

Socialization of the Quizizz Application for Teachers at the Darul Falah Sumberdawe Foundation

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Abstract—*The socialization of the Quizizz application for teachers at Yayasan Darul Falah Sumberdawe aims to provide a comprehensive understanding of its benefits and usage in the learning process. This initiative aspires to enable teachers to integrate Quizizz into their teaching methodologies, thereby creating a more effective, interactive, and enjoyable learning experience for students. Additionally, the training seeks to mitigate resistance to change that often accompanies the introduction of new technology. By offering thorough, practice-based training, teachers will have the opportunity to experience firsthand the advantages of this application, enhancing their readiness for classroom implementation. Furthermore, this socialization aims to improve teachers' digital skills, positively impacting the overall quality of education at Yayasan Darul Falah Sumberdawe. Key components include the creation of effective quizzes, analysis of quiz results to assess student understanding, and the utilization of additional features of Quizizz to enhance interactivity and student motivation. This socialization represents a strategic initiative to incorporate technology into the educational process, with the goal of positioning the Darul Falah Sumberdawe Foundation as a leading example of educational institutions successfully implementing technology to foster effective and engaging learning.*

Keywords—*Socialization, Quizizz Application, Foundation Teacher*

1 Introduction

1.1 Situation Analysis

In the digital era, the development of information technology has significantly impacted various aspects of life, including education. The use of technology in the teaching and learning process not only enhances learning effectiveness but also creates a more interactive and engaging environment for students. One technology increasingly utilized in education is digital learning applications like Quizizz. Quizizz is a learning platform that enables teachers to create, share, and manage interactive quizzes easily and enjoyably. Quizizz has been proven effective in improving grammar learning [1], fostering students' interest in studying at vocational schools [2], enhancing students' learning outcomes in mathematics, especially fractions at the elementary level [1], and boosting motivation and language proficiency in virtual English education post-COVID-19 in Latin America [3]. Additionally, using Quizizz as a learning medium in library science programs increases student engagement, confidence, independence, and self-control in learning, ultimately enhancing retention [4]. These findings collectively highlight Quizizz's significant impact across various educational settings,

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emphasizing its role in improving student outcomes, motivation, engagement, and interest across subjects and education levels.

However, implementing this technology is not yet uniform across all educational institutions, including Yayasan Darul Falah Sumberdawe. Many teachers are still unfamiliar with using digital applications in teaching, leading to suboptimal utilization of available technology. To introduce Quizizz to teachers, workshops and training sessions have been conducted to improve understanding and application of this interactive learning tool [5], [6]. These initiatives stress the importance of integrating Quizizz into classrooms to enhance learning outcomes by making the process enjoyable, engaging, and effective [7]. Quizizz is a flexible and easy-to-use tool for both teachers and students, especially in limited face-to-face learning situations, providing opportunities for evaluations and homework assignments [8]. Current trends in educational technology underscore the importance of utilizing tools like Quizizz to create interactive and challenging learning environments tailored to millennial needs while fostering active participation and communication between educators and students [9].

Yayasan Darul Falah Sumberdawe is committed to improving education quality through technology utilization. The foundation has dedicated teachers eager to continuously develop themselves and improve their teaching quality. However, without adequate knowledge and skills in using learning technologies like Quizizz, the platform's full potential cannot be fully realized.

Socialization of Quizizz usage aims to provide teachers at Yayasan Darul Falah Sumberdawe with a deep understanding of the benefits and application of this tool in teaching. Through this initiative, it is hoped that teachers can integrate Quizizz into their teaching methods, making learning more effective, interactive, and enjoyable for students. Additionally, the program aims to reduce resistance to change often encountered when new technologies are introduced. Comprehensive, hands-on training allows teachers to directly experience the benefits of Quizizz, preparing them better to implement it in their classrooms. Moreover, this initiative is expected to enhance teachers' digital capabilities, positively impacting the overall education quality at Yayasan Darul Falah Sumberdawe. These improvements include skills in creating effective quizzes, analyzing quiz results to evaluate student understanding, and utilizing additional features provided by Quizizz to increase interactivity and learning motivation.

2 Method

The socialization method for this program is an interactive workshop. This approach involves several stages, including presentations, application demonstrations, hands-on practice, and discussion/Q&A sessions. The goal is to help the teachers at Yayasan Darul Falah Sumberdawe thoroughly understand and effectively use the Quizizz application in their teaching process.

The community benefit program pointed to improve teachers' capability in utilizing Quizizz as an intelligently educating device. Held on July 1, 2024, the program taken after organized plan to guarantee compelling usage. The day started with arrangement session from 08:00 to 09:00, which included member enlistment, opening comments, and a welcome address by the head of the establishment, who sketched out the program's targets and benefits. Members gotten handbooks and instructional exercise joins as guides. From 09:00 to 10:00, presentation to Quizizz was displayed, highlighting its key highlights and points

of interest for instructing, bolstered by investigate and pertinent case ponders. The Quizizz workshop, which took put from 10:15 to 12:00, highlighted a live show on making tests, taken after by a hands-on session where instructors created their claim tests beneath the direction of facilitators. This parcel too included a discourse and Q&A session to address participants' challenges. A short time later, a break for lunch was given from 12:00 to 13:00. The program continued with a session from 13:00 to 15:00 on coordination Quizizz into instructing, covering techniques for joining it into lesson plans. This session included an intelligently learning recreation in which instructors taken part as understudies. The day concluded with an assessment and closing session from 15: 00 to 16:00, highlighting a brief survey to evaluate participants' understanding and fulfillment, the dispersion of interest certificates, and closing comments by the organizers. This program was keenly outlined to prepare instructors at Yayasan Darul Falah Sumberdawe with the essential abilities to successfully utilize Quizizz, making classroom learning more locks in and intuitively.

On **July 1, 2024**, the teachers at Yayasan Darul Falah Sumberdawe actively participated in the Quizizz training. They showed enthusiasm and commitment to improving teaching quality through discussions, hands-on practice, and sharing experiences. Technical support and competent facilitators ensured a smooth workshop, reflecting the partners' dedication to adopting and sustaining technology for education.

Trainers prepared comprehensive training materials that included an introduction to Quizizz, detailed usage steps, and feature demonstrations to ensure a clear understanding of the platform. During the practice sessions, they provided hands-on guidance, addressed participants' questions, and resolved any challenges they faced. To evaluate their understanding, Trainers designed and administered quizzes using Quizizz, enabling an effective assessment of their learning outcomes. While, the Darul Falah Sumberdawe Foundation successfully managed event logistics by providing well-equipped training spaces with essential resources such as computers and internet access. The foundation also played a key role in organizing schedules, informing teachers, and closely monitoring attendance. Efforts were focused on ensuring active participation and maximizing the benefits for all attendees.

3 Findings And Discussion

3.1 Finding

1. Steps for using the quizizz app

Quizizz application-based learning is a web tool used in the system of administration, documentation, tracking, reporting, and development of e-learning-based education programs or training programs. One of the platforms included in LMS-based learning is Quizizz. This platform is an example of utilizing technology in learning that uses a modern approach for the millennial generation. This web tool helps teachers facilitate students in the learning process, test assessment, use alternative media, and hold ice breaking during learning activities. In accordance with gatraguru.net, here are the steps for using the Quizizz platform as a Learning Management System-based learning.

1. How to create an account

Step 1: Log in to <https://quizizz.com/>

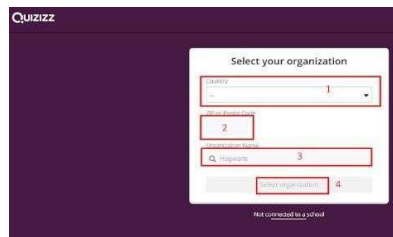
Step 2: Click *sign up*. Sign up using your google account, or by entering your personal email address.

Step 3: Once successful, click "*a teacher*". Take a look at the following picture!



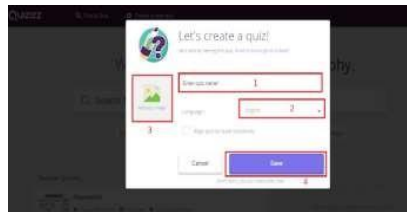
Step 4: Select a country.

1. Enter the zip code.
2. Type the school name
3. Click add organization
4. Click continue



2. How to create questions

After the account creation is complete, the next step is to create the questions:

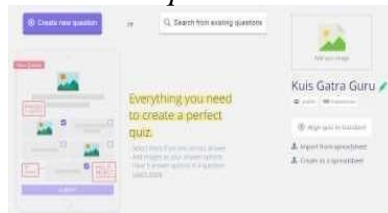


Step 1: open *quiz creator*

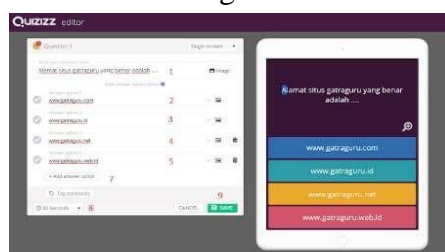
Description:

- Type the name of the quiz to be created.
- Select "*language*"
- Select image (optional)
- Then, *save*.

Step 2: Tap "*create new question*" to start question creation.



Step 3: Fill in according to the choices in the dialog.





Description:

Single answer is a question that consists of one correct answer.

Multiple select, which is a question that can have more than one answer.

- To create questions
- For option 1
- For option 2
- Tap the trash can image to clear the selection.
- Click the *checklist* for the correct answer
- Timing can be 5, 10, 15, 20 seconds and so on
- When all is done, save it immediately.

Step 4: Create the questions you want. When you have, tap "*finish quiz*" then fill in "*grade*" and "*choose relevance subject.*"

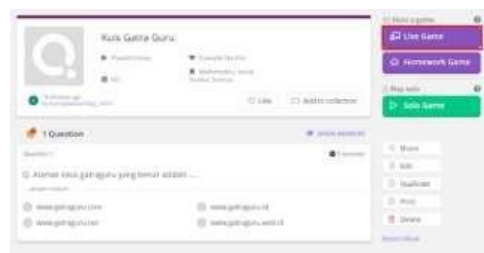
Grade: Student's grade level

Choose relevance subject: what lesson.

2. How to distribute *quiz* questions on *quizizz.com* to students

After making the quiz, the next thing to do is to distribute the quiz to the students. Here's what to do:

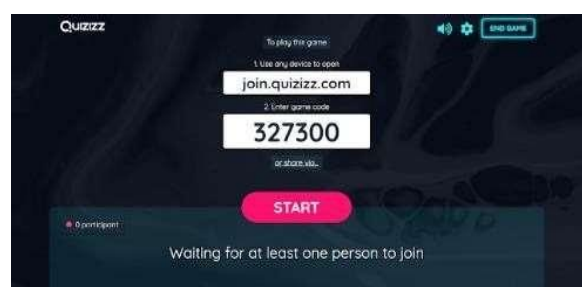
Step 1: Tap the *live game*



Step 2: Make the settings as follows:

- If it is green, the question number will be randomized (tap to make it green)
- If it is green, the answer will also be randomized.
- If it is green, when finished the student will see the correct answer.

Step 3: When finished, tap "*proceed*", and the quiz is ready to be distributed to students. Encourage students to type join.quizizz.com into the *browser engine* on their device (mobile phone and/or laptop).



3. Development and enhancement of teacher potential

The socialization of the use of the Quizizz application on July 1, 2024 at the Darul Falah Sumberdawe Foundation was attended by a number of teachers who were dedicated and had a strong desire to develop themselves and improve the quality of their teaching. Here are some of the results of the socialization activities:

1. Improving Teacher Understanding and Skills

The teachers gained a better understanding of the benefits and how to use the Quizizz app. Through comprehensive and practice-based training sessions, they learned how to create effective quizzes, analyze quiz results to evaluate student understanding, as well as utilize additional features provided by Quizizz to increase interactivity and student learning motivation. This increased understanding enabled the teachers to better integrate Quizizz into their teaching methods.

2. Reducing Resistance to New Technology

One of the main challenges in implementing new technology in learning is user resistance. Through this socialization, it is hoped that there will be a reduction in resistance to change that often arises when introduced to new technology. Teachers can directly experience the benefits of this application and are more prepared to implement it in their classrooms. This is expected to increase the acceptance and use of learning technology at Darul Falah Sumberdawe Foundation.

3. Learning Quality Improvement

With a better understanding and skills in using the Quizizz application, it is hoped that there will be an improvement in the quality of learning at Darul Falah Sumberdawe Foundation. The use of Quizizz allows for a more interactive and fun learning atmosphere for students. In addition, this application also allows for more effective learning evaluations, so that teachers can more easily identify and overcome student learning difficulties. This improvement in learning quality is expected to have a positive impact on student learning outcomes.

4. Teacher Digital Skills

This socialization also contributes to improving the digital skills of teachers. In the era of education 4.0, digital skills are essential for educators. Through this training, teachers not only learn about using the Quizizz app, but also develop other digital skills relevant to technology-based learning. This increase in digital capabilities is expected to support the foundation's efforts in improving the overall quality of education.

4. Implementation of Socialization

The socialization of the use of the Quizizz application on July 1, 2024 ran smoothly and successfully thanks to the cooperation of various parties. The following are details of the implementation of these activities:

1. Preparation and Planning

Preparation for the socialization began several months before the implementation date. The organizing team made various preparations, including the selection of dates and locations, preparation of training materials, and coordination with resource persons and participants. The

workshop was held at the Darul Falah Sumberdawe Foundation hall, which is equipped with adequate facilities to support technology-based training activities.

2. **Opening and Welcome**

The socialization activity began with an opening by the head of the foundation, who delivered a speech and the purpose of this activity. In his speech, the head of the foundation emphasized the importance of utilizing technology in learning to improve the quality of education. He also appreciated the dedication of the teachers who were willing to participate in this training.

3. **Material and Practice Sessions**

The socialization consisted of two main sessions, namely material sessions and practical sessions. The material session was delivered by resource persons who are experienced in using the Quizizz application. The speakers explained about the features of the application, its benefits in learning, and how to use it. This session is also equipped with real examples of using Quizizz in various learning contexts.

The practical session was conducted after the material session. In this session, the teachers were divided into small groups to practice creating and managing quizzes using the Quizizz application. Each group was guided by a facilitator who helped them understand and use the features of the application. The teachers also had the opportunity to share their experiences and discuss ways to integrate Quizizz into their teaching methods.

4. **Evaluation and Reflection**

After the practical session, the activity continued with an evaluation and reflection session. The teachers were asked to fill out an evaluation questionnaire to provide feedback on the implementation of the socialization. In addition, an open discussion session was also held where teachers could express their opinions, suggestions and questions regarding the use of the Quizizz application. The results of this evaluation and reflection will be used as a consideration to improve future socialization activities.

5. **Closing and Certificate Distribution**

The socialization activity was closed by handing over certificates to the participants who had attended the training. The certificate was handed over by the head of the foundation as a form of appreciation for the participation and dedication of the teachers in improving the quality of their teaching. The closing of the event ended with a group photo as documentation of the activity.

3.2 Discussion

1. **Participant Satisfaction Level**

Based on the results of the evaluation questionnaire, the level of participant satisfaction with this socialization activity was quite high. The teachers were satisfied with the material presented and the interactive and practical training methods. They also appreciated the facilitators who were competent and helped them understand the use of the Quizizz application. However, there are some suggestions to improve future activities, such as

additional time for practical sessions and more real-life examples of using the application in a learning context.

2. **Barriers and Challenges**

Although the socialization results were generally positive, there were several obstacles and challenges faced by the teachers. One of them is the limited time to learn and master all the features of the Quizizz application. Some teachers also expressed difficulties in integrating this application into their curriculum and teaching methods. To overcome these obstacles, the foundation plans to organize follow-up training and provide mentoring for teachers who need it.

3. **Long-term Impact**

The socialization of the use of the Quizizz application is expected to have a long-term impact on the quality of education at the Darul Falah Sumberdawe Foundation. With an increase in teachers' understanding and skills in using learning technology, it is expected that there will be a continuous improvement in the quality of learning. In addition, the digital capabilities gained through this training can open up opportunities for teachers to utilize other technologies in the learning process.

4 **Conclusion**

The socialization of the Quizizz application for teachers at the Darul Falah Sumberdawe Foundation represents a strategic initiative to integrate technology into the learning process. The event held on July 1, 2024, was successful and yielded positive outcomes. Through this socialization, teachers gained a deeper understanding of the benefits and functionalities of the Quizizz application, while also enhancing their digital skills, which are essential in the context of Education 4.0.

The results of the socialization indicated an improvement in teachers' understanding and skills, a decrease in resistance to new technology, enhancements in the quality of learning, and an increase in teachers' digital competencies. Despite encountering some obstacles and challenges, the foundation remains committed to providing ongoing support and resources for teachers in the effective implementation of educational technology.

This socialization is expected to position the Darul Falah Sumberdawe Foundation as a model educational institution in the successful integration of technology to support learning.

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