CHAPTER II
USING QUIZIZZ APPLICATION IN TEACHING VOCABULARY

A. Teaching Vocabulary
1. The Definition of Vocabulary

Vocabulary is one of the basics that must be learned if you want to master language skills. Some experts define vocabulary as follows. Words that a person knows in a particular language and that are often used are the definition of vocabulary (Hornby 2006: 1645). According to Hatch and Brown (1995: 1) Vocabulary is a set of words from a particular language used by language speakers.

Vocabulary is the vocabulary that is owned by a language (Poerwadar Minta 1985:146). According to Linse (2006) vocabulary is a collection or group of words that is known by someone. The definition of vocabulary is seen from two aspects of language, namely first, vocabulary is all words that have components of a language, including all meanings and usages in a word, and second, vocabulary is the wealth of words that speakers of a language have in terms of speaking and writing (Keraf 2004).

Thus it can be concluded from some of the experts' understanding that vocabulary is a group of words used by everyone in a particular language with the main purpose of facilitating communication with one another.Vocabulary adalah perbendaharaan kata yang dimiliki oleh suatu bahasa (Poerwadarminta 1985:146).

2. The Importance of Vocabulary

Learning vocabulary is very important because vocabulary is the first step if you want to master a language, learning English becomes very difficult if you do not have enough vocabulary and cannot use or apply vocabulary in daily communication. A well-mastered vocabulary will make communication more effective. As a second language, vocabulary plays an important role in every language skill, be it speaking, reading, writing, or listening skills (Nation, 2001).

Vocabulary is a very important lesson in English and must be learned by students, students need to know what vocabulary is used and how to apply it. Mastering vocabulary will allow students to collect ideas that will help students hone their language-learning skills. Mastering vocabulary will make students' confidence increase when they want to express what they want to say, this will greatly help students in communicating, especially in English.

3. The Kind of Vocabulary

According to Nation (2001), vocabulary is divided into four categories: words with high frequency, academic terminology, technical language, and the last one has hardly used words. The four categories will be explained below:

a. Words with high frequency are words that comprise more than 80% of a text.

b. Academic terminology is words that comprise approximately 9% of the text.

c. Technical language is words that are only 5% in a text.

d. Hardly used words are words that are rarely used or words that are often overlooked, these words comprise 5% of academic writing.

4. The Aspect of Vocabulary

Vocabulary has several components involved. According to Harmer (2001:16), vocabulary has five aspects namely meaning, spelling, pronunciation, word classes, and the last is word use, the five aspects will be explained below:

a. Meaning, every word must have a meaning according to its context, during learning it is very important to explain the meaning of each word used. If you want to be better at explaining the meaning of each word, you can use a dictionary so that errors in meaning can be minimized.

b. Spelling, is one of the most important parts of vocabulary because spelling is the link between letters and sounds in vocabulary. Many

different terminologies make different forms of writing but in the same word.

c. Pronunciation is the way a language is pronounced. Words usually have one pronunciation but it is not uncommon for a word to have two pronunciations. Pronunciation becomes one of the challenges when learning, clear and easy-to-understand pronunciation will facilitate communication in English.

d. Word classes, vocabulary has several categories or word classes, which are very important to know. Each category or word class has its function, some of the word classes themselves are nouns, verbs, adverbs, adjectives, prepositions, conjunctions, interjections, and finally pronominals.

e. Word use is an idea in a language, when using words, grammar is needed to create a complex word.

5. Teaching Vocabulary

Teaching vocabulary is a concern in educational research, in vocabulary teaching, there are many methods and media chosen to produce the best teaching. The teaching vocabulary given is very influential on vocabulary learning. The quantity and quality of vocabulary owned by a person will affect their language skills (Tarigan, 1984). The teaching given by teachers to students will play an important role in the acquisition of vocabulary that students have, teaching vocabulary given by teachers should not just provide new vocabulary but must make students understand every vocabulary they learn.

According to Petty, Herold, & Stoll (1968), teaching vocabulary at the school level is done through the following:

a. The teaching of vocabulary and its meaning through its use in context.

b. a process of analysis and synthesis of vocabulary when elements of word meaning are taught.

c. direct teaching of word meanings from word lists.

Teaching vocabulary is the involvement of teachers and students in the teaching and learning process regarding vocabulary, in teaching vocabulary there are many methods, techniques, and media that teachers use so that the teaching of vocabulary given makes teaching that can be understood by students.

B. Quizizz Aplication

1. The Definition of Quizizz Application

Quizizz is software created by a company from India located in Bengaluru. Quizizz is an application in the form of an education-based game that will help learning activities in the classroom become more active and create a fun atmosphere in learning. The quizizz application has many forms of practice questions that can be used by students via mobile devices making it easier for students to learn anywhere anytime. The Quizizz application is different from other applications, the quizizz application displays various elements of the game including themes, avatars, music, and many more, these elements will make learning in the application more fun. Students can do practice questions together with the quizizz application so that students will get used to the questions to be done. Quizizz apps can encourage students to compete healthily with each other, which will create active learning and reduce passivity in learning (Hammel, 2016).

The quizizz application is a learning application in the form of a quiz that can be used anywhere and anytime and can be used individually or in groups. By using the quizizz application students will not be burdened with learning and will not feel forced, quizizz is the best recommendation for learning media. The quizizz application can help teachers and students in teaching and learning, besides the quizizz application can be accessed for free, the Quizizz application can also be used from close or long distances. The quizizz application always develops all the qualities and features in the application to keep up with the times, the results displayed in the quizizz application contain detailed information. By using the quizizz application,

vocabulary learning will be more fun and not make students quickly feel bored.

2. Quizizz application as learning media

The 1999-2004 National Development Plan policy is to improve the quality of education. Law No.2 of 1989 on SISDIKNAS, provides requirements that each school can provide facilities for learning that will be an effort to support education. One way to improve the quality of education is to use various facilities and media, good learning facilities and media will support advanced educational outcomes. In the era of modern times like this technology is very influential and plays an important role in helping human activities including in terms of education, one of the uses of technology is to use applications. One of the applications chosen as learning media is the quizizz application, the quizizz application is very easy to use, it only needs to use good internet access. The quizizz application as a learning media is highly recommended because it can be a very competitive application, but the quizizz application is still not separated from the learning pattern and is still applied with the limits of educational technology.

The quizizz application as a learning media is included in the interactive multimedia pattern. In addition to being a learning media, the quizizz application can also evaluate the results of student performance which will be displayed in the data, so that the teacher will know the extent of student understanding of the material the teacher has provided. The quizizz application always displays fun things and makes students not complain about learning, there are so many games that have been made creatively in the quizizz application that will motivate students to learn, and if this positive desire arises it will improve the quality of education.

The quizizz application is very easy to use, in the quiz there are several answer choices, and can display interesting pictures, after the quiz is ready to use, there will be a code that will be a requirement to start the quiz. Quizizz is one application that is very useful for fun learning without reducing the benefits of learning itself, learning using this quizizz

application will make students actively participate in learning (Noor, 2020). The quizizz application will be a very influential learning media and will make students' views on learning that used to be very boring, now become fun learning.
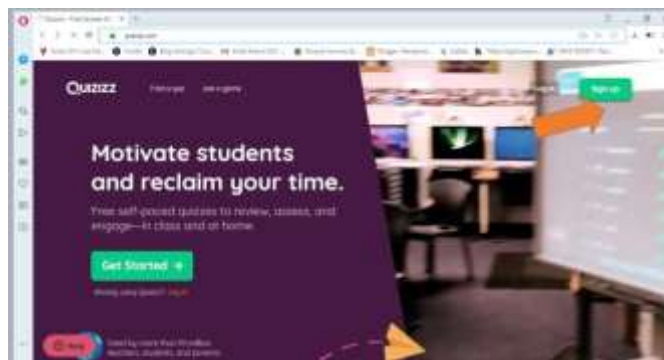
3. Ways or stages in using the Quizizz Application

There are two ways to use or access the quizizz application, the first way to use the quizizz application as a teacher or admin, and the second as a student or participant. Before teachers use the quizizz application, teachers must have an account first, teachers can access it through quizizz.com, while students can access it through join.quizizz.com. To enter quizizz teachers and students both have to log in using their respective emails.

According to Hendrastomo (2019: 2-5) states that the stages of using the quizizz application are as follows:
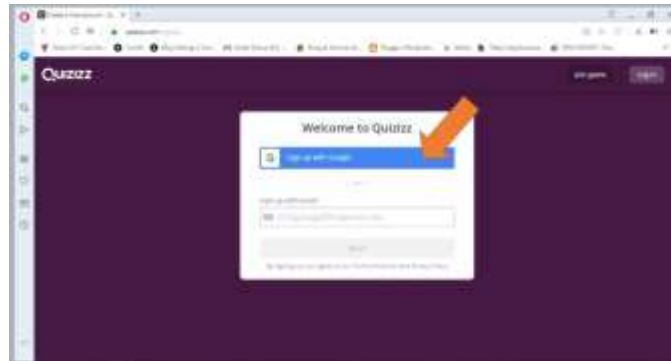
a. Planning

1) Teachers and students understand the use of the quizizz app

2) Teachers make lesson plans with quizizz media

3) Creating an account in the Quizizz app

a) Open the website https://quizizz.com

b) Create an account

There are two ways to register in the quizizz application, the first by using a Google account and the second by using an email address. If you want to register via a Google account then click Sign up with Google, after that enter the email address used and the password then the quizizz application is ready to use. Select a role, for

teachers then select the role as a teacher. Complete the dentists, if you have completed the next identity click complete signup, after that the account is ready to use.

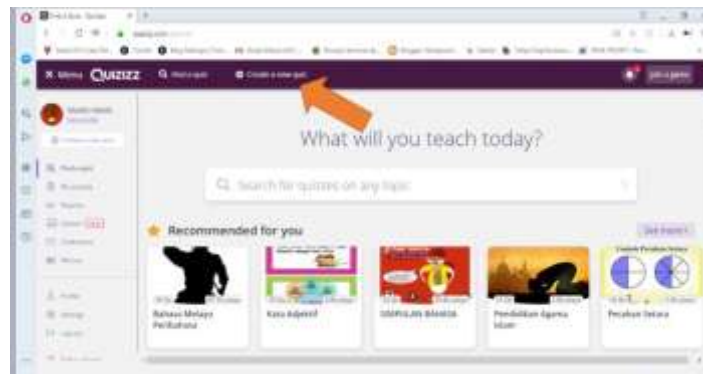

3) Accessing an account in the quizizz app

   a) Please log in by entering the username and password that was created the first time before accessing the account.

   b) After being able to log in, please go to the main page of the quizizz application, if so, the application can be used.

4) Create questions in the quizizz app

   a) Klik create a new quiz

   b) Klik creates a new question

   c) Please write the question that has been prepared in the write your question here column, if you want to make it easier, you can directly copy the question and then paste it into the column. The answer to the question can be written in the answer option column, each answer to the question is written in a separate column. Select one of the correct

answers then click the check mark in the answer column until it turns green.

d) Questions that have been created by the admin will be displayed on the right side of the screen.

e) The admin or teacher can add some pictures in the question section and the answer section, besides that the teacher can also set the time how long the questions can be done. In the question section, the teacher can also choose more than one correct answer.

f) After the question is finished, click the save button, so that the questions that have been made are saved in the quizizz application.

g) If you want to add a question, you can click the blue button or by clicking Create a new question.

h) Finally, if everything is finished, please click finish quiz then select the grade that matches the question, and don't forget to click save.

5) Display quiz

There are several steps that teachers should take to display the quiz as follows:

a) Click on my quizizzes after that please select the quiz that has been created.

b) In the quizizz application there are 3 choices of procedures used:

(1) Live game: the game is live or in real-time.

(2) Homework: the game can be done according to the time limit set by the admin or teacher.

(3) Practice: before giving quizzes to students, admins or teachers can try them first.

c) Click on the game host if you want to start the game. The teacher can set the quiz at the bottom of the game host.

d) After clicking the game host, the page will pop up.

b. Implementation

1) The teacher conducts opening activities using the quizizz app.

2) The teacher gives directions to students.
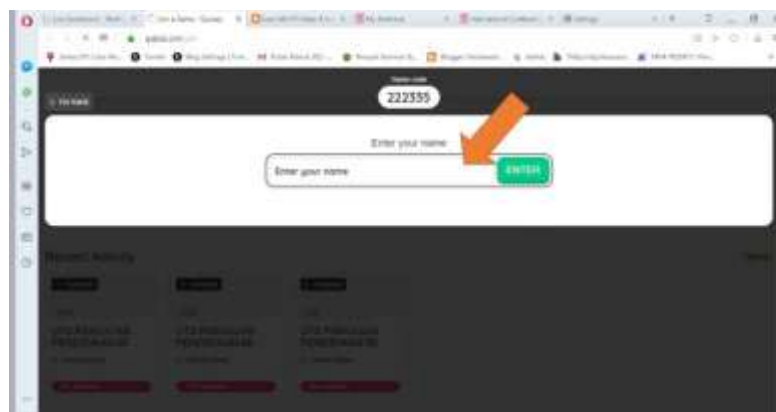
3) The teacher sends the quiz link to the students.

4) Display of quizizzes on the student device screen

There are several steps that students must take if they want to start or play quizizz, which will be explained as follows:

a) First open https://joinmyquiz.com, after that enter the code that has been given by the teacher to enter the game.

b) After successfully logging in, students must write their name, and wait for other participants to enter the quizizzes. Students can see who else is taking the quiz.

c) Students can start working on the quiz if the teacher has clicked start.

5) The teacher monitors students in doing quizzes with the account that the teacher has and from the available quizizz application features.

c. Evaluation

    1) after completing the quiz students can see a recapitulation of the correct answers and how much time has been used in working on the questions.

    2) During the quiz, the teacher can see the progress of the students in doing the given questions.

    3) If the quiz has ended, the teacher will see the achievement scores of the students. In the score, it has been seen how many students answered wrong and right on each question, there is an average student score, and there are also scores that can be downloaded in Excel format.

4. The Advantages and Disadvantages of Quizizz Application

According to Utomo (2020: 13), the quizizz application has the following advantages:

a. Each student has answers and questions that are presented randomly.

b. Each student does not need to wait for another friend to answer the question, if they have answered the question the student can proceed to another question without having to wait for all to finish answering the question.

c. The results of student work will automatically be seen when they have finished working on the question so that students can learn better from the wrong answers.

d. All devices such as gadgets, laptops, and computers can access the quizizz application by connecting to the internet.

e. There is no limit to the number of words in the question and answer columns.

f. There is no limit to the number of questions.

g. Make it easy for teachers to create questions

h. Teachers can create questions according to their wishes and according to student learning needs.

i. When students answer incorrectly, the correct answer will appear for student learning materials.

j. Students can work on it in groups or individually.

Besides having advantages, the quizizz application also has disadvantages, namely:

a. Students cannot skip questions as desired, students must complete the previous question if they want to continue to other questions.

b. The internet is very influential on the quizizz application, if the student's internet is not stable, it will hinder students in working on questions or can lag behind friends when working on questions.

C. Teaching Vocabulary Using Quizizz Application

Teaching vocabulary using the quizizz application is a vocabulary teaching that utilizes technology created by experts so that the teaching provided can help students learn without making students stressed about the teaching provided. Teaching using the quizizz application is a teaching that helps students be motivated to understand and master vocabulary (Widyahening, and Sumardiono, 2021).

Teaching vocabulary using the quizizz application will greatly assist teachers in providing good teaching, liven up the classroom atmosphere, and make students more active. The quizizz application will play a very important role in helping vocabulary teaching and include the teacher's efforts in providing the best teaching.

D. Relevant Studies

There is relevant research to this research that has been conducted previously by Na'imah (2022) entitled "The Effectiveness of Learning English Vocabulary through Quizizz Games Application". This study concluded that the use of quizizz applications can arouse brain work and can use time productively so that this application increases student understanding and expands student inspiration in learning vocabulary.

Furthermore, there is previous research researched by Albadril (2022) entitled "The Students' Perception Toward Learning Platform of Quizizz in Learning Vocabularies at MAN 1 Malang Regency". In this study, researchers concluded that the responses of the interviewees regarding the quizizz application, the interviewees agreed that the quizizz application was able to make the class interesting and effective so that it could encourage and motivate students when learning English, especially learning vocabulary.

The next relevant research taken is entitled "Merdeka Belajar in Pandemic: Using Quizizz Game-Based Learning to Improve Students' Vocabulary Mastery" by Pavita and Nirmala (2021) which concludes that the quizizz application can help improve students' vocabulary mastery, the quizizz application becomes an interactive and lightweight media that can motivate students to learn and improve vocabulary in English.