

## **CHAPTER I**

### **INTRODUCTION**

This chapter provides an overview of the background of the study, briefly describing some essential keywords related to this research, the research questions, and the study's objectives. Lastly, this chapter closes with the significance of the study.

#### **A. Background of the Study**

The importance of education in efforts to improve human resources in a better direction will certainly impact the nation. For this reason, it is necessary to improve the quality of our education, by carrying out better reforms to education. These updates must be carried out immediately so that they are not left behind. Quality education can produce human resources by the demands of current developments. Therefore, to achieve quality education, innovation or renewal is necessary.

Reform in the field of education is an effort to make changes to obtain better results. Renewal needs to continue to be carried out in line with technological developments that present challenges or problems, both from outside and within the education system itself (Rizki, 2019). Educational progress is increasingly rapid and developing, and rapid developments in education can bring great benefits. Technological innovation and new learning methods open up opportunities to improve the quality of education. Noted that technological innovation has very diverse impacts on society, some are positive

and some are negative. The public, especially parents, are expected to be smart in responding to this technological development (Lintjewas, 2022).

High school-age children are very easily affected because they are active in using it. High school-age children tend to like applications such as interesting games. However, it is important to ensure that the use of the application is positive, supports their development, and does not disrupt the balance among playtime, schoolwork, and other activities. Because, if it is not confirmed, this will affect their learning outcomes at school. To balance this, the role of parents and teachers is needed so that they can have a positive influence on the level of success of educational goals.

Teachers must be able to master the class so that the learning process is fun and not boring (Amalia, 2020). Teachers can use technology in the learning process. In particular, when learning English, which is not our first language, students will find it difficult to achieve learning goals if the learning process is monotonous. The success or failure of a lesson can be seen in student learning outcomes through assessment tools that are given feedback by the teacher.

Learning outcomes include the extent to which students can master the learning material. Learning outcomes are a process for determining student learning values through assessment activities or measuring learning outcomes. Student learning outcomes are the abilities achieved by students in learning, which shows the student's level of ability in certain material (Khasanah et al., 2022). For example in the degree of comparison material in English learning.

Learning outcomes can be measured through various forms of assessment, one of which is tests. In general, the tests given to students are conventional tests by presenting questions in the form of sheets of paper. Conventional tests are sometimes less than optimal if given to students who are used to using technology, where they are presented with an interactive design display that makes them enthusiastic (Lintjewas, 2022).

Studying English, one of which is studying grammar, is not an easy thing for students because Indonesian and English are different grammatically. (Nisfalailiyah, 2018). Moreover, the degree of comparison material which contains grammar rules that must be remembered and understood, coupled with the mindset of students who first have difficulty and do not like studying English, especially grammar, will become a problem. It is a challenge for teachers to be able to attract students' attention to like English learning, especially degree of comparison material. The role of the teacher in the learning process is very important because the quality of learning depends on how much the teacher contributes to the learning process (Rusdah, 2022). It can be concluded that learning English, especially grammar, is not an easy thing for students, so teachers must contribute fully to the learning process.

Teachers have a key role in the learning process because they are the main facilitators in transferring knowledge and guiding student development. For this reason, teachers need to create a pleasant classroom atmosphere by integrating creative and interactive elements into the learning process. One way is by utilizing technology. Teachers can use online platforms, educational

applications, and learning software that can enrich the learning experience and prepare students for the challenges of the digital world. In addition, technology can help teachers track student progress and provide real-time feedback by using technology as a learning media.

Learning media are tools or resources used to convey information and facilitate the learning process. Using appropriate learning media can make learning more interesting, varied, and effective. For students to achieve learning goals and create a conducive and interactive atmosphere, teachers need to use appropriate learning media (Rusdah, 2022). Media can be used to see the extent of students' mastery of the material. In other words, media can be used as an assessment tool for students.

The foundation of learning media in the education and teaching process can also be found in the Qur'an. In surah An-Nahl verse 78, namely:

وَاللَّهُ أَخْرَجَكُمْ مِنْ بُطُونِ أُمَّهَاتِكُمْ لَا تَعْلَمُونَ شَيْئًا وَجَعَلَ لَكُمُ السَّمْعَ وَالْأَبْصَارَ وَالْأَفْئِدَةَ

لَعَلَّكُمْ تَشْكُرُونَ

Related to the verse emphasizes the importance of optimizing the five senses (hearing, sight, etc.) in the learning process. This is in line with the use of learning media that can involve various senses so that the material can be received better. It is intended that the learning process can be achieved effectively and efficiently. Over time, technology has advanced significantly in the area of education. The researcher conducted the assessment for this research

because it is a continuous process that gauges students' proficiency across a broad spectrum of skills.

Assessment tools are means used by teachers to measure, assess, or evaluate student progress, understanding, and skills. Meanwhile, assessment in education is about collecting, interpreting, and using information for learning outcomes (Rao, 2018). the use of appropriate and diverse assessment tools can provide a more complete picture of student achievement. One assessment tool that is often used is a test paper.

The paper based test refers to the use of paper as a tool for administering tests or examinations. This is a traditional approach where students are tested with questions or assignments printed on paper. The test paper can only use paper and pencil (Tananda et al., 2023). Examples of paper test media involve answer sheets, question sheets, or paper-based exam books. However, apart from paper test media, teachers can also innovate learning such as utilizing technology that already exists in the world of education. One thing that can be useful in the teaching and learning process is a cell phone or smartphone (Rusdah, 2022). It can be concluded that apart from paper tests, teachers can use technology such as smartphones as an assessment tool.

The use of smartphones in the learning process does not always have a bad impact on students. There are many educational applications designed to help students in the learning process, teachers can innovate to make the learning process more interesting and fun, one of which is an assessment tool, namely

an online test application. The goal is that students will be motivated to learn and understand the material more easily because the online test application is combined with question items as an assessment tool to make learning more interesting. One online test application that can be used in learning as an assessment tool is Quizizz.

Quizizz is an online learning application that teachers can use to create quizzes, exams, or interactive exercises for students. Features such as varied question options, instant feedback, and gamification elements such as scores and rankings help create an engaging learning experience. Quizizz is an online assessment tool that can be downloaded and used for free, Quizizz is better than traditional tests because it has an attractive appearance, is fun, and prevents students from cheating during the exam (Amalia, 2020). The advantage for teachers is that teachers can create, edit, and use pre-made quizzes and lessons available on their web pages. They can assign quizzes as homework or live sessions by giving students a link or game code. Many question types can be used to design quizzes: multiple choice, fill in the blank, open-ended, poll, matching, and reorder. Additionally, teachers can include audio or video files, and images in questions (Pham, 2023).

When the researcher conducted pre-observation at SMKN 4 Banjarmasin, several students still did not understand the degree of comparison material. This can be seen from the scores of several students which are below 70. This is also supported by the explanation of the English teacher of class X RPL (*Rekayasa Perangkat Lunak*). Another problem is that when working on

questions, students feel bored and students' activeness in learning is still lacking because studying English is not an easy thing for them. As a teacher, direct action is needed to optimize student learning outcomes. Therefore, teacher try to innovate in the teaching and learning process of degree comparison by using the Quizizz application (Marlina, 2023). For this reason, researcher want to know whether there are significant differences in student learning outcomes who use the paper based test assessment tool and the Quizizz assessment tool.

Quizizz is an educational game media in the form of a platform that contains quiz questions. Not only that, students can work on questions like playing games, allowing students to compete with each other to get good learning results. Even after students take the quiz, the results of the student's work will be ranked via the leaderboard in the Quizizz application (Rajendran et al., 2019). The use of the Quizizz media by value researcher is very effective because it can be used as an innovation in the implementation of assessments.

In this research, the researcher focused on comparing two assessment tools, namely paper tests and Quizizz. Because comparison can help assess the extent to which each method contributes to student learning outcomes. By understanding this comparison, this research can provide in-depth insight into the strengths and weaknesses of each assessment method. The researcher chose paper based tests because the use of paper based tests is still common in academic assessment, and understanding how to improve or develop this type of test can make an important contribution to education.

Relevant research has been conducted by Rusdah (2022) with the title *"Studi Komparasi Media Game Edukasi Quizizz dan Media Paper Test terhadap Hasil Belajar Kognitif Siswa pada Mata Pelajaran IPA Kelas V MI Maslakul Falah Klaling Kudus"* type of research is ex post facto and the design is causal-comparative. The findings of this research state that there is a difference between the use of educational game media Quizizz and paper test media in improving cognitive learning outcomes in science subjects. This is proven by the higher average score for educational game media, namely 87.63, and the average paper test media score of 77.37. The difference between this research is that the research was carried out at the elementary school or Madrasah Ibtidaiyyah level and in science subjects. Meanwhile, this research was carried out at the Vocational High School level and in English subjects and degree of comparison material. The research similarities are that they both use ex post facto research and both compare paper tests and Quizizz.

Based on the problems above and the results of relevant research support, the researcher is interested in determining the differences in student learning outcomes with the Quizizz assessment tool and the paper based test on the degree of comparison material mastery. Therefore, the researcher raised the title "The Comparative Study of Quizizz Assessment Tool and Paper Based Test on Student Learning Outcomes in Mastering Degree of Comparison".



## **B. Definition of Key Terms**

1. Comparative Study is comparative research to find out comparisons between variables using samples of more than one or in different periods. In this study, the researcher wanted to compare two assessment methods, namely the Quizizz assessment and the paper based test in two classes.
2. Quizizz assessment tool is the tool or platform used to carry out assessments, especially in the material "Degree of Comparison." In this research, it is in the online form of the Quizizz application.
3. Paper Based Test is a traditional assessment tool or method carried out using paper and pencil, the focus of this research is on assessing understanding of degree of comparison material,
4. Student Learning Outcomes are the results or achievements obtained by students after participating in a lesson. In this research, the focus is on students' mastery of the material degrees of comparison in two classes
5. Mastering Degree of Comparison is students' ability to understand and apply the concept of levels of comparison in English showing mastery of the degree of comparison material.

## **C. Research Question**

Based on the above, the research questions discussed are as follows:

1. What are the student learning outcomes using paper based test in mastering the degree of comparison?

2. What are the student learning outcomes using the Quizizz assessment tool in mastering the degree of comparison?
3. Is there a significant difference in the use of the Quizizz assessment tool and the paper based test on student learning outcomes in mastering degree of comparison?

#### **D. Objective of The Study**

1. To find out student learning outcomes by using the paper based test on the degree of comparison material
2. To find out student learning outcomes by using Quizizz assessment tool on the degree of comparison material
3. To find out whether there is a significant difference in the use of the paper test and the Quizizz assessment tool on student learning outcomes in mastering the degree of comparison

#### **E. Significance of Study**

1. Theoretically

The results of this research will provide knowledge about differences in students' English learning outcomes in the degrees of comparison material through two models of assessment tools, namely the Quizizz assessment tool and the paper based test.

2. Practically
  - a. School

This research is used as an innovation for vocational schools regarding the use of the Quizizz assessment tool. and it is hoped that it can improve the teaching and learning process and student learning outcomes in English subjects at the school as well as the quality of education in general.

b. Teacher

This research can provide and share experiences for teachers to innovate in developing learning media by integrating available advanced technology.

c. Students

This research motivates students, especially class X so they can improve their results study English subjects, especially degree of comparison material using Quizizz and paper based tests.

## **F. Hypothesis**

This research aims to find out whether there are significant differences in student learning outcomes using the Quizizz assessment tools and paper based tests. The formulation of this research hypothesis is:

H0: There is no significant difference between the use of the Quizizz assessment tool and the paper based test on student learning outcomes in mastering degree of comparison.

Ha: There is a significant difference between the use of the Quizizz assessment tool and the paper based test on student learning outcomes in mastering degree of comparison.