facer, 2004) state that in school student have a long time spend in the computer with fully participation, while in home there just a complementary
regular activities set in computer activity. So that, ICT becoming a successful increment in teaching learning process.

Teaching and learning process by the help of various applications is really needed by students. It is important to make studying English easy and enjoyable for students. (Moran, 2015) stated that students would learn intentional and spontan when they enjoy the process, because they are learning from the success and failure. From this statement, we can understand that in carrying out a teaching approach we can use fun applications such as Quizizz. In addition, (Lestari, 2019) also found that students are more centered and pay attention to the test when using Quizizz. The statement is very clear that with this application, students can easily understand and enjoy learning English. With Quizizz, teachers can use this application in the classroom to improve students’ reading skills and motivate reading assessments. Educators can easily integrate this application in the process teaching learning to help build students’ language skills, especially in reading assessment.

Reading is one of the study in English. According to (Bond Tinker, Wasso, and Wasson, 1994) that Reading is a process in which each person is able to distinguish symbols from reading patterns. As a result, readers can easily understand what they read and even remember what they have read. Understanding, questioning, interpreting, predicting, and defining the words as well as the writers meaning of the passage should all be part of the reading process. Based on the definitions above, the researcher concludes that reading is an activity that involves looking at what is written as well as comprehending the text’s content. Mostly students being bored when they have to read a long text while doing the reading assessment. To solve that problem Quizizz come with a short text and fun feature that make the students doing assessment such as playing game. Here Quizizz is needed to increase student spirit, make them enjoy the process, and relieve tension when they are doing the assessment. Using Quizizz also ease to grade the students’ assessment because there are the grade feature in Quizizz that show directly the grade.

Reading Assessment is the activity that used to measure the students’ understanding about the materials. Reading Assessment separated into two, summative and formative assessment. Summative assessmet is done at the end of the learning program. However, formative assessment is done at the middle of the learning program. To help the reading assessment system many school or studied program used Quizziz application. For example, during the learning program the teacher give small quiz to make the students understanding more about the material before move to the next section. In this situation, Quizizz could be used to make fun assessment and saving time. For example, in the summative assessment teacher give the students an assessment to recall their memory about the material that have been given. So that, Quizziz becoming the alternative of most of the researcher to analyze in their journals.

The Quizizz application can be used as an alternative assessment tool by teachers. This application provides a variety of features to make a classroom more enjoyable, interactive, and engaging. This application is simple for teachers to use as a question maker, and it is also simple for students to use when working on questions. Quizizz allows users to answer multiple-choice questions using their own devices. With animations and competitions that are made as attractive as possible will keep students interested.
Furthermore, because the questions given to students are randomized to one another, students cannot copy their friends on Quizizz.

So that, in this article would be focused on the effectiveness of Quizizz applications for reading assessment in senior high school. From several articles or journals there would be selected which one the journals that could answer the problem of this article. In the following section this article would be followed step by step of methodology of Systematic Literature Review.

LITERATURE REVIEW

Quizizz Application

Quizizz is an application that provides multiplayer activities that make practice more interactive and fun in class, such as answering questions. According to (Zhao, 2019) that Quizizz application is one of fun educational for exercise, assessment. Many features there several such as good themes, funny memes avatars, and entertaining music, which are different from other application. According to Ju and (Adam, 2018) that multiplayer assessment activities supported students practicing together using their computers and smartphones. In short, with the used of the application, teacher can conduct formative assessment of students is a fun and engaging way for students of all ages.

Quizizz has several features that are different from other application. According to Konstantinidis, Theodosiadou, and Pappos, its features include: first, Quizizz application can be arranged into two game modes, namely directly or as homework, depending on the purpose of assessment. If Quizizz is ideal for classroom assessment, then the game is live which automatically ends when all students have completed it. They need to be able to finish the game all at once, and that can’t be continued because it has an immediate result on the dash while it’s running.

The use of this quizizz-based interactive educational application is very easy to use, in this interactive educational quiz there are 4 answer choices including the correct answer. In using it the teacher can add an image to the background of questions and adjust the questions setting as desired. If quiz is ready, then the teacher can share it with students or children using the generated 5-digit code. In addition, teachers can also set a time limit of up to two weeks, and students can continue their semi-finished assignments later.

Reading Assessment

Reading is an active process of constructing the meaning of words. Reading is a cognitive process which involves deciphering symbols to arrive at a meaning. According to (Chettri & Rout, 2013) that reading is an optional step taken by people to critique various topics discussed in a passage. Reading is the medium to helps people gain a deeper understanding of the world around them in learning. According to Okwilagwe’s (1998) that reading necessitates various types of critical thinking, such as analyzing, creating, imagining, evaluating, and problem-solving. Reading includes the meaningful interpretation of words, phrases, and sentences. He claims that reading

Reading Assessment is one of the part of reading activity that use to measure the students’ reading skill. According to (Brookhart, 2012) assessment is an activity that concentrated to the students learning outcomes and process of the learning objective. Based
on the (James, 2010) assessment separated into two summative and formative assessment. Summative assessments are done at the end of the learning program. Formative assessment is done at the middle of the learning program. Summative assessment aims to assess learning at the end of a unit by comparing a standard and indicators. Summative assessments are often high risk, meaning they have a high point value. Formative assessment’s goal is to keep track of students progress and provide ongoing feedback that instructors and students can use to improve their teaching and learning.

There are some types of formative assessment, such as; group work, quiz, discussion and exam. Quizizz is a type of formative assessment that is quiz. According to (Nitko, 2001) that quiz has a high level of validity when it comes to diagnosis a person’s needs. Teachers can use Quizizz to conduct formative assessment at the end of class to assess students’ understanding of the material that day. This assessment is more practical because teachers don’t have to print out dozens of sheets of paper when administering a test or exam. Furthermore, teacher also could monitor students’ reading progress through their computer or smart phone, and using Quizizz doesn’t need any tool such as projector. If there are enough computers in the school, students can also participate in the online quiz using their own laptop or smartphone.

Quizizz is an online platform that allows teachers to create assessments with ease of use and an attractive appearance, as demonstrated by the research conducted by (Basuki & Hidayati, 2019). Quizizz is an online platform can be used to create teacher made quizizz to assess students’ reading competency and it has a number of advantages for both teachers and students, including being user-friendly, easy to access, fun, increase motivate student’s, and measuring individual ability. As a result, the outcome of the online quiz will serve as a reflection for the teacher and students that they will prepare for the next step. There have been a few previous studies on this subject. Salas-Morera et al. (2012) conducted research on the use of online quiziz as a assessment tool and teaching learning in the classroom. The purpose of the study is to see how effective quizzes are at improving students’ grades. The findings indicate that these quizzes have a positive impact on students’ academic performance. Quizizz has a positive impact on students, according to research conducted by (Setiaawati, 2021) the results of her research show that using Quizizz as an assessment medium has an impact on students’ character. With Quizizz assessment media, 90.9 percent of students work independently on test questions. Students’ views on using Quizizz are that learning is fun and quite challenging.

METHOD

In this research, the researchers applied Systematically Literature Review (SLR) as a method to investigate what literature say about this issue in the last ten years. (Aliyah & Mulawarman, 2020) stated that SLR is a method that identifies, evaluate, and interprets findings on a research topic to answer a predetermined research question. SLR is method that interprets all findings on a research topic to answer research question that determined previously (Kitchenham & Charters, 2007). Two of them stated the same thing that SLR is method to answer research question. Researchers collected data by searching for previous research journals on several databases, namely Google Scholar and Proquest. The combination of Quizizz and Reading assessment that will be used in this research. From
several portal websites, researchers will include references of approximately 30 articles. Researchers will select them by reading the titles and abstracts as well as the findings of these articles.

In this article, the researcher will search several databases for articles containing booleans and the keyword "assessment, quiz, reading." The researcher will then choose all of the articles that have been netted based on inclusion criteria such as articles published in the last ten years, articles written in English, and articles that discuss quizizz as a form of assessment. After that, the researcher will skim through the titles of the articles and apply the exclusion criteria that is, removing articles that are irrelevant. The collected articles will be thoroughly examined after both procedures have been completed.

In addition, the journals used in this literature review are journals that published within the last 5 years, namely 2018 to 2022. Mostly the journals are from google scholar and some other from e-proceeding IAIN Palangkaraya, garuda, and others. The journals topic is about the use of Quizizz application for reading assessment. From several articles has been chosen 15 articles that related to the topic of the research. However, the exclusion of the literature review are articles more than 10 years. The topic of the research is not related to this research such as the use of quizizz to improve vocabulary, and others. Then, the finale exclusion is encompassed 24 articles left.

FINDINGS

In some articles found that Quizizz application mostly used for formative assessment. Especially in the online learning in this Pandemic, Quizizz help teacher in giving the students online quiz to measure their understanding. Quizizz also easier to use for senior high school students because most of them have gadget with internet connection and easier to introduce how to use the application. In reading assessment the quiz include some requires such as choosing the main idea of the paragraph, the setting (actors, place, time, etc.), inference, reference, and synonyms.

There also found some reason why Quizizz becoming effective for reading assessment. First, sometimes teacher have limited time for making assessment. So, with Quizizz it helps teacher to give the students assessment in the middle of the learning process. But, it is not completely effective because not all the assessment is appropriate with the curriculum that used in our school. Second, it is easier in grading, because in Quizizz there were automatically grade the student assessment.

On the other websites has been found 24 articles that explains about Quizizz for reading assessment. 22 articles show that Quizizz application effective for reading assessment and 2 article show that Quizizz is neutral, not so much affective that use for reading assessment.

The Effectiveness of Quizizz

Many articles said that Quizizz is the effective application that help teacher in giving reading assessment. As (Priyanti et al., 2019) said Quizizz is effective for students' in reading comprehension because it has many assessment creations that the students learn more. Quizizz also could use on any device. It’s easy to use. You can also set timer when you give
your students the reading assessment. So, they turn their work on time. That is why Quizizz becoming the effective application to use as a tool in reading assessment.

Some articles tell that Quizizz is effective to monitor students learning qualities, students understand on the materials. It can monitor through the score from the quizizz reading assessment. Such as (Mei, Yan Ju, & Adam, 2018) state in their articles that by using Quizizz application teacher could monitor student's learning qualities by downloading their statistics and analysis students' answer. So, Quizizz application is effective for giving the students reading assessment.

| No | Author (Year) | Title | Year | Effect |
|----|---------------|-------|------|--------|
| 1  | Diah Ayu Manik Prandnya Dewi, Putu Enik Kristina | The Use of Quizizz in Improving Students' Reading Skill | 2021 | Positive |
| 2  | R Degirmenci | The Use of Quizizz in Language Learning and Teaching from the Teachers’ and Students’ Perspectives: A Literature Review | 2021 | Positive |
| 3  | Siti Zuhriyah, Bambang Widi Pratolo | Exploring Students’ Views in the Use of Quizizz as an Assessment Tool in English as a Foreign Language (EFL) Class | 2020 | Positive |
| 4  | Yudi Basuki, Yeni Nurmala Hidayati | Kahoot! or Quizizz: the Students’ Perspectives | 2019 | Positive |
| 5  | Moh. Ilham Dzikrullah, Ahmad Syafi'i | Quizizz as Interactive and Gamified Assessment Platform: Voices Form Indonesian EFL Secondary Learners | 2021 | Positive |
| 6  | Safitry Anugrawati, Tatang Hermansyah | Use of Quizizz Education Game Assessment Media Towards Students’ Motivation on Online Learning | 2020 | Positive |
| 7  | Rudi Irwansyah, Muna Izzati | Implementing Quizizz as Game Based Learning and Assessment in the English Classroom | 2021 | Positive |
| 8  | Nur Faathinah Mohammad Roshdan, Norwati Roslim, Siti 'Aishatul-Humairah | Students’ Perceptions towards the Use of Quizizz as A Tool in Improving Reading Skills | 2021 | Positive |
|   | Authors                                                                 | Title                                                                                                                                          | Year | Rating |
|---|------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|------|--------|
| 9 | Muhammad Fisol, Nadiah Yahyauddin                                     | The Use of Quizizz as an Online Assessment Application for Science Learning in The Pandemic Era                                               | 2020 | Positive |
| 10 | Enden Ratnasari, Rani Hikmawati, Rafi Nizam Ghifari                   | Quizizz Application as Gamification Platform to Bridge Students in Teaching Reading Comprehension                                              | 2019 | Positive |
| 11 | João Batista Bottentuit Junior                                         | Assessment For Learning With Mobile Apps: Exploring The Potential Of Quizizz In The Educational Context                                        | 2020 | Neutral |
| 12 | Farah Ika Dhamayanti                                                  | EFL Students’ Perception and Motivation Toward Quizizz as E-Learning Media in English E-Classroom                                            | 2021 | Positive |
| 13 | Sari Rahmawati                                                        | Students’ Perceptions Toward Quizizz as an Online Learning Media                                                                           | 2021 | Positive |
| 14 | Fang Zhao                                                             | Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom                                                             | 2019 | Positive |
| 15 | Anak Yunus, Crystal Callista, Tan Kim Hua                             | Exploring a Gamified Learning Tool in the ESL Classroom: The Case of Quizizz                                                                | 2021 | Neutral |
| 16 | Zamzami Zainuddin, Muhammad Shujahat, Hussein Haruna, Samuel Kai Wah Chu | The Role of Gamified e-Quizzes on Student Learning and Engagement: An Interactive Gamification Solution For a Formative Assessment System | 2019 | Positive |
| 17 | Wiwin Handoko, Eva Mizkat, Auliana Nasution, Hambali, Juna Eska        | Gamification in Learning using Quizizz Application as Assessment Tools                                                                        | 2021 | Positive |
| 18 | E R Saputra, N Rusmana                                                | Students’ Experience og Online Game-based                                                                                            | 2021 | Positive |
| No. | Authors/Institution | Title | Year | Status |
|-----|---------------------|-------|------|--------|
| 19. | John Pahamzah, Yudi Juniardi | Quizizz as a Students’ Reading Comprehension Learning Media: A case Study at the Eleventh Grade of Dwi Putra Bangsa Vocational School in Cimanggu | 2020 | Positive |
| 20. | PAK Juniarta, KS Dewi, G Mahendrayana, IW Swandana | The Analysis on the Implementation of Mobile Assisted Language Learning Strategy Through Quizizz Application to Improve Student’s Reading Comprehension at Undiksha Singaraja | 2020 | Positive |
| 21. | Dinda Firly Amalia | Quizizz Website as an Online Assessment for English Teaching and Learning: Students’ Perspectives | 2020 | Positive |
| 22. | John Pahamzah, Syafrizal, Yudi Juniardi, Phita Matsnah S | Quizizz as a Students’ Reading Comprehension Learning Media: A Case Study at The Eleventh Grade of Dwi Putra Bangsa Vocational School in Cimanggu | 2020 | Positive |
| 23. | Nanda S. R | The Use of Quizizz Application in Improving Students’ Reading Comprehension Skill at SMKN 3 Takalar | 2018 | Positive |
| 24. | Tika Wahyu Lestari | Kahoot and Quizizz: A Comparative Study on The Implementation Of E-Learning Application Toward Students’ Motivation | 2019 | Positive |
Students Perspective on the Use of Quizizz

From several articles that we reviewed, the views expressed by most students regarding that use of Quizizz as a reading assessment tools are follows: First, they consider Quizizz as an interesting tool. They think this application is very interesting because in this application there are features such as games so that in its use it does not make students feel bored. Second, they think Quizzizz can boost their confidence. With the Quizizz application, students feel more confident when working on the questions given by the teacher. They do not feel tense because we can use it while playing. They feel easier when compared to doing the problem on paper.

The third view of students is Quizzizz can increase student motivation. Quizizz games help encourage student’s motivation and improve learning process. This is in line with the opinion (Dewi, C. K., 2018), which states that game-based learning has good benefits to be used as an effective media in the learning process because it can stimulate students' verbal and visual components. Besides being able to increase motivation, students also think that this quizzizz application can improve their abilities, especially in reading skills. With this application, students can indirectly learn to improve their reading skills. They are required to be fast and thorough in reading the questions given by the teacher. That’s why this application is considered very useful for students.

The Advantages of Quizizz Application

1. Improving students reading skills

In some articles has found that they are agree Quizizz was able to increase the students' motivation. Quizizz have features that gives the students second chance to correct their answer. Also it eased the students to revise their answer. That features make the students motivate to join the quiz. As (Chaiyo and Nokham, 2017) state in (Zuhriyah and Pratolo, 2020) Quizizz would support students learning and increasing their engagement, enjoyment, concentration and motivation in classroom. So that,
using Quizizz in giving student’s assessment could increase their motivation. Moreover, using Quizizz application means the students need gadget such as phone or computer to answer it. It also one of the factors that could increasing the students' motivation. Because in this era students like to play gadget. So, if they are found their assessment in a form as game like Quizizz they would feel motivated and interesting to join the quiz.

2. Increasing Students Motivation
   According to several articles, quizizz are effective in assisting teachers in enhancing students’ motivation to read. (Diah and Puti, 2021) restate that Quizizz is an effective learning tool for enhancing students’ reading skills. Quizizz is a game application that students can use to improve their reading abilities, motivation, problem solving in the classroom, and critical reading. Quizizz, on the other hand, according to (Chaiyo and Nokham, 2017) can help students build their learning independence because it delivers random questions that students cannot answer with the help of their classmates. Students can change the way they read the Quizizz by changing the themes. Besides being interesting, students will also easily understand the existing reading, so that students often read to practice their reading skills. It can be stated that Quizizz can help students improve their reading skills since the environment will be more exciting and students will be more engaged in the learning process. Quizizz has a lot of features that keep students from becoming bored and make learning sessions more creative and interesting.

Quizzizz Application as an Interesting Tool
   From several articles that have been collected, it is stated that according to students quizizz is an interesting tool to use. In the first article (Anugrawati & Hermansyah, 2020) stated that Quizizz educational games are a fun way to learn online. In the second article, (Zuhriyah & Pratolo, 2020) stated that Quizizz piqued the students’ interest because of the several features it offered that were beneficial to them. In the third article, (Irwansyah & Izzati, 2021) stated that because the application’s display is really interesting, similar to playing a game, the students are excited and motivated to complete the task.

   In some of the articles above, it is mentioned that Quizizz is an interesting application used to be a teaching tool for students because the display looks attractive, looks like a game, and provides benefits for students, making students more motivated to do assignments.

Quizzizz as Gamified Assessment Platform
   From several articles that we reviewed, quizizz is exciting, interesting, motivating, and fun because it is a gamified assessment tool. Most of students are excited to play Quizizz. According to (Dhikrullah and Shafi’il, 2021) Quizizz includes an interactive display that makes using the platform easier for students. However, there are some disadvantages about using Quizizz as a gamified assessment tool in English classes. The presence of background music is one of the main factors. Students complained about being annoyed by the background noise.

   In the article that we have reviewed, there are several advantages and disadvantages of quizizz as a gamified assessment, in that article quizizz has more advantages than disadvantages such as developing positive attitudes among students,
increasing students’ enthusiasm to study, providing an exciting teaching environment, and etc.

**DISCUSSION**

This part described the explanation of the findings above. It was taken based on the collection of articles that has been investigated by the researcher. First, looking for many articles about the Quizizz application that is effective for improving reading assessment. Second, analysing the articles that have been collected previously with the aim of knowing whether the articles are related to the title of the research that we made or not. Based on a collection of articles that have been researched by researchers, there are 4 main points found from the results of the journal review above. The five points are Student Perspectives on Using Quizizz, Advantages of Quizizz, Quizizz Application as an Interesting Tool, and Quizizz as a Gamified Assessment Platform. These four points, explained by (Basuki & Hidayati, 2019) which state that quizizz can be used as an interesting tool to assess students' reading competence, have a number of advantages for teachers and students, including ease of use, accessibility, enjoyment, increased student motivation, and measure individual abilities. This statement is also supported by (Salas-Morera et al., 2012) who said the use of quizizz as assessment tool and teaching learning in the classroom. These findings indicate that this quizzz has a positive impact on students’ academic performance. (Setiawati, 2021) also stated this statement. The results of his research show that the use of Quizizz as an assessment medium has impact on the character of students. With the Quizizz assessment media, 90.9 percent of students work on test questions independently. Besides being able to facilitate the process of working on questions and assessments, quizizz is also considered as an effective media in the form of games to improve student’s motivation in learning process.

Most of the students in the articles that have been studied by Quizizz researchers have effectiveness as online assessment tools, especially reading assessments. (Diah & Puti, 2021) restated that Quizizz as an effective learning medium in improving students’ reading skills. In line with this opinion, (Priyanti et al., 2019) also said that Quizizz is effective for students’ reading comprehension because it has many assessment creations that students learn more. Quizizz can also be used on any device and is very easy to use. On the other hand, (Dewi, C. K., 2018) again stated that game-based learning has good benefits to be used as an effective media in the learning process because it can stimulate students’ verbal and visual components. Based on the three data, it can be concluded that Quizizz is a game application that can be used by students to improve reading skills, motivation, problem solving in learning, and also critical reading.

Based on the data that we have found from the 24 articles that we have reviewed, there are 22 articles that give positive responses and there are 2 articles that are neutral (giving positive responses as well as giving negative responses). So that we can conclude about the use of the Quizizz application as a Tool for Reading Assessment in senior high school, it can be stated that the Quizizz application is feasible and effective to be used as a learning medium. It is said to be feasible and effective because this media can be used to achieve learning objectives as stated by (Erman, 2003).
CONCLUSION

Reading activity becoming bored activity for students in this digital era. Students are lazy to read a long text in their assessment and it is make the students have less interested to assessment. Quizizz is one of the application Information Communication Technology (ICT) that use to help this problem. Quizizz is application with multiplayer activities that could make the students assessment more interactive and interesting. Most articles show that Quizizz is effective for formative reading assessment.

Based on the results, it can be concluded that used quizizz is effective for reading assessment. Many articles stated that Quizizz is effective for learn and increase students’ enthusiasm when learning English. Using the quizizz application that educational media is really great for reading assessment. Overall, the research found that Quizizz application has positive impact for students in learning English, especially in reading assessment. Students feel enthusiastic about participating in teaching.

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