Conference Paper

The Effect of Using Quizizz Educational Game Media for Increasing Class IV Students' Learning Motivation in Social Science

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Abstract.
The problem in this study is the lack of use of the educational game media Quizizz which causes a lack of student motivation in social studies learning. The purpose of this research is: (1) to describe the use of educational game media Quizizz in social studies subjects, (2) to describe students' learning motivation after using Quizizz educational game media, and (3) to find out whether there is a significant effect after using Quizizz educational game media. This study uses a quantitative approach to the type of experimental research. The type of experiment chosen was pre-experimental research with data collection instruments in the form of tests, observations, and questionnaires. The data analysis technique used is descriptive analysis and inferential analysis. Data was collected through a learning motivation questionnaire. The results of this study indicate that the implementation of the learning process using the media educational game Quizizz affects student motivation.

Keywords: student learning motivation, games, quizizz

1. Introduction

Education constitutes a vital endeavor aimed at enhancing the caliber of human resources. Thus, it is accurate to posit that a pivotal determinant for prosperous advancement lies in the provision of high-quality education. The discipline of Social Studies delves into comprehending societal existence, drawing from a spectrum of subjects including geography, economics, history, anthropology, sociology, and governance, with the intent of addressing everyday predicaments faced by individuals. The effectiveness of education manifests when there is a discernible positive transformation in individual conduct. Social science education aspires to cultivate citizens who are not only reflective, adept, and compassionate. Being reflective implies the capacity for critical thinking and adept problem-solving, rooted in personal principles and values

molded by both intrinsic and environmental factors. Adeptness involves the ability to make sound judgments in tackling challenges. The triumph of education becomes evident through the triumphant facilitation of the pedagogical process, which constitutes the fundamental pursuit within the realm of education.

One of the successes in learning is influenced by motivation, students need strong motivation. Motivation can be obtained by students from various directions, from parents, the community, teachers and the media, both print and electronic media[1]. Motivation can be interpreted as the energy possessed by someone who can increase the willingness to carry out an activity [2]. Learning motivation is the overall driving force within students that raises the intention to learn, so that the goal is to achieve the desired learning goals. Based on the opinion above, it can be concluded that learning motivation is the energy possessed by a student to increase the willingness to learn to achieve the expected goals [3][4].

Learning motivation is the fundamental impetus that propels students towards a desire to acquire knowledge and skills, with the ultimate aim of attaining specific learning objectives. This concept underscores the intrinsic drive that individuals possess to engage in the learning process actively [5]. From the perspective presented, it becomes evident that learning motivation serves as the dynamic force that empowers students, instilling in them a heightened eagerness to learn and enabling them to reach their educational aspirations [6]. In essence, learning motivation is the intrinsic energy that fuels a student's determination to embark on the educational journey, all in pursuit of realizing their envisaged achievements.

In this study, the researcher's efforts to increase student learning motivation were by using the quizizz educational game media. The reason for using the Quizizz media is that each student can compete with their fellow classmates to get the highest score in the given quiz. There are several studies that have examined the effect of Quizizz educational games on student learning motivation. One of them is research conducted entitled "The Effect of Giving Quizizz Media-Assisted Understanding Questions on Learning Motivation for Middle School Labschool FIP UMJ Students". This research uses the Quizizz application and examines student motivation. The conclusion of this study is that there are differences in the effect of student learning motivation after understanding the set is packaged in online quizzes assisted by quizizz media[7]. Based on the description above, the authors are interested in conducting research with the title "The Influence of the Use of Quizizz Educational Game Media in social science subjects in increasing the learning motivation of fourth grade students at SD Pertiwi Makassar, Makassar City."

2. Method

The type used is pre-experimental. This type is used to determine the effect of the use of quizizz educational game media on the learning motivation of fourth grade students at SD Pertiwi Makassar, Makassar City. This research does not use a comparison class because it has used an initial test in the form of a pre-test so that the influence of the use of Quizizz educational game media can be known with certainty. The design used is one group pretest-posttest design. The design of this research design is only one class selected for the use of quizizz educational game media. To see the effect of using Quizizz educational game media on student learning motivation, the results of the tests before and after using Quizizz educational game media were compared.

Instrumentwas carried out with the aim of knowing whether there was an effect of the use of quizizz educational game media on student learning motivation. In conducting this research, the instrument used was a student motivation questionnaire. The data analysis technique used is descriptive analysis and inferential analysis. Descriptive statistical analysis is used to describe how students' learning motivation is obtained in learning through pretest and posttest, before being given treatment and after being given treatment using quizizz educational game media. Inferential Statistical Analysis used in processing the data obtained is carried out in two stages namely inferential analysis is a statistical technique that tests normality and hypothesis testing.

3. Result and Discussion

The results of this study will describe the results of the research conducted, namely to find out the description of the use of quizizz educational game media in class IV SD Pertiwi Makassar Makassar City, the learning motivation of class IV SD Pertiwi Makassar Makassar city, and determine the effect of using quizizz educational game media on learning motivation grade IV SD Pertiwi Makassar, Makassar City. The data obtained through the instrument in the form of a student learning motivation questionnaire to determine student learning motivation before and after giving treatment. This research was conducted for approximately 2 weeks with 4 learning processes. On the first study carried out pretest. Furthermore, in the second to third learning, treatment is carried out using the quizizz educational game media. Then in the fourth study carried outposttest to find out whether there are differences in students' learning motivation before and after treatment.

3.1. Descriptive Data Analysis

Descriptive statistical analysis was intended to obtain an overview of the use of the Quizizz educational game media and an overview of students' learning motivation through the initial test (pretest) and posttest final test using the Quizizz educational game media.

3.1.1. Pretest data on student learning motivation

The results of this pretest were carried out to obtain data before using game media quizizz education.

TABLE 1: Descriptive Pretest Value.

Descriptive statistics	Pretest value (using media educational game Quizizz)
Number of Samples	23
Lowest Value	20
The highest score	30
Average (Mean)	24.81
Range	10
Variance	8,605
Median	25.00
Standard Deviation	2,933

Referring to Table 1, it becomes apparent that the mean score of class IV SD Pertiwi Makassar in Makassar City stands at 24.81. This implies that the average level of motivation reflects the inclination of data derived from the pretest outcomes of the class. The standard deviation, at 2.933, indicates the variability in learning motivation due to the substantial deviation of actual values from 0, resulting in a diverse dataset. Consequently, the standard deviation is inferior to the mean, underscoring that the mean effectively captures the overall data trends. Student scores span a spectrum, ranging from the lowest at 20 to the highest at 30, thus presenting a range of 10.

3.2. Inferential Statistical Analysis

3.2.1. Normality test

The data normality test was carried out with the help of the Statistical Program for Social Science (SPSS) data management. Presentation of pretest and posttest data on the learning motivation of class IV students is shown as follows:

TABLE 2: Normality Test Value.

Data	Significance Value	Information
Class IV Pretest	0.356	0.356> 0.05 = normal
Posttest Class IV	0.389	0.389 > 0.05 = normal

As shown in table 2. the test of normality in the significant value column (sig) shows that the pre-test and post-test results of class IV exceed the significance level (α) required in the test criteria, namely 5% or 0.05, so that the results of the data normality test can be it can be concluded that all the data tested were normally distributed. If the probability value < 0.05 then the data is not normally distributed. If the probability value is > 0.05then the data is normally distributed.

3.3. The Effect of Using Quizizz Educational Game Media on students Learning Motivation

The results of inferential statistical analysis are intended to answer the hypothesis that has been formulated. The hypothesis test was carried out, namely the Paired Sample Test Pretest and Posttest which aimed to determine differences in students' learning motivation before and after giving treatment. The sample t-test of this study is as follows:

TABLE 3: Hypothesis Test ResultsData Pretest Posttest.

Data	Q	df	Sig. (2-tailed)	Information
Pretest – Posttest Class IV	- 31,651	22	0.000	0.000 < 0.05 = there is a difference

Based on the results of the Paired Sample Test Pretest and Posttest class IV test data, a Sig.(2 tailed) value of 0.000 is obtained, which is less than 0.05. So it can be concluded that there is a significant influence on students' learning motivation before and after being given treatment using the media quizizz educational game.cussion

The effect of the use of quizizz educational game media on the learning motivation of fourth grade students at SD Pertiwi Makassar, Makassar City.

3.3.1. Usage overview quizizz educational game media

Quizizz educational game media is used after the learning process is complete. That is carried out at night according to a predetermined time together with the parents of class IV B students. The quiz is carried out by students entering the quizizz application or by accessing the link provided by the teacher. Then students join the quiz that the teacher has created with the quiz code. After completing the quiz, students send screenshots of their quiz results to the class group as proof that the quiz has been completed.

The utilization of Quizizz, an educational gaming platform, comes into play once the learning session concludes. This takes place during the evening, at a designated time, in conjunction with the participation of Class IV B students' parents[7]. The quiz itself can be accessed through either the Quizizz application or a link dispensed by the educator. Subsequently, students enter the quiz by utilizing the provided quiz code[8]. Upon finishing the quiz, participants are required to submit screenshots of their quiz results to the class group, thus validating the completion of the quiz. This approach amalgamates technology with a collaborative learning atmosphere, promoting engagement and accountability among students and their parents[9].

3.3.2. Description of student learning motivation

It can be seen from the descriptive analysis conducted at the pretest that students' learning motivation is known to be in the low category with an average (mean) of 24.81. Furthermore, the normality test to determine whether the two are normally distributed. The standard for a data is said to be normal, that is, if the probability value is more than 0.05. In the pretest, the Shapiro-Wilk score was 5. The Effect of Using Quizizz Educational Game Media on Learning Motivation in Class IV Students.

Based on the hypothesis testing and inferential statistics performed, it shows that there is a significant effect on student learning outcomes after using the quizizz educational game media. The test results were carried out with the help of the SPSS version 22 program. So that it can be said to have an effect if the sig. (2-tailed) smaller than 0.05. After the paired sample t-test was carried out, a value of 0.00 was obtained, which means 0.00 < 0.05. Based on this, it can be concluded that the value of Sig. (2-tailed) of 0.00 < 0.05, then H_0 is rejected and Ha is accepted, so there is an effect of the use of quizizz educational game media on the learning motivation of fourth grade students at SD Pertiwi Makassar, Makassar City. This corroborates the findings of similar research conducted in the field, reinforcing the notion that incorporating interactive and engaging

educational tools like Quizizz can positively influence students' enthusiasm and drive to learn.[10][11]

4. Conclusion

Drawing from the outcomes of the conducted research, a number of conclusions can be drawn as outlined below:

1. The utilization of educational game media Quizizz in the context of fourth-grade class IV at SD Pertiwi Makassar, Makassar City, was embraced by the entire student body, with the subsequent teacher-obtained results from Quizizz assessments.

2. The depiction of learning enthusiasm among fourth-grade pupils at Pertiwi Elementary School in Makassar City displayed an upswing subsequent to the integration of Quizizz educational game media, substantiated by the contrasting pretest and posttest findings.

3. The incorporation of Quizizz educational game media wielded significant sway over the learning enthusiasm of fourth-grade scholars at SD Pertiwi Makassar, Makassar City. This pronounced impact is attributed to the evident escalation in outcomes of the learning motivation questionnaire post the implementation of Quizizz educational game media treatment.

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