

## **CHAPTER IV**

### **FINDINGS AND DISCUSSION**

#### **1. Finding**

After conducting research, researchers obtained data about teacher challenges in implementing Quizizz media in teaching English vocabulary during the covid-19 pandemic and what are the opportunities for implementing Quizizz media in teaching English vocabulary during the covid-19 pandemic.

To obtain data from this study, this study used two data collection techniques, namely observation and interviews. Here the researcher made observations by following the learning process of English subjects in class VII, then the researcher conducted interviews with three of the English teachers by asking several questions.

From the results of these observations and interviews, the researcher found what were the challenges in implementing Quizizz media in teaching English vocabulary during the Covid-19 pandemic and what were the opportunities for implementing Quizizz media in teaching English vocabulary during the Covid-19 pandemic.

#### **1. The Challenges in implementing Quizizz media in teaching english vocabulary during covid-19 pandemic**

This study uses interviews to cover the application of Quizizz media in mastering English vocabulary during the Covid-19 pandemic. Three English teachers at SMPN 2 Kintap were involved in the

interview. According to the results of interviews with three teachers A, B and C.

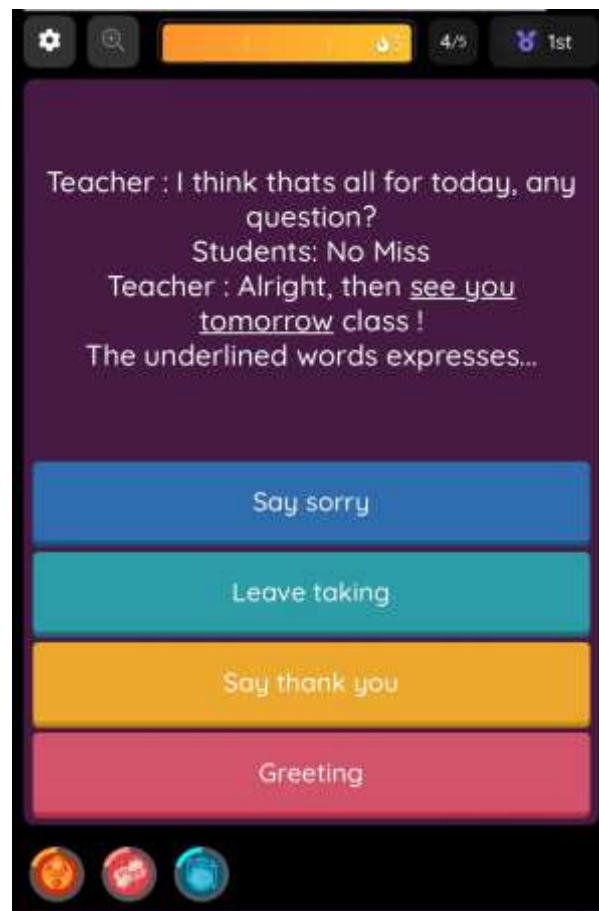
Teacher A said that the challenge faced when teaching English using the Quizizz learning media was the lack of networks owned by students so that students found it difficult to access Quizizz learning media, besides that due to the Covid-19 pandemic, learning was also carried out using Quizizz learning media. mixed learning methods. learning where learning materials are carried out at school and for assignments carried out at home using Quizizz media by sharing quizizz links via WhatsApp groups to students, so teachers cannot guide students in doing assignments directly.

Teacher B said that the challenge in teaching English using the Quizizz application media is the network because the Quizizz application media requires a good network connection to be able to access it and because it is difficult to access the network so that it hinders students from doing assignments and makes students often late in doing assignments and not infrequently too causing students to stop doing assignments. Teacher B also said that the challenges encountered in teaching English using Quizizz media were the difficulty in guiding students who did not understand how to do assignments because the assignments were done online.

According to teacher C, the obstacle in implementing the Quizizz media application was a poor network connection that hindered

the students' teaching and learning process, while doing assignments using the Quizizz application was very much a race against time if it was late then the score obtained would decrease.

This can also be seen from the process of learning English at SMPN 2 Kintap which the researchers observed where Quizizz learning media was used to do assignments and the teacher gave material in class and through the WhatsApp group the teacher shared the Quizizz link. as noted in the learning process, some students are often late in doing assignments on Quizizz learning media and there are also some students who don't do assignments because they are hindered by the existing network connection.



Picture 4.1 Aassignment in Quizizz

## 2. The Opportunities in Implementing Quizizz Media in Teaching English Vocabulary During Covid-19 Pandemic

This study used interviews with three English teachers at SMPN 2 Kintap to find out the opportunities for applying Quizizz media in teaching English vocabulary during the COVID-19 pandemic.

According to the results of an interview with teacher A, the opportunity to apply Quizizz media during the Covid-19 pandemic is very effective because Quizizz media is a game-based application that can be used in a flexible learning process that can be used anywhere,

doesn't have to be in the classroom and Quizizz media also has time setting. when will the quiz start and when will it end so that it makes it easier for teachers to teach remotely like during the covid-19 pandemic.

According to teacher B said that with Quizizz media, teachers can also be creative in learning and not run out of ideas. The ranking system that is displayed after taking the quiz will motivate students to be the best, even though sometimes there are obstacles in accessing the internet network, it does not reduce the enthusiasm of students to be the best. Besides being able to increase student motivation, using Quizizz can also make students more focused on learning because they have time to do assignments. Seeing the flexible use of Quizizz, this media is very suitable for use in learning in the digital era and during a pandemic like this.

According to teacher C, the opportunity to apply Quizizz media in learning English vocabulary is to make teachers more creative in presenting learning for students and can motivate students to be more active in learning because the use of Quizizz is not boring.

## **2. Discussion**

After the data is obtained and the process is as described above, the researcher writes and analyzes the data that the researcher has obtained for the findings above.

In this part, the researcher explains the result of research about Researchers know what are the challenges faced by teachers in

implementing Quizizz media in teaching English vocabulary during Covid-19 and what are the opportunities for implementing Quizizz media in teaching English vocabulary at SMPN 2 Kintap schools.

### **1.The Challenges in Implementation Quizizz media in Teaching English vocabulary during Covid-19 pandemic**

Based on the findings from the study, the challenge faced by teachers is the lack of access to the internet for students, which becomes an obstacle for students to take part in Quizizz sessions and also hinders the effectiveness of the learning process.

The statement that the lack of network access is in line with the statement of Zuhriah and Pratolo, (2020) which said if the connection is weak it will be an obstacle for students to take part in the Quizizz session because the Quizizz media has several weaknesses such as students can experience a drop in level because the length of time affects the results to be obtained student.

The implementing of Quizizz application, According to Chandler, (2015) are: First, Quizizz is free tool that allows teachers to quickly turn introductory and review activities into fun, multiplayer activities for students. It works on any device with a browser, and allows you to create your own activities or to use those already made by other educators.

In short, it can be seen the how to implement this media application is not hard for the teacher as well as the students. Both the students and

the teachers can access this Quizizz media everywhere and this app belongs to free application. This media is suitable for the learning at home as it is known as online learning, since the teachers still can control and assess the students well. However, for the beginner, the teachers should guide them first so that the students will not be confused in operating this media.

## **2. The Opportunities in implementation Quizizz media in Teaching English vocabulary during Covid -19 pandemic**

In the next finding, the researcher found that the opportunity to apply Quizizz media in teaching English vocabulary during the Covid-19 pandemic had a very good opportunity in student learning and was very effective in using it, because they saw the use of Quizizz which was flexible and could increase student learning motivation.

From the statement that the use of Quizizz in learning can increase student learning motivation, this statement is in accordance with the theory from Pahamzah, (2020) Who say that Quizizz can allow students to compete with each other and motivate them to study. This statement is also supported by Zuhriyah, and Pratolo, (2020) who stated that Quizizz offers multiplayer games which make class activities such as answering questions more interesting and fun. The Quizizz app features game-like elements, such as avatars, themes, memes, and music, which make learning more fun than other educational apps.