Implementation of Quizizz Educational Game Media in Increasing Students' Learning Motivation During the Covid-19 Pandemic in Islamic Religious Education Learning

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Abstract: This study aims to explain and describe how the implementation of learning using the Quizizz educational game media in increasing students' learning motivation during the Covid-19 pandemic in learning Islamic religious education. In this study the authors used a qualitative approach, the data sources were obtained from interviews, observations and documentation to teachers and students of SMAN 1 Campaka class X MIPA 1 and 2. The theoretical analysis used was Leony about learning media with Quizizz and Sardiman AM theory for analysis. motivation to learn.Based on data analysis, it can be concluded that: (1)The implementation of the Quizizz educational game media is well implemented, creating effective and fun learning and responding to the challenges of teachers in the very rapid development of the times and the emergence of the Covid-19 pandemic which requires learning to be carried out remotely, the impact of using Quizizz is to increase learning motivation, learning that attracts students' enthusiasm and interest in learning, a busy but still conducive learning environment (2) Supporting factors for the application of Quizizz media are the availability of facilities in the form of projectors, loudspeakers, electrical connecting cables, wifi in every class, while the inhibiting factor is the internet network which is less strong and stable (3) the results of the learning evaluation show a very good score, the highest score is 100% and the lowest score is 53%.

Keywords: Quizizz educational game media, learning motivation, quizizz media implementation

1. Introduction

The world of education is currently faced with various global challenges, namely the emergence of the digital era or the Industrial Revolution 4.0. The Industrial Revolution 4.0 is a challenge in all fields of science, including education. Education plays an important role in the progress of a nation. Education is a basic thing that must be obtained by everyone. Article 3 of the National Education System Law concerning the functions and objectives of national education states that national education functions to share capabilities and produce national morals and civilization that are influential and useful in the context of the intellectual life of the nation, aiming at developing the potential of students to become human beings who believe and are pious. to God Almighty, noble character, healthy, knowledgeable, capable, creative, independent, and become democratic and responsible citizens. This educational objective underlies the development of national education which is a pillar of improving the quality of education in Indonesia. The learning or education process is a business and process of realizing superior human resources in the learning process. The latest discoveries and innovations need to be developed and realized, starting from curriculum development, learning media to infrastructure in schools, and also considering that the millennial generation, students are now closer to technological advances. This is what requires educational institutions and also teaching teachers to be able to create fun learning. The challenge of creating a pleasant classroom environment and classroom atmosphere will affect the quality of education and the quality of education.

Developments in the digital world that make it easy to access communication and information are very influential in the mental development of every student. Utilization of technological developments that are present now can increase the quality of education and learning in the classroom, but there are still several inhibiting factors that go hand in hand both from students and teachers who have not mastered the development and application of the technology. So that learning, especially in PAI learning, students become ineffective in achieving learning objectives. According to Arsyad, of the many positive impacts that exist on the use of technology in the learning process, which include being able to improve students' thinking power and student motivation, teachers also become easier in presenting material, questions and data processing during the activities of students participating in learning. The most basic things that need to be mastered and utilized by teachers or educators are the use of laptops, smartphones, infocus, and internet networks.

Learning is an interactive process because of the relationship between teachers, teachers or educators to students, as a result the learning process of students plays a crucial or very important role during the process of implementing learning activities.

Islamic Religious Education learning is very important for the development of the character of students at school and in the environment where they live, Islamic religious education has a role as the moral foundation of students, but in the process it experiences several obstacles or difficulties due to the emergence of challenges that are more demanding of teachers or teachers in growing and develop habits in students, namely the emergence of the Corona virus or called Covid-19.

In addition to the growing digitalization era that requires and demands both educational institutions as well as spearheads in delivering material and teaching in the classroom, namely the teacher himself in order to create human resources and the nation's successors who are intelligent and characterized, the emergence of the Covid-19 virus has made all lines around the world devastated. , especially in the world of education

This received attention and direct follow-up from the Minister of Education, so that a decision letter No. 4 of 2020 appeared which contained the learning process carried out from the homes of each student as well as the teacher. The learning process that is usually carried out at school or in the classroom this time is carried out remotely called online learning (In the Network) this aims to break the chain of the spread of the Corona virus. Not only for elementary, middle, and high school levels that apply distance/online learning, learning activities in higher education are also carried out through online lectures, which were previously carried out normally (conventionally) this time it must be carried out online.

On the other hand, this is also an obstacle to all its limitations in providing material to students, the community and students need to adapt to the transformation from conventional to online. According to Zhang, the internet and technology that are present very rapidly in terms of multimedia can make it easier to access all information and streamline knowledge transfer methods and become another alternative way in the learning process that was previously carried out in the conventional classroom. It can be said that learning that uses and takes advantage of the development of the all-digital technology era in online learning is a solution to the situation and conditions of the Covid-19 pandemic (Zhang et al, 2004).

Online learning has advantages, challenges, and obstacles that are present in its implementation. Online learning is learning with a new style by involving the internet network, with all the advantages of the internet which makes it easy to access, connectivity, flexibility and advantages that trigger new interactions in the learning process. However, it does not rule out the possibility of negative impacts over time because students are too free to use the capabilities of the advances in digital technology.

Unexpected situations and conditions emerged, namely the Covid-19 pandemic which continued to suppress mobility and interaction throughout the country and eventually brought an impact that was felt by various lines of society into conditions and situations that required everything to be limited, thus requiring facing the era of disruption. with all its changes in order to continue to grow and continue to live (Karim, 2020). An alarming condition in the world of education has emerged since the Covid-19 pandemic which ravaged the world, especially in Indonesia. This of course makes it a challenge when there are many problems and issues that have not been resolved and passed. Even though we are faced with the current pandemic conditions, especially in the world of education, it must still be carried out and in accordance with its objectives. If every role and function in the education system thinks that all that is faced is a disadvantage, then it is necessary to look at and open up more in-depth horizons, there is an opportunity to realize a better education system. The Covid-19 pandemic is only seen from a negative point of view, it turns out that it still has a positive influence on the world of education in Indonesia. With the issuance of policies set by the government to carry out the learning style set by the government which is carried out at the homes of each student by utilizing the existing internet network at the elementary school to college level. So it can be explained some positive impacts that are generally in the model or way of learning during the Pandemic, namely:

1. Global developments in the 4.0 era have unknowingly entered for a long time, in current conditions it requires learning not to use conventional anymore, but to use digital technology.
2. Improve and stimulate teachers, lecturers, students and students by competing to express ideas of thought and creativity by finding good information accessibility.
3. Effective and efficient learning activities that can be accessed easily using various digital platforms.

4. There are free science development activities with the presence of seminars or webinars.
5. The interaction of children with parents is well established because the learning process is carried out at home and accompanied by the parents of students.
6. The learning assistance provided by parents to their children has a positive impact on parents because they are open to the world of Information Technology which is very accessible and flexible.

The Covid-19 pandemic is indeed a severe test for all nations, testing the ability of all nations to be able to seek advice by continuing to try and try to find solutions to every problem that exists. To be a great nation, Indonesia must be able to overcome all existing feuds. This is evidenced by Indonesia which is ready to use all possibilities, with the birth of technology created by the nation's children to provide online education services (Abidah 2020). During a pandemic like the current one, it has several significant impacts on the education system in Indonesia, including the learning model used. Learning activities that are usually carried out in the classroom or conventionally and are usually focused on teaching teachers with students in the classroom turn into distance learning, but it has to do with future challenges. Judging from the advantages, of course, online learning is not limited by space and time, especially the government's call for self-quarantine, physical and social distancing. but freedom today cannot be interpreted as freedom that is not limited to learning. Learning activities in current conditions are an opportunity and time to start innovating, especially for education staff who must be able to change from traditional learning and education systems. The readiness of educators must be emphasized about how the learning process can touch the character and motivation of students, not just reading, writing, and memorizing. Then, education in Indonesia requires support from various parties, ranging from the government, politics, to society. Learning during the covid -19 pandemic poses many challenges, so as a human being who is blessed with perfection by the creator must be able to adapt in any condition. It is undeniable that online learning processes like this test the mentality of teachers or teachers, students and parents of students, which requires participating in the success of an effective learning process.

Efforts to find learning media that can increase learning motivation in students continue to be carried out. One of them is by implementing and utilizing a digital platform, namely the Quiziz Educational Game.

The boredom that has begun to be felt by students in distance learning certainly has an impact on the enthusiasm of students to learn. The loss of motivation and interest in learning is feared that the learning objectives will not work properly.

PAIBP learning itself requires continuous supervision of the character of students, because hearing the word PAI learning is a lesson full of good and true terms, laws and worship procedures. This is what makes it difficult for students to understand quite a lot of PAI material, which ultimately has an impact on student learning outcomes. Therefore, other alternatives are needed that can increase students' motivation and interest in learning, especially in learning Islamic Religious Education. The use of a digital platform in the form of a web tool that makes learning more interesting is Quizizz which can be used by teachers in class or distance learning.

SMAN 1 Campaka is located on Jl. Raya Campaka Rt.10/01 Campaka Subdistrict Purwakarta 41181. The objectives to be achieved and the realization of the educational institution of SMAN 1 Campaka are:

Implementation of the process of teaching and learning activities effectively and efficiently so that the results (outputs) are very satisfactory, the availability of adequate facilities and infrastructure for teaching and learning activities, so that they are optimally supported in carrying out effective and efficient teaching and learning activities, the availability of educators and education personnel who meet standards set to support the creation of effective teaching and learning activities and optimal results, implementation of the main tasks and functions (tupoksi) of each school component (principals, teachers, staff and students), implementation of rules and regulations governing school administration both for staff and students, in realizing human resources teachers, employees, and students are all competitive.

Based on initial observations, learning during the pandemic was carried out with a shift system, namely dividing face-to-face schedules online per week. For example, for the first week, face-to-face or offline learning is conducted for class X, while classes XI and XII are conducted remotely/online. Likewise, if the second week is conducted face-to-face learning for class XI, so class X and XII are conducted online. This is also an important highlight for researchers that learning with such a shift system can affect students' motivation and learning outcomes.

Budi Pekerti's Islamic Religious Education learning demands and encourages students to have skills and morality both in the school environment and in their homes. This is also evidence that PAI BP learning in schools is serious and firm in character education is very important and is carried out in the 2013 Curriculum with the allocation of time at SMAN 1 Campaka is 2 hours for learning that is carried out face to face or at school, while the allocation of time for learning is 3 hours. done remotely/online.

Based on the results of the initial survey at SMAN 1 Campaka on November 17, 2021, obtained from direct interviews with PAIBP learning teacher Mr. Bagja that PAI learning while online/distance only uses mediaGoogle Classroomonly and only giving assignments, some students can follow well, but it seems that the motivation and interest in learning of students is decreasing, this is because they are already at the peak of saturation of students who are required to understand very complex material while the media, methods and models used used only that-that's all. As well as controlling the character of students is difficult to do.

With the goal of the extraordinary SMAN 1 Campaka school, then with the emergence of the phenomenon of the Digital Era 4.0 and all the problems faced during the Covid-19 Pandemic, which became its own challenges that needed to be faced, especially in the world of education. In this case, it raises a hypothesis so that researchers are interested in examining it about how the application of learning media in an effort to increase students' motivation and interest in learning using the Educational Game, namely the Quizizz Platform in PAIBP learning at SMAN 1 Campaka is worthy of research.

For this reason, the researcher raised a research title "The implementation of the Quizizz educational game media increases students' learning motivation during the Covid-19 pandemic in learning Islamic religious education (Descriptive Study at SMAN 1 Campaka)".

2. Research Method

This article uses a descriptive research method (describes) how the integration of Islam in online learning is analyzed through supporting literature. This approach uses a qualitative approach with descriptive data, namely data collected using words.

3. Discussion

In this discussion, it is to describe the results that have been found by researchers, in the implementation of the Quizizz educational game media. Supported by the results of interviews and observations of respondents, teachers of Islamic religious education subjects and several students of SMAN 1 Campaka class X MIPA 1 and 2 in order to strengthen and prove how the implementation and process of implementing learning continues to improve the quality and learning motivation of students using Quizizz educational game media on learning Islamic religious education with the challenges of using media according to the times and the emergence of the Covid-19 pandemic which requires learning to be carried out remotely or offline.

The implementation of this Quizizz educational game media as a breakthrough and choice for an educator or teacher to be able to carry out interesting and fun learning because it carries learning while playing activities. In addition, the implementation of the Quizizz educational game media aims to increase students' learning motivation and good learning evaluation results.

Motivation is very important and must exist in every individual or student, especially in the world of education. All efforts intended to influence someone's behavior or behavior in a conscious way so that someone is moved to do something (Purwanto, 2021). In an effort to increase students' motivation in learning activities, teachers as educators will continue to develop and apply various ways to create successful learning, ranging from choosing the method to the media that will be used to convey information or material so that it can be followed easily and supports all situations. and the conditions of the implementation of learning in an all-digital era and the emergence of the Covid-19 pandemic but can still be delivered in an interesting and fun way.

The implementation of the Quizizz educational game media has become the choice of Islamic religious education teachers at SMAN 1 Campaka to be able to create interesting and fun learning and can increase students' learning motivation. With the application of learning media that is developing in this digital era, it can be said that teachers have been able to keep up with the times as a challenge for a teacher or educator. And the implementation of the Quizizz educational game media can be said to make students motivated to continue learning and follow Islamic religious education well, in addition to the application of the Quizizz educational game media aims to increase students' learning motivation, it also has an impact on learning evaluation which is also improving.

From the results of interviews that researchers conducted with several students of SMAN 1 Campaka in class X MIPA 1 and 2, it was explained that they felt happy and excited to take part in Islamic religious education learning. Islamic religious education learning uses the Quizizz media, when the material has been delivered by the teacher and then an evaluation or filling of the questions in Quizizz displays the results of the questions that have been answered in the form of points and rankings that are displayed on each smartphone screen and also on the projector screen. in the classroom, causing a sense of competition or competition in learning because if the ranking or points obtained from the results of working on the questions given through Quizizz are low they will feel embarrassed because they are seen by their friends. This is in line with the opinion stated by Sardiman, that there are several ways or forms that can lead to learning motivation in students, one of which is to compete, competition that occurs in the environment and in learning activities have a good impact on fostering motivation in students Sardiman AM (2011). : 92-95). Student motivation is included in the various motivations mentioned by Sugihartono's opinion, namely social motivation because the execution of tasks and responsibilities tends to be influenced by his friends Sugihartono et al (2007: 78). Thus, students are encouraged to further deepen the material presented. that there are several ways or forms that can lead to learning motivation in students, one of which is competition, competition that occurs in the environment and on learning activities has a good impact on fostering motivation in students Sardiman AM (2011: 92-95). Student motivation is included in the various motivations mentioned by Sugihartono's opinion, namely social motivation because the execution of tasks and responsibilities tends to be influenced by his friends Sugihartono et al (2007: 78). Thus, students are encouraged to further deepen the material

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The application of the Quizizz educational game media can be said to have been able to improve the quality of learning and motivation by improving the learning process faced by the challenges of the times and also the emergence of the Covid-19 pandemic which has an impact on the boring level of students' learning motivation. Although there are still some supporting and inhibiting factors in its implementation (Tabroni & Purnamasari, 2022), (Tabroni, 2019).

From the interviews and observations that the researchers conducted, there were several supporting and inhibiting factors in the application of this Quizizz educational game media to Islamic religious education learning carried out at SMAN 1 Campaka class X MIPA 1 and 2, namely, supported by the existing infrastructure facilities in the school including internet/Wifi network, projector/infocus for each class and adequate electricity network. Existing facilities at schools and at students' homes are included in external factors that can support the results and goals that have been set (Hendrasari, 2019:11).

It is constrained by the internet/Wifi network available at the school which is sometimes interrupted or less stable, making it difficult to enter or access the Quizizz application. However, these obstacles are not an obstacle to continue to apply learning media with the Quizizz application.

The increase in motivation that has been shown by students and evidenced from the results of interviews and observations by researchers has an effect on increasing learning which is contained in table 3.1 which shows the value, points and time needed by students to work on the questions given by the teacher through the Quizizz application. From the table the results of the evaluation of the exercises carried out by students in learning Islamic religious education with material on the development of modern Islam (1800 AD-present) showed good results with the highest results of 100% and the lowest gains of 53%.

Thus, it can be understood that by presenting the implementation of the Quizizz educational game media in Islamic religious education learning, it can increase students' learning motivation by showing better learning activities, so that it is expected to be able to continue to improve the results of better learning evaluations as well as the morals and creativity of students.

This Quizizz educational game media can be used and utilized as a means of delivering information or material to students with different packaging, carrying on the development of an era that is sophisticated and not boring and makes it easier for teachers to evaluate the desired learning outcomes with the features on the Quizizz application or media.

4. Conclusion

From the results of the research that has been described in the previous chapter with the research title "Implementation of Quizizz educational game media in increasing students' learning motivation during the covid-19 pandemic in learning Islamic religious education at SMAN 1 Campaka", with the following conclusions: The implementation of the Quizizz educational game media in Islamic religious education learning at SMAN 1 Campaka is well implemented, creating effective and fun learning and responding to teacher challenges in the very rapid development of the times and the emergence of the Covid-19 pandemic which requires learning to be carried out remotely. Increased motivation of students shows several behaviors or attitudes that show increased motivation to learn when the learning process uses the Quizizz educational game media, including the following: Students show a happy attitude to always follow the learning process of Islamic religious education by using the Quizizz educational game media by the teacher. Students show and feel happy when the learning process of Islamic religious education uses Quizizz media. Students show a serious attitude in paying attention to the material presented using the Quizizz media, because the material that has been submitted will be the answer to the questions presented through the Quizizz media. Students show an attitude of interest in the learning process of Islamic religious education when using Quizizz media. Students are enthusiastic about participating in the process of learning activities using Quizizz media. Students show an enthusiastic attitude in filling out the Quiz questions that are presented Students do not feel bored quickly during the process of learning Islamic religious education activities using Quizizz media. The supporting and inhibiting factors of the process of applying the Quizizz game media in increasing students' learning motivation during the Covid-19 pandemic in learning Islamic religious education at SMAN 1 Campaka include: Supporting school facilities, such as electricity network, internet/Wifi network and focus for each class. Internet network that is sometimes less strong/stable. Difficulty connecting to Quizizz if the network is unstable/strong. The results of the evaluation and improvement of Islamic religious education learning at SMAN 1 Campaka in class X MIPA

1 and 2 showed very good results, this was due to the learning motivation of students who supported the learning process. With the highest yield of 100% and the lowest yield of 53%.

Acknowledgement

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