

# APPENDICES



**Appendix 1:  
Validity and Reliability Instruments**

**INSTRUMENT VALIDATION**

**(Questionnaire of Students' Perception on the Use of *Quizizz* in English Learning)**

**A. ORIGINAL INSTRUMENT**

**BLUEPRINT QUESTIONNAIRE**

This Questionnaire was adapted from Cahyani (2020). The theory used in this questionnaire is the theory by Venkatesh et al. (2003) namely Unified Theory of Acceptance and Use of Technology that also known as UTAUT. In this theory, there are four construction keys which are Performance Expectancy (PE), Effort Expectancy (EE), Social Influence (SI), and Facilitating Condition (FC). Performance Expectancy (PE) defined as the perception of individual that believes if they using the technology it will help them to increase their job performance. Effort Expectancy (EE) defined as the perception of individual about the association of the technology and the ease of it. Social Influence (SI) defined as the perception of individual that the others believe if they preferably use the technology. Facilitating Condition (FC) defined as the perception of individual that believes technical and organizational infrastructure is available to support the use of the technology. Those four construction keys also have sub-dimensions that represent their respective construction keys, these definition of each sub-dimensions can be seen in the table below;

No	Dimension	Sub-dimension	Definition
1	Performance Expectancy (PE)	Perceived Usefulness	The phase when individual believes that using a particular system will improve the performance and achievement of their work.
		Extrinsic Motivation	The phase when individual get motivation from external factor in improving their work performance.
		Job-fit	The extent of perception when individual believes the ability of the technology makes improvement in their work performance.

		Relative Advantage	The extent of perception when individual believes that using the new technology is better than using the previous technology they used
		Outcome Expectation	The phase when individual believes that result they expect comes from the certain behaviour they do.
2	Effort Expectancy (EE)	Perceive Ease of Use	The phase when individual believes that the use of system will reduce their effort in doing the activity
		Complexity	The extent of perception when individual believes that the system is difficult to be used,
3	Social Influence (SI)	Subjective Norm	The extent of perception when individual believes there is social engagement when they use the system
		Social Factor	The extent of perception when individual realise there is references of culture or agreement with other person ralted to the use of system in social situations
		Image	The phase when individual believes that the use of system will increase others' social status or image.
4	Facilitating Conditions (FC)	Perceive Behaviour Control	The extent of perception of individual related to easiness or difficulty in displaying the system in order or anticipating the obstacles that may occur in the future.
		Facilitating Condition	The phase when individual believes that condition of organizational and technical infrastructure is available to support the use of the technology/system
		Compatibility	The extent of perception when system can be felt and accepted according to individual's values, experiences and needs

Then, those four construction keys measured as the dimensions in this research.

## QUESTIONNAIRE BLUEPRINT

No	Dimension	Sub-dimension	Number of Statement	
			Positive	Negative
1	Performance Expectancy (PE)	Perceived Usefulness	1, 2	
		Extrinsic Motivation	3	
		Job-fit		4
		Relative Advantage	5, 6	
		Outcome Expectation	7	
2	Effort Expectancy (EE)	Perceive ease of use	8	
		Complexity		9, 10, 11, 12
3	Social Influence (SI)	Subjective norm	13	
		Social factor	14	
		Image	15, 16	
4	Facilitating Conditions (FC)	Perceive behaviour control	17	
		Facilitating condition	18	
		Compatibility	19, 20	
Total			20	

## QUESTIONNAIRE

No	Statement	Response				
		SD	D	N	A	SA
1.	I find using <i>Quizizz</i> very useful in learning English					
2.	I feel that using <i>Quizizz</i> helps me understand and master the material provided in the English learning process					
3.	I find using <i>Quizizz</i> helps me increase my motivation to learn.					
4.	I feel that using <i>Quizizz</i> has no effect on my performance in doing my English assignments					
5.	I feel learning English using <i>Quizizz</i> is more effective and efficient because it can be done anywhere and anytime.					
6.	I find using <i>Quizizz</i> in learning English is more fun than conventional English learning					
7.	I feel that using <i>Quizizz</i> will improve my understanding of English.					
8.	I find learning English using <i>Quizizz</i> much easier.					
9.	I find <i>Quizizz</i> inflexible to learn English.					
10.	I feel that using <i>Quizizz</i> makes the material more complicated so that the learning material becomes difficult to understand					
11.	I feel that using <i>Quizizz</i> requires a lot of preparation so it is not suitable for use in learning English					
12.	I feel that the system in <i>Quizizz</i> is hard to operate or use in learning English.					



13.	I feel that my friends or people are important to me, thinking that I should use <i>Quizizz</i> in learning English					
14.	I feel I should use <i>Quizizz</i> in learning English because my other friends are using it too.					
15.	I think my friends or people who learn English with <i>Quizizz</i> look cool.					
16.	I feel that if I don't use <i>Quizizz</i> in learning English, I will be left behind by other friends.					
17.	I find learning English using <i>Quizizz</i> easier than learning conventional English because of the available resources, opportunities and knowledge.					
18.	I feel that there are good and clear instructions for using <i>Quizizz</i> in learning English					
19.	I feel that using <i>Quizizz</i> is suitable for learning English.					
20.	I feel that using <i>Quizizz</i> suits the way I learn English.					

*Cahyani (2020)*

## B. INSTRUMENT VALIDATION

### a. Content Validity

**Gregory Table**

		JUDGE I (Ni Nyoman Padmadewi, M. A.)	
<b>JUDGE II</b> <b>(Kadek Sintya Dewi, S.Pd., M.Pd.)</b>		Irrelevant	Relevant
	Irrelevant	A= 0 item	B = 0 item
	Relevant	C= 0 item	D = 40 items (1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20)

$$\text{Content Validity} = \frac{D}{A + B + C + D}$$

$$\text{Content Validity} = \frac{20}{0+0+0+20} = \frac{20}{20} = 1$$

The assessment of the instrument was carried out by two experts, namely Mrs. Ni Nyoman Padmadewi and Mrs. Kadek Sintya Dewi on January 6<sup>th</sup>, 2021. According to the two expert judges there were no items that were, and there were several items that require revision. The items that are considered relevant are item number 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20. Hence, no items were dropped or unused and all twenty items were ready to be examined on the next stage.

**b. Instrument Tryout**

The tryout was conducted on January 25<sup>th</sup>, 2021 to 35 students from 10<sup>th</sup> grade SMA Negeri 1 Negara who were not sample in the research. This test aimed to collect data about students' perception and the validity of the instruments used. The trial was conducted online using the google form.

**c. Validity**

No. Item	Correlation	Significance		Decision
1	0.499	0.002	Very significant	Valid
2	0.412	0.014	Significant	Valid
3	0.508	0.002	Very significant	Valid
4	0.405	0.016	Significant	Valid
5	0.655	0.000	Very significant	Valid
6	0.371	0.028	Significant	Valid
7	0.263	0.127	-	Invalid
8	0.404	0.016	Significant	Valid
9	0.655	0.000	Very significant	Valid
10	0.655	0.000	Very significant	Valid
11	-0.208	0.230	-	Invalid
12	0.492	0.03	Very significant	Valid
13	0.403	0.017	Significant	Valid
14	0.409	0.015	Significant	Valid
15	0.605	0.000	Very significant	Valid
16	0.557	0.001	Very significant	Valid
17	0.492	0.003	Very significant	Valid
18	0.606	0.000	Very significant	Valid
19	0.558	0.000	Very significant	Valid
20	0.558	0.000	Very significant	Valid

Source: SPSS 16.0

From the results of the analysis of correlation and significance above, it was known that there were 2 items (7, 11) invalid because the correlation value obtained was less than the significance limit of the correlation coefficient, which is 0.334. And the remaining 18 questions are acceptable or valid.

**d. Reliability**

**Reliability Statistics**

Cronbach's Alpha	N of Items
.798	20

Source: SPSS 16.0

The reliability value obtained from the above analysis is 0.798. Because the reliability value obtained is greater than 0.7 ( $0.79 > 0.7$ ), this instrument is classified as a reliable test. The decisions that can be taken from this analysis are this questionnaire is reliable instrument and from a total of 20 items, 2 items were



invalid meanwhile and 19 items were valid hence it can be used to collect the data of students perception.

### C. FINAL INSTRUMENT

No	Statement	Response				
		SD	D	N	A	SA
1.	I find using <i>Quizizz</i> very useful in learning English					
2.	I feel that using <i>Quizizz</i> helps me understand and master the material provided in the English learning process					
3.	I find using <i>Quizizz</i> helps me increase my motivation to learn.					
4.	I feel that using <i>Quizizz</i> has no effect on my performance in doing my English assignments					
5.	I feel learning English using <i>Quizizz</i> is more effective and efficient because it can be done anywhere and anytime.					
6.	I find using <i>Quizizz</i> in learning English is more fun than conventional English learning					
7.	I find learning English using <i>Quizizz</i> much easier.					
8.	I find <i>Quizizz</i> inflexible to learn English.					
9.	I feel that using <i>Quizizz</i> makes the material more complicated so that the learning material becomes difficult to understand					
10.	I feel that the system in <i>Quizizz</i> is hard to operate or use in learning English.					
11.	I feel that my friends or people are important to me, thinking that I should use <i>Quizizz</i> in learning English					
12.	I feel I should use <i>Quizizz</i> in learning English because my other friends are using it too.					

13.	I think my friends or people who learn English with <i>Quizizz</i> look cool.					
14.	I feel that if I don't use <i>Quizizz</i> in learning English, I will be left behind by other friends.					
15.	I find learning English using <i>Quizizz</i> easier than learning conventional English because of the available resources, opportunities and knowledge.					
16.	I feel that there are good and clear instructions for using <i>Quizizz</i> in learning English					
17.	I feel that using <i>Quizizz</i> is suitable for learning English.					
18.	I feel that using <i>Quizizz</i> suits the way I learn English.					

*Cahyani (2020)*



## INSTRUMENT VALIDATION

(Multiple Choice Test for Ten<sup>th</sup> Grade, Second Semester Students)

### A. ORIGINAL INSTRUMENT

#### BLUEPRINT POST TEST

**Class** : X / 2<sup>nd</sup> Semester  
**Assessment technique** : Multiple-choice test

Basic Competency	Indicators	Level of Cognitive Domain		Number of Item
		C1	C2	
3.8 Distinguish social functions, text structure, and linguistic elements of several oral and written narrative texts by providing and asking for information related to folk legends, simple text in accordance with the context of narrative text	1. Students are able to recognize general description and information from narrative text	1,3,4,5,6, 7,8,14,15 ,16,17		20
	2. Students are able to interpret the meaning and the purpose of narrative text		2,12,1 3,19	
	3. Students are able to distinguish the correct and incorrect word, sentence or information based on the text		9,10,1 1,18,2 0	
3.9 Interpreting social functions and linguistic elements of song lyrics related to high school lives	1. Students are able to identify the function of the song related to their teenage life	21,24		10
	2. Students are able to find the correct language elements of a song related to teenage life	26,29		
	3. Students are able to interpret the meaning of a sentence or word in the song lyric		22,25, 27	

	4. Students are able to distinguish the correct and incorrect information based on the song lyric		23,28,30	
Total Number of Item				30

The blueprint is created based on basic competencies 3.8 to 3.9 for tenth-grade students. These basic competencies specifically describe the social function, text structure, and language features of narrative texts and song for teenager. The assessment instrument used is a multiple-choice test consisting of 30 questions. In each basic competency there are three to four indicators that represented by several questions. The cognitive levels emphasized in this test are C1 and C2.

## B. INSTRUMENT VALIDATION

### a. Content Validity

	<b>JUDGE I (Prof. Dr. Ni Nyoman Padmadewi, M.A)</b>		
<b>JUDGE II (Kadek Sintya Dewi, S.Pd.,M.Pd.)</b>		Irrelevant	Relevant
	Irrelevant	A= 0 item	B = 0 item
	Relevant	C= 0 Item	D = 30 items

$$\text{Content Validity} = \frac{D}{A + B + C + D}$$

$$\text{Content Validity} = \frac{30}{0+0+0+30} = \frac{30}{30} = 1$$

The assessment of the instrument was carried out by two experts, namely Mrs. Ni Nyoman Padmadewi and Mrs. Kadek Sintya Dewi on January 6<sup>th</sup>, 2021. According to the two expert judges there were no items that were, and there were several items that require revision. The items that are considered relevant are item number

1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30.

Hence, no items were dropped or unused and all thirty items were ready to be examined on the next stage.

### b. Instrument Tryout



The tryout was conducted on January 27<sup>th</sup>, 2021 to 35 students from 10<sup>th</sup> grade SMA Negeri 1 Negara who were not sample in the research. This test aimed to collect data about students' English competence and the validity of the instruments used. The trial was conducted online using the google form.

**c. Validity**

No. Item	Correlation	Significance	Decision
1	0.671	Very significant	Valid
2	0.708	Very significant	Valid
3	0.708	Very significant	Valid
4	0.275	-	Invalid
5	0.179	-	Invalid
6	0.671	Very significant	Valid
7	0.708	Very significant	Valid
8	0.708	Very significant	Valid
9	0.275	-	Invalid
10	0.708	Very significant	Valid
11	0.281	-	Invalid
12	0.275	-	Invalid
13	0.522	Very significant	Valid
14	0.708	Very significant	Valid
15	0.708	Very significant	Valid
16	0.275	-	Invalid
17	0.294	-	Invalid
18	0.708	Very significant	Valid
19	0.717	Very significant	Valid
20	-0.181	-	Invalid
21	0.520	Very significant	Valid
22	0.717	Very significant	Valid
23	0.370	Significant	Valid
24	0.671	Very significant	Valid
25	0.154	-	Invalid
26	0.522	Very significant	Valid
27	0.349	Significant	Valid
28	0.717	Very significant	Valid
29	0.206	-	Invalid
30	0.400	Significant	Valid

Source: SPSS 16.0

From the results of the analysis of correlation and significance above, it was known that there were 10 items (4,5,9,11,12,16,17,20,25,29) invalid because the correlation value obtained was less than the significance limit of the correlation coefficient, which is 0.334. And the remaining 20 questions are acceptable or valid.



**d. Reliability**

**Reliability Statistics**

Cronbach's Alpha	N of Items
.858	30

Source: SPSS 16.0

The reliability value obtained from the above analysis is 0.858. Because the reliability value obtained is greater than 0.7 ( $0.85 > 0.7$ ), this instrument is classified as a reliable test. The decisions that can be taken from this analysis are this posttest is reliable instrument and from a total of 30 items, 10 items were invalid meanwhile and 20 items were valid hence it can be used to collect the English competency data.

**C. FINAL INSTRUMENT**

**a. Final Blueprint**

Basic Competency	Indicators	Level of Cognitive Domain		Number of Item
		C1	C2	
3.10 Distinguish social functions, text structure, and linguistic elements of several oral and written narrative texts by providing and asking for information related to folk legends, simple text in accordance with the context of narrative text	1. Students are able to recognize general description and information from narrative text	1,3,4,5,6,9,10		12
	2. Students are able to interpret the meaning and the purpose of narrative text		2,8,12	
	3. Students are able to distinguish the correct and incorrect word, sentence or information based on the text		7,11	
4. Interpreting social functions and linguistic elements of song lyrics	1. Students are able to identify the function of the song related to their teenage life	13,16		8

related to high school lives	2. Students are able to find the correct language elements of a song related to teenage life	17		
	3. Students are able to interpret the meaning of a sentence or word in the song lyric		14,1	8
	4. Students are able to distinguish the correct and incorrect information based on the song lyric		15,1	9,20
Total Number of Item				20

### b. Final Posttest

**Choose the best answer by crossing (x) a, b, c, or d!**

**This text is for questions no. 1 – 2**

One day, a cap seller was passing through a jungle. He was dead tired and needed to rest. Then, he stopped spread a cloth under a tree. He placed his bag of caps near him and lay down with his cap on his head.

The cap seller had a sound sleep for one hour. When he got up, the first thing he did was to look into his bag. He was startled when he found all his caps were not there. He was wondering where they could have gone. Indeed, he was greatly puzzled.

When he looked up sky, he was very surprised to see monkeys sitting on the branches of a tree, each wearing a cap on his head. They had evidently done it to imitate him. He decided to get his caps back by making a humble request to the monkeys. In return, the monkeys only made faces of him.

When he began to make gestures, even when he raised his fist towards them to threaten them, they also imitated him. At last he hit upon a clever idea. "Monkeys are a great imitator," he thought. So he took off his own cap and threw it down on the ground. As he had expected, all the monkeys took off the caps they threw them down on the ground. Quickly he stood up and collected the caps, put them back into his bag and went away.

1. Why was each monkey wearing a cap on their head?
  - a. They liked them
  - b. They liked wearing caps
  - c. They were imitating the cap seller
  - d. They were teasing the cap seller
  
2. What is the moral value of the text?
  - a. Monkeys are clever animals

- b. Put your belongings in a safe place
- c. Kindness must be possessed by everyone
- d. You have to know who you are talking to

Once upon a time, a mouse who always slept on the land had found an unlucky chance for the intimate accountance with a frog that lived for the mouse herd in the water. One day, the frog was intent on making mischief. He tightened the foot of the mouse tightly to his arm. Once joined together, the frog lady's friend, the male went to the meadow where usually searched for food. He gradually led the mouse for the pond in which he lived and when reaching the bank of the water, he suddenly jumped in, dragging the mouse in with him. The frog really enjoyed the water and swam croaking about, ignoring the dead mouse body floating about on the surface. A hawk observed the floating mouse from the sky and flew down and grabbed with his talon carrying back to his nest. The frog still being fastened to the leg of the mouse was also carried over as prisoner and was eaten by the hawk.

- 3. Who lived in the pond?
  - a. The poor mouse
  - b. The prisoners
  - c. The frog
  - d. The mouse

Once upon a time, on the village in East Kalimantan. There lived a rich family of pak Pesut. Everybody knew him, not because of his wealth, but because of his stinginess. During a long dry season, the villagers were planning to leave the village and look for the place that had enough water for cultivating rice. Some villagers went to pak Pesut's house to inform him about a new place. He refused to join them believing he had enough rice to survive before their stock of rice run out. One morning, when pak Pesut's wife was cooking their last piece of rice, a beggar came to his house, he asked for some rice but pak Pesut lied to him that he did not have any rice. Pak Pesut was worried that the beggar would steal the rice, so he told his family to eat hot rice from the cooking pot. It was so hot that they felt their mouth were burning and they jump into the river, the beggar saw that and prayed to God, amazingly pak Pesut's family slowly changed into fish that looked like dolphins. Since then everybody called that fish by "Pesut Fish".

- 4. Why did pak Pesut ask his family to eat hot rice?
  - a. The family were hungry
  - b. It was the last rice they had
  - c. He didn't want the rice to be stolen
  - d. The rice was still fresh from the pot

**This text is for questions no. 5 - 6**

Once upon a time, there was a kingdom named Umbul Wening. A king has a beautiful daughter named Dewi Arum. She liked to swim and could spend hours swimming. One day, the people in the kingdom suffered the terrible illness. One

night, the king had a dream. In his dream, he saw an old man who said the illness could be healed by a flower in Krenda wahana jungle and Dewi Arum was the only one who could get it. After a very difficult journey, the princess found the pond but the king got angry with her for going on the journey and cursed her, "you don't deserve to be the princess and live in the palace. You deserve to live here in the pond," said the king. The princess disappeared and turned into a beautiful flower like rose. The king regretted what he had said but it was too late. Then, he brought the flower to the palace and everybody got cured. Till today, people called it Lotus flower.

5. What did the princess Dewi Arum find in the jungle?
  - a. The cure for the illness
  - b. Beautiful lady
  - c. A lotus flower
  - d. A pond
6. What was the cure for the illness?
  - a. Jungle plant
  - b. The king's spell
  - c. The king's dream
  - d. The beautiful flower

A farmer had three sons. They were strong and young but never agreed with one another. They often quarrelled among themselves. The farmer had given them a lot of advice. But they always turned a deaf ear. They disliked advice. The farmer felt very sad about it and kept thinking about it. Then one day he came up with a good plan. He called his sons and ordered them, "Bring me a few sticks." The farmer... (7)... the sticks into a bundle. Finally, the advice worked out. After that, they lived happily

7.
  - a. Tied
  - b. Added
  - c. Banded
  - d. Covered

A Long time ago a very cruel king named Virat Singh. He was the ruler of Vijay Nagar. All citizens were fearful because of his cruelty. Virat has a dog named Jack, which he used to love more than anything, one fateful morning Jack died. Virat Singh organized last rituals for the dog, entire city came to the cremation ground. Virat Singh was very happy to see that people love him so much and he felt he is the most popular king in the world. After few days Virat Singh died, but nobody came for his funerals.

8. The citizens abandoned the king ... he died.
  - a. when
  - b. before
  - c. while
  - d. until



**This text is for questions no. 9 – 11**

### Tangkuban Perahu

Dayang Sumbi was exiled in the jungle, because she was unmarried but pregnant. She gave a birth to a baby boy and named him Sangkuriang. One day he went hunting with his dog, si Tumang. In the bush he saw a pig, Wayungyang. He wanted to shoot Wayungyang but si Tumang hindered him. He was angry at it and killed it, and then took its heart home. When he told that it was si Tumang's heart, she was very angry and hit Sang Kuriang's head with a spoon. And he ran away and left his mother to the east. He did not know himself and forgot his name. He was about 16 years of age.

Long time after that, Sangkuriang came back to the jungle where his mother lived. She looked younger than her age, so Sang Kuriang fell in love with her. "Will you marry me?" one day he asked her. But Dayang Sumbi refused because she recognized that he was her son. He insisted to marry her and Dayang Sumbi asked two marriage settlements. One, he had to dammed Citarum river, and two, he had to make a boat in one night. Sang Kuriang almost Finished his work but Dayang Sumbi came with another plan to make he failed. He was angry and kicked the boat. The boat fell upside down on the peak of mountain. It was known as Tangkuban Perahu, at the northern of Bandung, West Java.

9. Where is the legend from? It is from ...
  - a. East Java
  - b. West Java
  - c. Central Java
  - d. North Java
10. Who is the main character of the story above?
  - a. Si Tumang
  - b. Sangkuriang
  - c. Dayang Sumbi
  - d. Sangkuriang's mother
11. "... and then took its heart home." (Paragraph 1).The underlined word refers to...
  - a. Wayungyang
  - b. Tumang
  - c. Dayang Sumbi
  - d. Sangkuriang

A long time ago, there lived on the island of Bali a giant-like creature named Kbo Iwo. The people of Bali used to say that Kbo Iwo was everything, a destroyer as well as a creator. People in Bali always served him meal that equal of thousand people men meal, he ate a lot until he satisfied. Then one day, difficulties happened when there was no food for Kbo Iwo because of the drought. People did not give him meal anymore and it made him angry. In his hunger, he destroyed all the houses and even all the temples. It made the Balinese people mad. So, they



came together to make a plan in order to punish Kbo Iwo. They asked Kbo Iwo to build them a very deep well, and rebuild all the houses and temples he had destroyed. After they fed Kbo Iwo, he began to dig a deep hole. One day he had eaten too much, he fell asleep in the hole. The oldest man in the village gave a sign, and the villagers began to throw the limestone they had collected before into the hole. The limestone made the water inside it boiling. Kbo Iwo was buried alive. Then the water rose higher and higher until it overflowed and formed Lake Batur. The mound of earth dug from the well by Kbo Iwo is known as Mount Batur now.

12. Why did Kbo Iwo feel angry to the Balinese people?
- Because Balinese people ate his meal
  - Because Balinese people took his food
  - Because Balinese people didn't give him food anymore
  - Because Balinese people were in hunger

### **HERO**

*Song by Mariah Carey*

There's an answer  
If you reach into your soul  
And the sorrow that you know  
Will melt away  
And then a hero comes along  
With the strength to carry on  
And you cast your fears aside  
And you know you can survive  
So when you feel like hope is gone  
Look inside you and be strong  
And you'll finally see the truth  
That a hero lies in you  
It's along road

13. The lyric of the song tells us to ....
- Be brave and strong
  - Be confident
  - Say the truth
  - Be kind
14. "*And the sorrow that you know  
Will melt away*"  
The lyrics above mean that ....
- She is very sad
  - She won't be happy
  - She knows her sadness
  - This sadness will be over
15. With the strength to carry on.

The underlined word mean ....

- a. supple
- b. power
- c. love
- d. ability

### **I BELIEVE I CAN FLY**

*Song by R. Kelly*

I believe I can fly I believe I can touch the sky  
I think about it every night and day (Night and day)  
Spread my wings and fly away  
I believe I can soar  
I see me running through that open door  
I believe I can fly  
I believe I can fly  
I believe I can fly hoo  
See I was on the verge of breaking down  
Sometimes silence can seem so loud  
There are miracles in life I must achieve  
But first I know it starts inside of me, ho oh  
If I can see it hoo, then I can be it  
If I just believe it, there's nothing to it

16. The lyric of the song tells us ....
- a. to work hard
  - b. to chase something
  - c. to be optimistic
  - d. to believe what has happened
17. There are miracles in life I must achieve. The underlined word means ....
- a. expectation
  - b. normalcy
  - c. marvel
  - d. gift

### **COUNT ON ME**

*Song by Bruno Mars*

If you ever find yourself stuck in the middle of the sea,  
I'll sail the world to find you  
If you ever find yourself lost in the dark and you can't see,  
I'll be the light to guide you  
We'll find out what we're made of  
When we are called to help our friends in need  
You can count on me like one two three  
I'll be there

And I know when I need it, I can count on you like four  
 three two  
 You'll be there'  
 Cause that's what friends are supposed to do,

18. What is the theme of this song?  
 a. Love  
 b. Peace  
 c. Friendship  
 d. Environment

19. *I'll be the light to guide you.*

What is the antonym of the underlined word?

- a. lead  
 b. direct  
 c. navigate  
 d. abandon
20. Which word best describes the ambiance the singer?  
 a. comfort  
 b. worry  
 c. anger  
 d. fear

**c. Posttest Answer Key**

1	C	6	D	11	B	16	C
2	D	7	C	12	C	17	C
3	C	8	A	13	A	18	C
4	C	9	B	14	D	19	D
5	D	10	B	15	B	20	A

**INSTRUMENT VALIDATION  
(INTERVIEW GUIDE)**

**A. ORIGINAL INSTRUMENT**

The theory used in this interview guide is the theory by Venkatesh et al. (2003) namely Unified Theory of Acceptance and Use of Technology that also known as UTAUT. there are four construction keys which are Performance Expectacy (PE), Effort Expectancy (EE), Social Influence (SI), and Facilitating Condition (FC). Those four construction keys measured as the dimensions in this research.

No	Dimension	Definition	Item of Question	Total
1	Performance Expectacy (PE)	The perception of individual that believes if they using the technology it will help them to increase their job performance.	1. What do you think about using <i>Quizizz</i> in the process of learning English? 2. What things need to be improved in <i>Quizizz</i> so that learning outcomes can be better?	2
2	Effort Expectancy (EE)	The perception of individual about the assosiation of the technology and the ease of it.	3. What do you think about the differences between <i>Quizizz</i> in the English learning process compared to conventional learning? 4. What problems do you have when using <i>Quizizz</i> ? 5. What is your solution to overcoming the challenges and obstacles that you experienced during implementing <i>Quizizz</i> in the English learning process?	3
3	Social Influence (SI)	The perception of individual that the others believe if they preferably use the technology.	6. What made you want to recommend <i>Quizizz</i> to people around you? 7. What makes you not want to recommend <i>Quizizz</i> to people around you? 8. What are the responses of people around you when you do English learning using <i>Quizizz</i> ?	2



4	Facilitating Conditions (FC)	The perception of individual that believes technical and organizational infrastructure is available to support the use of the technology.	9. Will you continue to use <i>Quizizz</i> while studying other materials?  10. Are the features in <i>Quizizz</i> easy to understand?	2
Total				10

## B. INSTRUMENT CONTENT VALIDITY

	<b>JUDGE I (Prof. Dr. Ni Nyoman Padmadewi, M.A)</b>		
<b>JUDGE II</b> (Kadek Sintya Dewi, S.Pd.,M.Pd.)		<b>Irrelevant</b>	<b>Relevant</b>
	<b>Irrelevant</b>	A= 0 item	B = 0 item
	<b>Relevant</b>	C= 0 Item	D = 10 items

$$\text{Content Validity} = \frac{D}{A + B + C + D}$$

$$\text{Content Validity} = \frac{10}{0+0+0+10} = \frac{10}{10} = 1$$

The assessment of the instrument was carried out by two experts, namely Mrs. Ni Nyoman Padmadewi and Mrs. Kadek Sintya Dewi on January 6<sup>th</sup>, 2021. According to the two expert judges there were no items that were, and there were several items that require revision.

The items that are considered relevant are item number 1, 2,3,4,5,6,7,8,9,10. Hence, no items were dropped or unused and all ten items were ready to be examined on the next stage.



**Appendix 2:  
Expert Judgement**

**A. QUESTIONNAIRE**

**Expert Judge:** Prof. Dr. Ni Nyoman Padmadewi, M.A

No	Item Statements	Irrelevant	Relevant	Suggestion
1	I find using <i>Quizizz</i> very useful in learning English		✓	
2	I feel that using <i>Quizizz</i> helps me understand and master the material provided in the English learning process		✓	
3	I find using <i>Quizizz</i> helps me increase my motivation to learn.		✓	
4	I feel that using <i>Quizizz</i> has no effect on my performance in doing my English assignments		✓	
5	I feel learning English using <i>Quizizz</i> is more effective and efficient because it can be done anywhere and anytime.		✓	
6	I find using <i>Quizizz</i> in learning English is more fun than conventional English learning		✓	
7	I feel that using <i>Quizizz</i> will improve my understanding of English.		✓	
8	I find learning English using <i>Quizizz</i> much easier.		✓	
9	I find <i>Quizizz</i> inflexible to learn English.		✓	
10.	I feel that using <i>Quizizz</i> makes the material more complicated so that the learning material becomes difficult to understand		✓	
11	I feel that using <i>Quizizz</i> requires a lot of preparation so it is not suitable for use in learning English		✓	
12	I feel that the system in <i>Quizizz</i> is hard to operate or use in learning English.		✓	
13	I feel that my friends or people are important to me, thinking that I should use <i>Quizizz</i> in learning English		✓	
14	I feel I should use <i>Quizizz</i> in learning		✓	

	English because my other friends are using it too.			
15	I think my friends or people who learn English with <i>Quizizz</i> look cool.		✓	
16	I feel that if I don't use <i>Quizizz</i> in learning English, I will be left behind by other friends.		✓	
17	I find learning English using <i>Quizizz</i> easier than learning conventional English because of the available resources, opportunities and knowledge.		✓	
18	I feel that there are good and clear instructions for using <i>Quizizz</i> in learning English		✓	
19	I feel that using <i>Quizizz</i> is suitable for learning English.		✓	
20	I feel that using <i>Quizizz</i> suits the way I learn English.		✓	

Singaraja, 6 Januari 2021

Prof. Dr. Ni Nyoman Padmadewi, M.A



**Expert Judge: Kadek Sintya Dewi, S.Pd., M.Pd**

No	Item Statements	Irrelevant	Relevant	Suggestion
1	I find using <i>Quizizz</i> very useful in learning English		✓	
2	I feel that using <i>Quizizz</i> helps me understand and master the material provided in the English learning process		✓	
3	I find using <i>Quizizz</i> helps me increase my motivation to learn.		✓	
4	I feel that using <i>Quizizz</i> has no effect on my performance in doing my English assignments		✓	
5	I feel learning English using <i>Quizizz</i> is more effective and efficient because it can be done anywhere and anytime.		✓	
6	I find using <i>Quizizz</i> in learning English is more fun than conventional English learning		✓	
7	I feel that using <i>Quizizz</i> will improve my understanding of English.		✓	
8	I find learning English using <i>Quizizz</i> much easier.		✓	
9	I find <i>Quizizz</i> inflexible to learn English.		✓	
10.	I feel that using <i>Quizizz</i> makes the material more complicated so that the learning material becomes difficult to understand		✓	
11	I feel that using <i>Quizizz</i> requires a lot of preparation so it is not suitable for use in learning English		✓	
12	I feel that the system in <i>Quizizz</i> is hard to operate or use in learning English.		✓	
13	I feel that my friends or people are important to me, thinking that I should use <i>Quizizz</i> in learning English		✓	
14	I feel I should use <i>Quizizz</i> in learning English because my other friends are using it too.		✓	
15	I think my friends or people who learn English with <i>Quizizz</i> look cool.		✓	
16	I feel that if I don't use <i>Quizizz</i> in learning English, I will be left behind		✓	

	by other friends.			
17	I find learning English using <i>Quizizz</i> easier than learning conventional English because of the available resources, opportunities and knowledge.		✓	
18	I feel that there are good and clear instructions for using <i>Quizizz</i> in learning English		✓	
19	I feel that using <i>Quizizz</i> is suitable for learning English.		✓	
20	I feel that using <i>Quizizz</i> suits the way I learn English.		✓	



Singaraja, 6 Januari 2021

Kadek Sintya Dewi, S.Pd., M.Pd



**B. POSTTEST**

**Expert Judge:** Prof. Dr. Ni Nyoman Padmadewi, M.A

No Item	Response		Comments
	Relevant	Irrelevant	
1.	✓		
2.	✓		
3.	✓		
4.	✓		Check Grammar
5.	✓		
6.	✓		
7.	✓		Pay Attention to the use of Capital Letters in the Answers
8.	✓		
9.	✓		
10.	✓		
11.	✓		
12.	✓		
13.	✓		
14.	✓		
15.	✓		
16.	✓		
17.	✓		
18.	✓		
19.	✓		
20.	✓		Pay Attention to the use of Capital Letters in the Answers
21.	✓		
22.	✓		
23.	✓		
24.	✓		
25.	✓		
26.	✓		
27.	✓		
28.	✓		
29.	✓		
30.	✓		

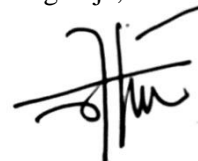
Singaraja, 6 Januari 2021

Prof. Dr. Ni Nyoman Padmadewi, M.A

Expert Judge: Kadek Sintya Dewi, S.Pd., M.Pd

No Item	Response		Comments
	Relevant	Irrelevant	
1.	✓		
2.	✓		
3.	✓		
4.	✓		
5.	✓		
6.	✓		
7.	✓		
8.	✓		Change the choice of word in the question
9.	✓		
10.	✓		
11.	✓		
12.	✓		Check Grammar
13.	✓		
14.	✓		
15.	✓		
16.	✓		
17.	✓		
18.	✓		
19.	✓		
20.	✓		
21.	✓		
22.	✓		
23.	✓		
24.	✓		
25.	✓		
26.	✓		
27.	✓		
28.	✓		
29.	✓		
30.	✓		

Singaraja, 6 Januari 2021



Kadek Sintya Dewi, S.Pd., M.Pd

### C. INTERVIEW GUIDE

Expert Judge: Prof. Dr. Ni Nyoman Padmadewi, M.A

Item	Response		Comments
	Relevant	Irrelevant	
1. What do you think about using <i>Quizizz</i> in the process of learning English?	✓		
2. What things need to be improved in <i>Quizizz</i> so that learning outcomes can be better?	✓		
3. What do you think about the differences between <i>Quizizz</i> in the English learning process compared to conventional learning?	✓		
4. What problems do you have when using <i>Quizizz</i> ?	✓		
5. What is your solution to overcoming the challenges and obstacles that you experienced during implementing <i>Quizizz</i> in the English learning process?	✓		
6. What made you want to recommend <i>Quizizz</i> to people around you?	✓		
7. What makes you not want to recommend <i>Quizizz</i> to people around you?	✓		
8. What are the responses of people around you when you do English learning using <i>Quizizz</i> ?	✓		
9. Will you continue to use <i>Quizizz</i> while studying other materials?	✓		
10. Are the features in <i>Quizizz</i> easy to understand?	✓		

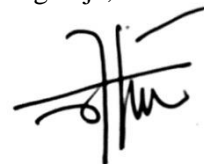
Singaraja, 6 Januari 2021

Prof. Dr. Ni Nyoman Padmadewi, M.A

**Expert Judge:** Kadek Sintya Dewi, S.Pd., M.Pd

Item	Response		Comments
	Relevant	Irrelevant	
1. What do you think about using <i>Quizizz</i> in the process of learning English?	✓		
2. What things need to be improved in <i>Quizizz</i> so that learning outcomes can be better?	✓		
3. What do you think about the differences between <i>Quizizz</i> in the English learning process compared to conventional learning?	✓		
4. What problems do you have when using <i>Quizizz</i> ?	✓		
5. What is your solution to overcoming the challenges and obstacles that you experienced during implementing <i>Quizizz</i> in the English learning process?	✓		
6. What made you want to recommend <i>Quizizz</i> to people around you?	✓		
7. What makes you not want to recommend <i>Quizizz</i> to people around you?	✓		
8. What are the responses of people around you when you do English learning using <i>Quizizz</i> ?	✓		Make the question more specific
9. Will you continue to use <i>Quizizz</i> while studying other materials?	✓		
10. Are the features in <i>Quizizz</i> easy to understand?	✓		

Singaraja, 6 Januari 2021



Kadek Sintya Dewi, S.Pd., M.Pd

**Appendix 3:  
Questionnaire Data**

3	4	5	2	4	2	4	4	4	4	4	4	5	5	3	4	5	5	4	4	3	78
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4	4	4	3	4	3	4	4	4	4	4	4	4	3	3	3	4	5	5	4	<b>77</b>
4	4	4	2	4	5	4	3	4	4	3	3	3	4	3	4	3	4	3	4	<b>72</b>
3	3	3	3	3	4	3	3	3	3	3	4	2	4	4	4	4	4	3	4	<b>67</b>
3	2	4	2	4	2	4	4	4	4	4	3	4	4	3	3	3	3	4	3	<b>67</b>
4	5	3	4	3	4	4	3	3	3	3	3	2	2	3	2	3	2	3	3	<b>62</b>
5	5	5	5	4	4	4	4	4	4	2	4	3	4	4	4	4	4	3	4	<b>80</b>
2	3	3	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	<b>66</b>
4	3	3	3	3	4	4	4	3	3	3	3	3	3	3	3	3	5	5	5	<b>70</b>
3	3	4	4	4	4	4	4	4	4	4	5	3	3	3	3	5	5	5	4	<b>78</b>
5	5	5	5	5	5	5	5	5	5	2	5	5	5	5	5	5	5	5	5	<b>97</b>
5	5	4	5	5	4	4	4	5	5	2	5	4	4	4	4	5	5	5	4	<b>88</b>
5	5	4	4	5	4	4	4	5	5	3	4	3	3	4	4	4	5	5	3	<b>83</b>
4	5	4	4	4	4	5	2	4	4	2	4	2	3	3	3	4	4	4	4	<b>73</b>
5	4	4	4	4	4	4	4	4	4	3	4	3	5	4	4	4	3	4	4	<b>79</b>
4	4	5	5	5	4	4	4	5	5	2	4	5	5	4	3	4	4	4	5	<b>85</b>
5	5	4	4	5	5	5	5	5	5	1	4	3	3	3	3	4	4	4	5	<b>82</b>
4	4	4	5	5	5	5	4	5	5	2	5	3	4	4	3	5	4	4	5	<b>85</b>
5	4	5	4	4	4	4	5	4	4	3	4	3	4	4	4	4	4	5	5	<b>83</b>
5	4	4	5	5	5	5	4	5	5	3	3	3	3	5	5	3	4	5	5	<b>86</b>
4	3	4	3	5	4	5	5	5	5	2	2	3	5	4	3	2	3	4	5	<b>76</b>
4	3	4	5	4	5	2	5	4	4	1	5	1	2	5	4	5	5	5	5	<b>78</b>
5	5	5	5	5	5	5	5	5	5	1	3	1	2	3	3	3	5	5	5	<b>81</b>
5	4	5	4	4	5	5	5	4	4	2	3	2	2	3	2	3	3	3	5	<b>73</b>
3	4	4	3	4	3	4	4	4	4	4	5	3	3	5	5	5	4	5	5	<b>81</b>
5	5	5	1	2	3	4	5	2	2	3	4	3	3	3	3	4	4	4	4	<b>69</b>
3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	<b>60</b>
5	5	5	3	4	4	3	4	4	4	4	5	4	4	4	5	5	5	5	5	<b>87</b>
4	4	4	3	4	5	4	5	4	4	3	5	3	3	3	3	5	5	5	5	<b>81</b>
5	5	5	1	2	5	5	4	2	2	5	3	3	4	4	5	3	4	5	5	<b>77</b>
4	4	4	2	5	5	5	5	5	5	2	4	3	4	5	5	4	5	4	4	<b>84</b>
5	5	4	2	4	5	4	4	4	4	3	3	4	4	5	4	3	5	5	5	<b>82</b>
5	5	5	1	3	5	5	5	3	3	2	3	2	2	3	3	3	4	5	4	<b>71</b>
5	5	4	2	3	5	5	5	3	3	3	2	4	4	5	4	2	5	4	5	<b>78</b>
4	4	5	4	4	5	5	5	4	4	2	3	3	4	4	4	3	4	3	5	<b>79</b>

## **Appendix 4: Interview Result**

Interview ini dilaksanakan dua hari, pada tanggal tanggal 19 dan 21 februari, 2021 dengan 6 orang murid kelas X MIPA 6 sebagai interviewee. Berikut hasil dari proses interview.

1. Q1: What do you think about using Quizizz in the process of learning English? (Apa pendapat Anda tentang penggunaan Quizizz dalam proses belajar bahasa Inggris?)

**R1:** Menurut saya, pembelajaran yang menggunakan Quizizz sebagai teknik mengajar membuat saya merasa lebih tertantang dan termotivasi untuk belajar lebih baik, karena pada saat Quiz, kita harus menjawab pertanyaan secara cepat dan tepat. Selain itu, akan ada jiwa kompetitif di dalam kelas, dikarenakan Quizizz langsung membuat sistem ranking secara live antar peserta yang menggunakan Quizizz, sehingga kita menjadi berlomba untuk menjadi yang terbaik di kelas selama proses pembelajaran.

**R2:** Menurut saya, Quizizz ini sangat bagus, karena setelah selesai pembelajaran lewat zoom, pemahaman kita terhadap materi yang dijelaskan sebelumnya akan diuji dan itu membuat kita dapat memahami materi secara lebih baik.

**R3:** Dalam pembelajaran bahasa Inggris, menurut saya penggunaan Quizizz sangat membantu dalam proses pemahaman materi. Quizizz juga membantu kita memahami kosakata baru yang akan disampaikan di dalam materi. Karena lewat Quizizz, materi menjadi lebih cepat diingat, Quizizz juga sangat menarik.

**R4:** Menurut saya, Quizizz itu sangat bagus dan berguna dalam pembelajaran bahasa Inggris dikarenakan itu dapat membantu kita untuk memahami materi yang telah disampaikan sebelumnya. Quizizz juga membantu kita memahami kosakata baru yang akan disampaikan di dalam materi.

**R5:** Menurut pendapat saya tentang penggunaan Quizizz dalam pembelajaran bahasa Inggris apalagi di masa pandemi ini sangatlah membantu dalam pemahaman konsep pembelajaran, karena pada saat kita menggunakan Quizizz, Quiz yang diberikan selalu terkait dengan materi yang diajarkan sebelumnya atau tentang pengenalan vocabulary baru yang akan digunakan dalam pembelajaran. Jadi kita dapat mengetahui tingkat pemahaman kita terhadap materi, apakah kita sudah paham betul dengan materinya atau belum. Adanya sistem ranking, bonus dan juga waktu di dalam Quizizz juga membuat kita bersemangat untuk belajar dan memotivasi diri kita untuk belajar lebih baik. Selain itu, akan ada jiwa kompetitif di dalam kelas,

dikarenakan Quizizz membuat sistem ranking secara live antar peserta yang menggunakan Quizizz, sehingga kita menjadi berlomba untuk menjadi yang terbaik di kelas selama proses pembelajaran. (describe the situation)

**R6:** Menurut saya, penggunaan Quizizz dalam pembelajaran Bahasa Inggris ini sangat baik karena sangat membantu dan juga sangat efisien bagi murid maupun guru.

2. Q2: What things need to be improved in Quizizz so that learning outcomes can be better?

(Hal apa saja yang perlu ditingkatkan dalam Quizizz agar hasil belajar bisa lebih baik?)

**R1:** Tidak ada yang perlu diperbaiki dari Quizizz, karena hasil pembelajaran tersebut tergantung dari pemainnya sendiri-sendiri, bukan dari aplikasi Quizizznya. Menurut saya Quizizz sudah sangat bagus.

**R2:** Menurut saya, tidak ada yang perlu diperbaiki dari Quizizz, karena Quizizz sudah sangat bagus bagi pelajar seperti kami yang cepat lupa akan materi yang diajarkan.

**R3:** Selama saya menggunakan Quizizz, saya pikir tidak ada yang perlu diperbaiki dari Quizizz ini, karena Quizizz sudah cukup bagus

**R4:** Menurut saya, hal yang perlu diperbaiki di dalam Quizizz adalah kolom pembahasannya, jika kolom pembahasan ditaruh di dalam game, maka diperlukan kami membutuhkan waktu yang lebih banyak untuk membaca pembahasan tersebut. Sedangkan di dalam Quizizz ini, pembahasannya singkat dan berada di dalam game, dan karena di setiap soal diberikan waktu, jadi kami belum selesai membaca pembahasan, namun soal sudah berganti. Jadi akan lebih baik jika di akhir game tersebut kami dapat mendownload hasil pembahasannya agar dapat dicermati lagi dan dapat direfleksikan untuk pembelajaran selanjutnya.

**R5:** Menurut saya, hal yang perlu diperbaiki dalam Quizizz adalah pemberian kunci jawaban pada akhir Quiznya. Kadang ada guru atau orang-orang yang membuat Quiz namun tidak menyertakan apa jawaban yang benar, sehingga hal tersebut membuat kita bertanya-tanya apa jawaban yang sebenarnya dan membuat kebingungan. Saya rasa, pemberian kunci jawaban dan pembahasan harus diwajibkan dan bukan optional dalam Quizizz.

**R6:** Menurut saya, yang perlu diperbaiki dalam Quizizz adalah istilah-istilah seperti game yang ada setiap kita melakukan Quizizz, kadang saya merasa tidak fokus



karena banyak bonus dan dengan adanya bonus itu, saya memikirkan “tidak apa-apa salah, kan ada bonus” jadinya saya merasa kurang serius dalam menjawab soal. Selain itu, ada beberapa Quiz yang tidak mencantumkan pembahasan sehingga membuat penggunannya bertanya-tanya apa jawaban yang seharusnya. Jadi pemberian kunci jawaban dan pembahasan harusnya diwajibkan dalam pembuatan Quiz di platform Quizizz.

3. Q3: What do you think about the differences between Quizizz in the English learning process compared to conventional learning?

(Apa pendapat Anda tentang perbedaan Quizizz dalam proses pembelajaran bahasa Inggris dengan pembelajaran konvensional?)

**R1:** Kelas konvensional lebih membosankan ketimbang kelas yang menggunakan Quizizz, kita sering merasa malu untuk bersaing secara langsung lewat kelas konvensional dan kadang kelas konvensional terlalu monoton dan membuat kita mengantuk. Namun, kelas yang menggunakan Quizizz membuat kita lebih bersemangat, bukannya saya ingin menjelek-jelekkkan kelas konvensional, tapi setiap ada pengumuman jika pembelajaran selanjutnya akan menggunakan Quizizz, saya sangat menantikan pembelajaran tersebut, saya bertanya-tanya apa materi yang harus saya pelajari dan berapa skor saya nantinya. Pokoknya, kelas yang menggunakan Quizizz lebih dinantikan dari pada kelas konvensional.

**R2:** Kalau pembelajaran biasa, biasanya tidak menggunakan teknik Quizizz dan selesai pemberian materi langsung lompat ke penutup dan pemberian PR. Sebenarnya tidak ada salahnya si dengan PR itu, tapi biasanya PR itu ada banyak dan deadline yang diberikan untuk PR itu bisa sampai satu hari bahkan satu minggu setelah pemberian materi sehingga murid-murid akan jauh lebih santai dan malas untuk mengerjakannya karena terlalu banyak. Rasa santai ini akan membuat kita menunda-nunda PR dan kita sampai lupa materi tersebut karena ditinggal terlalu lama. Sedangkan jika kelas yang menggunakan Quizizz, pemberian Quiz akan ada setelah atau sebelum pembelajaran dan deadlinenya pun jelas, Quizizz cenderung dimaikan secara live sehingga tidak ada alasan bagi kami untuk menunda-nunda. Maka dari itu saya lebih menyukai Quizizz.

**R3:** Menurut saya, dalam pelaksanaan kelas konvensional, guru akan menanyakan pada kita tentang beberapa pertanyaan terkait dengan materi, namun kadang kita tidak mempunyai cukup keberanian untuk menjawab didepan guru, karena takut dijudge kalau ada kata kata yang salah dan juga takut dengan opini teman, tapi



melalui Quizizz, kita dapat menjawab Quizizz tanpa merasa takut dengan opini teman yang lain sehingga lebih pede untuk mengutarakan jawaban.

**R4:** Menurut saya, dalam kelas biasa, kita paling hanya diberikan beberapa pertanyaan yang terpaku dalam satu teks saja, namun dengan Quizizz, kita mendapatkan banyak soal terkait materi tersebut dengan teksnya yang beragam, jadinya kita akan lebih mengerti materi yang disampaikan.

**R5:** Untuk perbedaannya, sangat terlihat kak, kalau pembelajaran biasa, deadline yang diberikan untuk tugas dan kuis itu ditentukan, mungkin dua jam, satu hari, atau satu minggu, namun dalam Quizizz, waktu diberikan pada setiap soal sehingga kita harus dapat manajemen waktu dengan tepat dan cepat.

**R6:** Dalam kelas biasa, kita membuat guru untuk membimbing dalam proses pembelajaran, namun jika menggunakan Quizizz, kita dapat melakukannya secara mandiri dan tidak merepotkan siapapun.

4. Q4: What problems do you have when using Quizizz?

(Masalah apa yang Anda alami saat menggunakan Quizizz?)

**R1:** Selama saya menggunakan Quizizz, saya tidak mendapatkan problem apapun

**R2:** Masalah yang sering saya dapatkan adalah sinyal kak, dan juga karena memori HP yang tidak mencukupi, saya memakai versi web dari pada versi aplikasi sehingga pemuatan Quiz menjadi lebih lambat. Menurut saya, banyak yang mengalami gangguan sinyal saat menjawab Quiz, jadi akan lebih bagus jika platform Quizizz ini dapat digunakan secara offline daripada online.

**R3:** Saat saya menggunakan Quizizz, masalah yang saya alami itu bukan dari Quizizznya, namun dari saya sendiri, misalnya jaringan yang tidak cukup kuat saat menggunakan Quizizz sehingga saya tidak dapat menjawab soal berikutnya.

**R4:** Masalah yang saya alami adalah masalah manajemen waktu pada saat menjawab soal, karena di setiap soal terdapat waktu, jadi saya sering nervous dan deg-degan sehingga jawaban yang dihasilkan sering tidak maksimal.

**R5:** Masalah yang saya dapatkan itu masalah sinyal kak, karena dalam penggunaannya, Quizizz dapat dikerjakan jika sinyalnya kuat, dan tidak semua orang memiliki sinyal yang kuat pada saat menjawab Quiz, hal tersebut membuat saya kadang kesusahan karena laman yang ngeload dan waktunya yang terus berjalan.

**R6:** Selama saya menggunakan Quizizz, saya tidak mendapatkan masalah apapun.

5. Q5: What is your solution to overcoming the challenges and obstacles that you experienced during implementing Quizizz in the English learning process?

(Apa solusi Anda untuk mengatasi tantangan dan kendala yang Anda alami selama menerapkan Quizizz dalam proses pembelajaran bahasa Inggris?)

**R1:** - (karena interviewee mengatakan jika dirinya tidak memiliki problem saat menggunakan Quizizz)

**R2:** *Caranya dengan membuka web Quizizz 15-30 menit sebelum pelaksanaannya dimulai sehingga akan lebih cepat memuat dan memasukkan kodenya.*

**R3:** *Karena masalah yang saya alami adalah dari jaringan wifi yang sering down, saya mengatasinya dengan membeli paket data pribadi yang terpisah. Sehingga saya dapat menggunakan paket data tersebut untuk Quizizz*

**R4:** *Saya mengatasi masalah yang saya alami dengan berfikir pelan-pelan dan tidak menatap layar ranking di Quizizz agar saya tidak nervous dan terbawa suasana.*

**R5:** *Solusi saya pribadi, saya harus pergi ke tempat lain untuk mendapatkan sinyal yang bagus kak.*

**R6:** - (karena interviewee mengatakan jika dirinya tidak memiliki problem saat menggunakan Quizizz)

6. Q6: What made you want to recommend Quizizz to people around you?

(Apa yang membuat Anda ingin merekomendasikan Quizizz kepada orang-orang di sekitar Anda?)

**R1:** *Saya akan merekomendasikan Quizizz ke orang-orang disekitar saya dengan mengatakan bahwa belajar dengan Quizizz itu seru dan menyenangkan. Karena di zaman milenial ini, pelajar juga lebih suka sesuatu yang simpel dan seru. Makanya Quizizz akan sangat cocok bagi pelajar milenial seperti kami*

**R2:** *Saya merekomendasikan ini karena Quizizz karena Quizizz ini sangat bagus, berwarna dan tertata dengan baik, fontnya juga menarik sehingga kita tidak bosan belajar.*

**R3:** *Saya merekomendasikan Quizizz, karena aplikasi ini sangat membantu dan sangat bagus bagi kita yang sering bingung dimana tempat yang sesuai untuk berlatih soal. Kebanyakan web mengharuskan pengguna untuk membayar atau menjadi member untuk aksesnya, namun Quizizz, tidak, Quizizz juga dapat diakses dari web maupun aplikasi sehingga sangat mudah sekali bagi pelajar yang ingin berlatih soal.*

**R4:** Hal pertama yang membuat saya merekomendasikan Quizizz kepada orang lain adalah, Quizizz itu seru. Ada meme atau gambar-gambar lucu, musiknya juga menarik, warnanya juga bagus, dan karena Quizizz ini seperti game, jadi pasti ada kompetisi di dalam pengerjaannya. Jadi sehari sebelum pembelajaran, kami akan belajar tentang materi yang disampaikan minggu lalu untuk bersiap-siap jika Quizizz dilaksanakan. Hal kedua, kami jadi fokus pada pembelajaran karena sehabis pembelajaran itu akan ada Quiz, jadi kami akan lebih memahami materi karena kami tidak mau skor Quizizznya jelek nantinya. Selain itu, Quizizz itu praktis dan gampang untuk dimainkan dan saya kira semua pasti akan tertarik untuk menggunakan Quizizz.

**R5:** Alasan saya merekomendasikan Quizizz, yang pertama, praktis. Quizizz itu gratis, bisa dibuka melalui web atau aplikasi, dan dapat digunakan oleh siapapun, jadinya sangat berguna, simple tapi bagus. Alasan kedua, kita dapat berlatih mandiri jika kita kurang mengerti tentang materi yang diajarkan oleh guru, jadi kita tidak perlu mencari latihan soal lagi di google karena banyak soal terdapat pada Quizizz dan kita hanya tinggal memilih saja. Alasan ketiga, karena desainnya yang tidak membosankan, warna-warnanya banyak, bisa disetting sendiri juga, musik saat bermain juga menarik dan ada banyak gambar-gambar lucu yang diperlihatkan saat kita selesai menjawab soal.

**R6:** Alasan saya merekomendasikan Quizizz adalah penggunaannya yang praktis dan seru, selain itu kita juga dapat menemukan berbagai Quiziz lainnya yang dapat membantu kita dalam proses pemahaman materi.

7. Q7: What makes you not want to recommend Quizizz to people around you?

(Apa yang membuat Anda tidak ingin merekomendasikan Quizizz kepada orang-orang di sekitar Anda?)

**R1:** Setiap orang memiliki preference yang berbeda, pasti ada beberapa orang yang tidak menyukai tantangan dan menyukai pembelajaran yang lebih santai. Saya akan memperingati mereka tentang Quizizz yang butuh kecepatan dan ketepatan disetiap menjawab, jika mereka tidak menyukainya, berarti mereka tidak cocok dengan Quizizz ini.

**R2:** Sejauh ini, hal yang membuat saya tidak merekomendasikan Quizizz adalah dibutuhkannya sinyal yang kuat untuk penggunaannya

**R3:** Tergantung tipikal orangnya, saya tidak akan merekomendasikan Quizizz bagi orang yang gampang panik dan kepikiran. Karena seperti yang saya katakan



sebelumnya, setiap soal memiliki waktu, dan orang yang saya rekomendasikan itu mudah panik, dia pasti tidak cocok dengan Quizizz karena dia tidak maksimal dalam mengerjakannya. Selain itu, bagi orang yang sering kepikiran, saya tidak akan merekomendasikan Quizizz, karena sering kali, penjelasan yang diberikan tidak terlalu jelas dan singkat sehingga susah untuk memahami penjelasan tersebut dan hal itu akan membuat kita terus bertanya tanya “loh kok begini, kok begitu?” dan berujung akan kepikiran terus akan hal tersebut.

**R4:** Terkadang jika kita menjawab soal, kita membutuhkan penjelasan atas jawaban yang kita buat. Namun di Quizizz, jarang ada quiz yang berisi pembahasan, langsung kunci jawabannya saja. Sehingga kita tidak tahu kenapa jawaban kita salah. Kadang kalau ada pembahasannya pun, tidak lengkap banget sehingga kita juga kadang masih tidak menangkap arti dari kunci jawaban tersebut. Jadi akan lebih baik jika di Quizizz mewajibkan adanya kunci jawaban dan juga pembahasan dibandingkan menjadikan hal tersebut sebagai option untuk pembuat Quiz.

**R5:** Yang membuat saya tidak merekomendasikan Quizizz adalah karena dibutuhkan sinyal yang kuat, dan tidak semua orang memiliki sinyal yang kuat di daerahnya.

**R6:** Sistem menjawabnya, kalau sudah menjawab satu soal, kami tidak dapat mengganti atau melihat soal sebelumnya. Jadi kalau kepenacet atau salah menjawab, kami tidak memiliki kesempatan untuk mengganti jawabannya dan itu sangat disayangkan sekali. Sedih banget.

8. Q8: What are the responses of people around you when you do English learning using Quizizz?

(Apa tanggapan orang-orang di sekitar Anda saat Anda melakukan pembelajaran bahasa Inggris menggunakan Quizizz?)

**R1:** Orangtua saya memberi saya respon yang baik, karena saya terlihat lebih semangat setiap pertemuan

**R2:** Karena kedua orangtua saya adalah guru, jadi saat mereka melihat saya menggunakan Quizizz dalam pembelajaran Bahasa Inggris, mereka tertarik untuk mengaplikasikannya ke murid mereka juga. Mereka mengatakan bahwa Quizizz terlihat menarik dan gampang digunakan.

**R3:** Saya lebih suka mengerjakan Quizizz sendirian, jadi setiap ada Quizizz, saya mengatakan pada orang disekitar saya bahwa saya akan menggunakan Quizizz, jadi mohon untuk tidak mengganggu, maka dari itu, tanggapan orang disekitar saya



adalah heran dan juga takjub, karena saya menjadi lebih fokus untuk belajar dibandingkan sebelumnya.

**R4:** Orang disekitar saya, khususnya saudara dan kedua orangtua saya bertanya-tanya mengapa saya tidak ingin diganggu pada pembelajaran bahasa inggris, mereka takjub dan mengatakan bahwa saya terlalu fokus pada saat itu. Saya merasa karena pada saat menggunakan Quizizz, yang saya butuhkan adalah ketenangan dan fokus. Sehingga saya tidak ingin diganggu pada saat mengerjakan Quizizz, hal tersebut menyebabkan respon mereka sangatlah baik ketika saya belajar bahasa inggris menggunakan Quizizz tersebut.

**R5:** Sejauh ini, reaksi dan respon orangtua saya sangat baik, mereka menyarankan saya untuk terus menggunakan Quizizz, karena biasanya kita butuh les tambahan ketika kurang memahami materi, dan juga dengan keadaan pada saat ini yang membuat kita tidak dapat keluar rumah atau pergi kemana-mana, dengan adanya Quizizz ini orangtua saya bersyukur karena saya dapat latihan soal dengan materi yang saya inginkan tanpa pergi les keluar rumah.

**R6:** Tanggapan orang disekitar saya adalah rasa penasaran dan takjub. Setiap saya berbicara bahwa saya menggunakan Quizizz, mereka akan bertanya-tanya tentang Quizizz dan bagaimana cara menggunakannya. Mereka memberikan respon yang baik terhadap penggunaan Quizizz selama ini.

9. Q9: Will you continue to use Quizizz while studying other materials?

(Apakah Anda akan terus menggunakan Quizizz sambil mempelajari materi lainnya?)

**R1:** Tergantung pada mata pelajarannya, tapi saya lebih suka menggunakan Quizizz jika disuruh saja.

**R2:** Tentu saja, Quizizz sangat bagus digunakan untuk latihan soal dan ada beragam soal yang dapat ditemukan disana, jadi kami bisa lebih banyak latihan.

**R3:** Iya. Karena Quizizz lebih mudah daripada aplikasi atau web untuk latihan lainnya.

**R4:** 100% Iya, karena biasanya, saya hanya belajar dasar-dasarnya saja saat materi diberikan, namun dengan menggunakan Quizizz, saya dapat lebih mengeksplor soal-soal terkait dengan materi dan hal tersebut membuat saya lebih mengerti tentang materi lainnya.

**R5:** Iya, saya akan menggunakan Quizizz dalam jangka panjang, karena saya menyukainya dan Quizizz sangat praktis dan bagus.

**R6:** *Iya, saya akan menggunakan Quizizz terus karena lebih mudah dan seru seperti main game.*

10. Q10: Are the features in Quizizz easy to understand?

(Apakah fitur dalam Quizizz mudah dipahami?)

**R1:** *Menurut saya, fitur-fiturnya gampang dimengerti, bahkan bagi yang baru pertama kali main. Karena sistemnya seperti game.*

**R2:** *Mudah, dan karena mudahnya itu, saya jadi suka memakai Quizizz untuk belajar, enak aja gitu makenya daripada sistem Quiz yang memakai Google Doc.*

**R3:** *Fitur-fiturnya gampang dimengerti, namun ada beberapa istilah didalam Quizizz yang mengadaptasi dari game seperti power up, redeem bonus dan lain-lainnya, yang kadang menurut saya kurang dibutuhkan karena hasil jawaban atau point yang kita dapatkan tidak murni karena kita benar dalam menjawab soal, namun karena banyak bonusnya.*

**R4:** *Fitur dasarnya gampang dimengerti, namun untuk fitur yang lebih detail lagi seperti bonus-bonus didalam game itu, saya sering tidak mengerti dan asal klik saja. Menurut saya bonus-bonus itu juga sering memperlambat kita dalam menjawab soal.*

**R5:** *Kalau tentang fitur, dalam Quizizz ini fiturnya gampang banget dimengerti kak, karena yang kita butuhkan hanya menjawab soal, klik sana klik sini dan hasilnya akan terlihat.*

**R6:** *Iya, fiturnya mudah dimengerti, bahkan bagi orang yang baru saja menggunakannya.*

**Appendix 5:**  
**Recapitulation of Subject English Scores**

No Absen	Nama	Total	Result
1	Alexandra Isabella Purnama	16	80
2	Anak Agung Anantavirya Sadhaka	17	85
3	Claudia Prima Putri Wibowo	15	75
4	Devani Putri Rahadi	17	85
5	Gusti Agung Ayu Raehita Prabandari	17	85
6	Gusti Ayu Kadek Nirayani	14	70
7	I Gede Bagus Kusumayudha Aryantha	16	80
8	Kadek Leo Adi Setiawan	12	60
9	Andika Adhy Saputra	15	75
10	I Putu Bagus Pramadika	17	85
11	I Putu Gede Raka Nova Indrawan	13	65
12	Ida Ayu Leona Damayanti	17	85
13	Ida Bagus Gede Sugiantara	15	75
14	Josua Herlambang Nababan	16	80
15	Kadek Ayu Charisna Putri	17	85
16	Kadek Puja Mulya Satya Dewi	17	85
17	Made Dony Prasatya	16	80
18	Made Virjyo Wihantara Putra	18	90
19	Maria Regina Petra Narwastu	16	80
20	Ayu Puji Armini	14	70
21	Ni Kadek Citra Agustya Devi	15	75
22	Ni Kadek Thika Purnama Dewi	17	85
23	Ni Komang Gita Virnanda	17	85
24	Ni Luh Sintya Restayanti	14	70
25	Ni Made Dwi Agustina Dewi	14	70
26	Ni Made Vania Renitha Putri	18	90
27	Ni Putu Ayu Candra Herawati Pande	17	85
28	Ni Putu Okta Ginanti	16	80
29	Reygina Aiswarya Dharma	17	85
30	Ni Putu Tarisa Ayumi Satya Paramita	16	80
31	Ni Putu Widya Indrayani	18	90
32	Nyoman Tri Pradnya Diva	17	85
33	Putu Bagus Wedha Widagdha	18	90
34	Putu Jennyma Chelsea Putri Arnaya	19	95
35	Tiara Dwi Ayu Agustina	16	80