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INCREASING STUDENTS' LEARNING MOTIVATION THROUGH THE ULTILIZATIONN OF THE QUIZIZZ APPLICATION IN LEARNING

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ABSTRAK

Learning motivation is one of the important factors that determine the success of the learning process. However, low student motivation to learn is still a problem that is often found at various levels of education, especially in learning that is still dominated by conventional methods and does not utilize interactive learning media. Therefore, technology-based learning innovations are needed that are able to increase student engagement and enthusiasm, one of which is through the Quizizz application. This study aims to analyze the effect of the use of the Quizizz application on student learning motivation based on the results of the research that has been published. The research uses a literature review method by examining various scientific articles, proceedings, and relevant academic sources regarding the use of Quizizz in learning. The data analysis technique is carried out using content analysis through the process of identifying, selecting, grouping, and synthesizing findings from various literature that meet the inclusion criteria. The results of the study show that the use of Quizizz has a positive influence on students' motivation to learn. The use of interactive quiz features, live feedback, ranking systems, and gamification elements can increase students' interest, active participation, confidence, and enthusiasm during the learning process. In addition, Quizizz creates a more fun, competitive, and collaborative learning atmosphere that encourages increased student engagement in learning activities. Thus, Quizizz can be used as an effective alternative digital learning media to increase student learning motivation at various levels of education.

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INTRODUCTION

Learning is the main activity in the educational process in schools, where its success is greatly influenced by various factors, one of which is learning motivation. Learning motivation is a psychological condition that encourages students to carry out learning activities optimally. Students who have high motivation tend to be more active, diligent, and serious in participating in learning (Herwati et al., 2023; Mayasari & Alimuddin, 2023). Therefore, learning motivation has an important role in determining the success of the learning process. In the context of learning in schools, teachers have a strategic role as motivators who are able to design interesting and meaningful learning. Teachers not only play the role of delivering material, but also as facilitators who determine the methods, strategies, and learning media used (Arianti, 2018). Choosing the right learning media can increase students' interest and motivation to learn, so that the learning process becomes more effective (Mayasari & Alimuddin, 2023).

Along with the development of the digital era, the use of technology in education has become an inevitable need. Technology allows the use of various digital platforms that can support learning to be more interactive and in accordance with the characteristics of the digital generation. However, the use of technology in learning must be designed appropriately so that it is not only entertainment, but also able to improve the quality of learning in real terms (Iskandar et al., 2023). One of the technology-based learning media that can be used is the Quizizz application. Quizizz is an interactive quiz-based learning platform that integrates game elements, so that it is able to create a fun, competitive, and participatory learning atmosphere. In addition, Quizizz also provides a feature for analyzing student learning outcomes directly, making it easier for teachers to evaluate learning (Asral & Chandra, 2021).

Although various studies have shown that the use of Quizizz can increase student motivation and engagement, most studies still focus on the general aspects of digital media use without examining in depth how Quizizz influences learning motivation in a particular learning context. In addition, there are still limitations in studies that integrate aspects of learning motivation with the characteristics of learning in the classroom contextually. Based on this, the purpose of this study is to analyze the influence of the use of the Quizizz application on students' learning motivation in learning activities. This research is expected to contribute to the development of effective technology-based learning strategies, especially in increasing students' learning motivation in the digital era.

RESEARCH METHODS

This research uses the literature review method, which is a research approach that focuses on the study, analysis, and synthesis of various scientific sources relevant to the research topic. The literature study aims to gain a comprehensive understanding of the concepts, findings, and development of research related to the use of the Quizizz application in increasing student learning motivation (Al Haddar & Juliano, 2021a). The data sources in this study are in the form of scientific journal articles and relevant books. Data was obtained through a search of the Google Scholar database using the keywords *"learning motivation"* and *"Quizizz"*. From the search results, 12 national journal articles and 3 books were selected in accordance with the research focus.

The literature selection process was carried out based on inclusion criteria, namely: (1) research that discusses the use of Quizizz in learning; (2) research that examines students' learning motivation; and (3) research conducted in the context of formal education. Articles that are not relevant to the research topic are eliminated after a review of the title and abstract.

The data analysis technique uses a qualitative descriptive approach, namely by reviewing, comparing, and interpreting findings from various sources that have been selected. The analysis process is carried out through several stages, namely: (1) grouping of literature based on themes, (2) presenting data in the form of synthesis tables, and (3) drawing conclusions based on emerging patterns of findings.

RESULTS AND DISCUSSION

Based on the results of studies on various studies, the use of the Quizizz application in learning shows a consistent positive influence on students' learning motivation at various levels of education and subjects. In general, the increase in learning motivation does not occur directly, but is mediated by increased student engagement triggered by the gamification elements contained in Quizizz. Elements such as points, ratings, rewards, music, and attractive visuals have been proven to be able to create an interactive, fun, and competitive learning atmosphere, thus encouraging students to be more active in the learning process (Al Haddar & Juliano, 2021b; Syarifuddin, Aisyah, et al., 2022). These findings are in line with the research of

(Syarifuddin, Anjarwati, et al., 2022) which showed that the use of Quizizz in Islamic Religious Education learning is able to increase student engagement and strengthen understanding through interactive questions and direct feedback. Similarly, the research of Muhammad Reza Ilham Al Asrory et al. shows that the implementation of Quizizz not only increases learning motivation, but also forms a more innovative learning culture, although there are still obstacles in the aspect of technological infrastructure.

In the context of science learning, research by Widayanti and Purrohman (2022) shows a significant increase in learning motivation, as evidenced by the results of statistical tests (tcal > table), which indicate a real difference between classes that use Quizizz and those that do not. A similar thing is also found in Mathematics learning, where the use of Quizizz is able to overcome the saturation of conventional learning and increase student engagement (Hafiyya & Hadi, 2021; Handayani et al., 2022). Furthermore, classroom action research by Khasanah et al. showed that students' motivation to learn gradually increased from 47% to 86% after the continuous implementation of Quizizz. This indicates that the use of gamification-based media not only has an instant impact, but also contributes to a sustained increase in motivation. In addition, Azizah et al.'s research and Ananda et al.'s research shows that the multimedia feature in Quizizz is able to significantly increase student interest, concentration, and learning outcomes.

Conceptually, the findings show a consistent pattern of relationships, namely that the use of Quizizz increases student engagement, which in turn has an impact on improving learning motivation and learning outcomes. This strengthens the view that gamification-based learning is able to create a more meaningful learning experience and in accordance with the characteristics of students in the digital era (Chaeruman, 2005; Natalia & Kristin, 2021; Sutikno, 2021). However, several studies also revealed obstacles in the implementation of Quizizz, such as limited internet access, devices, and teachers' readiness to develop digital learning media. These factors become contextual variables that affect the effectiveness of using Quizizz in the field.

To clarify the results of the synthesis, the following is presented an analysis table of research findings:

Table 1. Analysis of Research Findings

Yes	Researcher	Key Findings	Impact on Motivation
1	Rahmania et al.	Gamification & interactive feedback	Increase engagement & understanding

Yes	Researcher	Key Findings	Impact on Motivation
2	Al Asrory et al.	Systematic implementation of Quizizz	Motivation & innovative learning culture
3	Widayanti & Purrohman	Significant statistical tests	Motivation increases significantly
4	Hafiyya & Hadi	Interactive learning	Overcoming learning boredom
5	Handayani et al.	Significant differences in experiment vs control	Increased motivation
6	Solikah	Interactive media & competitions	Increased motivation and learning outcomes
7	Khasanah et al.	Gradual improvement (PTK)	Motivation increases continuously
8	Nurfaizah et al.	T&N-Gain Test	Motivation increases significantly
9	Azizah et al.	Quizizz Paper Mode	Increased motivation & engagement
10	Ananda et al.	Multimedia & interactive	Increased motivation and learning outcomes

Based on the table, it can be seen that all studies show a tendency for similar results, namely an increase in students' motivation to learn after the use of Quizizz. Thus, it can be concluded that Quizizz is an effective learning medium in increasing learning motivation through a gamification approach, although its implementation still requires infrastructure support and human resource readiness.

This discussion emphasizes that increasing learning motivation through the use of Quizizz is not only influenced by technological aspects, but also by the learning design applied by teachers. Quizizz media will be more effective when integrated with the right learning strategies, such as problem-based learning or group discussions. This shows that technology functions as a supporting tool, not a substitute for the pedagogical role of teachers in creating meaningful learning. In addition, the gamification element in Quizizz has an important role in triggering students' intrinsic and extrinsic motivation. Points and rankings encourage extrinsic motivation through competition, while fun and interactive learning experiences increase students' intrinsic motivation. The combination of these two types of motivation is a key factor in increasing student involvement in the learning process continuously.

From the perspective of educational psychology, the use of Quizizz can also be linked to the theory of basic needs, in which students have a need for competence, autonomy, and social connectedness. Features in Quizizz such as direct feedback and a ranking system provide a sense of achievement (competence), freedom in answering questions through personal devices (autonomy), and interaction with peers (relatedness). This strengthens student involvement in learning. Furthermore, the results of the study show that Quizizz is able to reduce the boredom that often appears in conventional learning(Pratama, 2021; Siregar & Menggala, 2025). Monotonous learning tends to reduce students' interest in learning, while Quizizz presents

variety through visuals, sound, and interactivity. Thus, the use of this media can be a solution in creating a more dynamic and less boring learning atmosphere. In the context of implementation in the classroom, the success of using Quizizz is also greatly influenced by the teacher's readiness to design quality questions. The questions that are prepared must not only measure low-level cognitive aspects, but also be able to encourage critical and analytical thinking. Thus, Quizizz not only serves as an evaluation tool, but also as a means of deep learning.

In addition to increasing motivation, the use of Quizizz also has an impact on improving student learning outcomes(Nugraha et al., 2014). This happens because students who have high motivation tend to be more focused, active, and try to understand the material more deeply. In other words, learning motivation acts as a mediator between the use of Quizizz and the improvement of learning outcomes. Nevertheless, it cannot be ignored that there are gaps in the implementation of Quizizz, especially in schools with limited infrastructure. Unstable internet connections and device limitations are the main obstacles that can hinder the effectiveness of using this media. Therefore, there needs to be support from schools and the government in providing adequate facilities. In addition to infrastructure factors, the aspect of student readiness is also an important factor. Not all students have the same level of digital literacy, so assistance is needed in the use of digital learning applications. Teachers need to ensure that all students can access and use Quizizz optimally so that there are no gaps in the learning process .

In terms of sustainability, the use of Quizizz needs to be done consistently and integrated into the curriculum. Incidental use tends to have a limited impact, while continued use can form positive learning habits. This is in line with the findings of classroom action research that shows a gradual increase in motivation. Overall, this discussion shows that Quizizz is an effective learning medium in increasing students' learning motivation through a gamification approach. However, its effectiveness is highly dependent on supporting factors such as learning design, teacher and student readiness, and adequate infrastructure. Therefore, the use of Quizizz needs to be strategically designed in order to have an optimal impact on the learning process.

CONCLUSION

Based on the problems and research objectives, the use of the Quizizz application as a gamification-based interactive learning media has been proven to have a positive influence on

students' learning motivation. The game elements presented, such as points, rankings, and live feedback, are able to create a more interactive, fun learning atmosphere and encourage active student engagement. The results of the study show that the use of Quizizz not only increases learning motivation, but also has an impact on improving learning outcomes and creating a more active and participatory learning atmosphere. Thus, Quizizz can be an effective alternative learning media in supporting a more innovative learning process and in accordance with the characteristics of students in the digital era. competitive. However, its implementation requires readiness in terms of material planning, curriculum adaptation, and supporting technological infrastructure. Quizizz can be an innovative solution to overcome the saturation of conventional learning, create a pleasant learning atmosphere, and improve the quality of education.

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