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The Implementation of Quizizz Game toward Students' and Teacher's Motivation in English Classes at Kampung Inggris Semarang

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Article Info	Abstract
	This research aims to investigate the implementation of Quizizz in English classes, the students' motivation and teacher's motivation toward Quizizz in online and offline learning. The research applies a qualitative study in Kampung Inggris Semarang. The data were taken from interview, observations, and questionnaire. This study shows that the implementation of Quizizz game toward students' and teacher's motivation in English classes can assist in the learning process, increase their engagement, increse their comfortability in the learning process, encourage them in the learning process, and afftect their concentration. The result shows that when Quizizz were applied appropriately, they could enhance students' and teacher's motivation. In addition, the implementation of Quizizz in proper way could also increase both students' and teacher's motivation in English classes. This study suggests that the appropriate application of Quizizz Game can be an alternative way that enhance students' motivation.

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INTRODUCTION

Recently, during online learning, students sometimes have difficulty concentrating, lack focus, and get bored easily in English class at Kampung Inggris Semarang because they just sit quietly following lessons via Zoom. Therefore, it is necessary to use interesting applications or learning media and improve the quality of English learning with media that agree with technological advances.

(Zuhriyah & Pratolo, 2020) stated that the development of this online platform could be seen through many educational online platforms that have been used extensively for the tool as a learning medium, such as Kahoot, Socrative, Edmodo, and Quizizz. These online platforms can support the implementation of online-based learning. Therefore, students can learn effectively and improve their learning experience.

Quizizz is one of the applications for online-based learning. (Zhao, 2019) stated that Quizizz is one of the game-based online educational tools, an interactive multiplayer online game-based platform, an easy to access platform for students, and an effective platform to save learning times. Additionally, according to (Zhao, 2019), Quizizz is a fun and engaging educational application, which means applying a concept learned while playing, which is the main attraction of Quizizz itself. The use of Quizizz as an online learning medium can motivate students in learning. This is supported by (Zuhriyah & Pratolo, 2020) they stated that the students' belief Quizizz is a fun and attractive tool. Then, Quizizz can push their self-confidence; also, Quizizz makes students have more motivation and increase their ability in learning English. The data above proved that the students think Quizizz can motivate them to study the language. Findings from Basuki and Hidayati (2019) showed the students' opinion that Quizizz is better than Kahoot! with scores of 15.002 (Quizizz) and 12.248 (Kahoot!) based on their experiences on both online platforms.

Other researchers have already researched the students' views on the use of Quizizz. (Chaiyo & Nokham, 2017) research showed that students perceive Kahoot and Quizizz as supporting the learning process, it also can increase a students' concentration, engagement, enjoyment, and motivation. Thus, the results agree that Kahoot and Quizizz enhance learning experience. Another study conducted by (Amalia, 2020) indicates that the students have a positive perspective toward using Quizizz as an online assessment tool for English teaching and learning, especially on a formative one. The research conducted by Fakhruddin and Nurhidayat (2020) showed that the students have a good perception of the implementation of Quizizz in learning; they enjoyed learning grammar, and they were interested in their learning activity. As stated above, the use of Quizizz is considered more effective and makes students more active. Hence, Quizizz has been chosen by some teachers in many educational places.

There is some concrete evidence that many teachers in various education sectors use Quizizz. (Dewi et al., 2020) research shows that in EFL classes teachers employ Quizizz to give an evaluation test. (Anggraeni* & Taufiq, 2021) report that Quizizz was used as an assessment instrument to measure the students' ability. Meanwhile, (Yan mei et al., 2019) revealed that using Quizizz enables students to answer the questions actively and helps students improve their skills and focus more on the topic. Besides, Quizizz also affects the way teachers deal with students' anxiety during exams. Supported by (Dafit Pitoyo & Asib, 2019), Quizizz is one of the preferred platforms for students to reduce their anxiety while taking exams. Most of the students were interested in doing tests with Quizizz. Therefore, teachers must have a strategy to create something relevant to the student's interest. Hence, the chance to achieve a learning objective will be more feasible. In addition, gamification elements are essential to be involved in the learning process to engage students' motivation. Research about the implementation of Quizizz in language learning shows that Quizizz is one of the popular online platforms used for language learning in EFL learners.

Referring to the findings from the research about the use of Quizizz in language learning, it shows that both teachers and students have positive perceptions of the use of Quizizz. Quizizz is a useful popular tool in language learning. In addition, there are also different perceptions towards the use of Quizizz caused by the different experiences in using Quizizz and students' ability to understand the material. Despite those findings, the majority of those studies have been quantitative. There has been no qualitative research focusing the students' perspectives on the use of Quizizz in language learning.

Kampung Inggris Semarang needs to use Quizizz because it is fun, real time, makes students active, concentrates on lessons, and is effective for students. Based on the explanation above, I described the implementation of Quizizz game online and offline toward students' and teacher's motivation in English classes at Kampung Inggris Semarang.

METHOD

This research employed a case study. It was utilized to analyze the implementation of quizizz game toward students' and teacher's motivation in English classes, wheter offline classes or online classes. In qualitative content, analysis has six components (Krippendorff, 2004), follows the step by step: 1. Unitizing; 2. Sampling; 3. Recoding/ coding; 4. Reducing; 5. Analytical construct; 6. Narrating. Data analysis involves organizing and categorizing data for analysis. Miles and Huberman (1994) describe the data analysis process as consisting of reduction, data display, and drawing conclusions or verification.

The researcher applied SWOT analysis to the collected data, aiming to know the strengths, weaknesses, opportunities, and treats in implementing of quizizz. It could facilitate the analysis of the condensed data and provide a clear description of the analyzed data.

RESULT AND DISCUSSION

The Implementation of Quizizz Game toward students' and teacher's motivation in English classes at Kampung Inggris Semarang

Advantages of Quizizz Online

The results of this research were in line with research conducted by Zhao (2019) which also found that positive effects dominate more than negative effects in using Quizizz in online classes. Even though the data studied was different, the two data were still in the same discourse, namely Quizizz. Implementing Quizizz in online classes can be quite beneficial. There are three kinds of the advantages of quizizz online, increased engagement and motivation, improved assessment, positive student perceptions.

The gamified nature of Quizizz, with elements like leaderboards and avatars, makes learning more interactive and enjoyable for students. This translates into higher engagement and a more positive attitude towards the subject matter. This can make online classes less static and keep students actively participating. The ability to compete with classmates (in a friendly way) can increase motivation and focus. Students are more likely to pay attention and try their best when they see their peers' progress.

Quizizz provides teachers with a real-time window into student understanding through immediate feedback. This allows educators to identify areas where students might be struggling and adapt their teaching accordingly. Students receive instant results after completing a Quizizz, allowing them to see where they stand and identify areas needing improvement. Teachers can use Quizizz to assess student understanding throughout a lesson or after covering a specific topic. This allows for adjustments in teaching strategies based on real-time data. Quizizz allows for different question formats like multiple choice, polls, and open ended questions, catering to various learning styles and promoting deeper understanding.

Studies have shown that students generally view Quizizz as a fun and effective learning tool.

They appreciate the interactive format and the opportunity to compete with their peers in a positive way. Quizizz is accessible on most devices and requires minimal technical knowledge, making it user-friendly for students of all ages and backgrounds. Quizizz offers teachers a vast library of pre-made quizzes or the ability to create their own. They can also analyze student performance data to personalize learning experiences. By incorporating Quizizz into online lessons, educators can create a more engaging and effective learning environment that fosters active participation, self-assessment, and a deeper grasp of the material.

Disadvantages of Quizizz Online

While the findings are encouraging, it is important to consider some discussion points. They were about tech limitations, focus on learning, and question quality.

Not all students may have access to reliable devices or internet connections. This could create an uneven learning experience. While gamification is great for engagement, it is crucial to ensure the focus remains on learning the material, not just winning the game. The effectiveness of Quizizz hinges on the quality of questions created by the teacher. Well-crafted questions can promote deeper understanding.

Overall, Quizizz appears to be a valuable tool for online classrooms. By leveraging its strengths and acknowledging potential limitations, educators can create a more engaging and effective learning environment.

Advantages of Quizizz Online toward the Students' Academic Motivation

The results of this research were in line with research conducted by Dornyei (2001) which also found that positive effects dominate more than negative effects in using Quizizz toward students' motivation. Quizizz can be a powerful tool for boosting student motivation in online learning environments. There are some of advantages of quzizz online toward the students' academic motivation, increased engagement leads to motivation, instant feedback, flexibility in assessment, motivation through positive

reinforcement, and competition fuels a desire to learn.

Implementing Quizizz in online classes increased student engagement because it made learning more interactive and fun. The competitive element of Quizizz, with its leaderboards and points system, motivated students to participate actively. One of the advantages of using Quizizz was that it provided instant feedback to students. This immediate feedback allowed students to learn from their mistakes right away and improved their understanding of the topic. Quizizz offered a variety of question types, including multiple choice, true or false, and open-ended questions. This allowed teachers to assess students in different ways and provides a more comprehensive view of their understanding. Quizizz generated data on student performance, which can be used by teachers to identify areas where students were struggling and adjust their teaching accordingly. This data-driven approach helped in providing targeted support to students.

Quizizz provided opportunities for positive reinforcement through features like seeing their name on the leaderboard or earning virtual rewards. This positive reinforcement loop kept students motivated to answer questions correctly and participate actively. The platform offered virtual rewards like points or badges for answering correctly. These small won fuel a sense of accomplishment and kept students motivated to participate and learn more.

Quizizz offered different question formats, catering to various learning styles. This variety kept things interesting and motivated students to actively engage with the material. Students could choose their avatars and customize their learning experience, fostering a sense of ownership and motivation to participate.

Disadvantages of Quizizz Online toward the Students' Academic Motivation

While Quizizz offers many benefits for student motivation, there are some potential downsides to consider. Focus on winning over learning, the gamified nature of Quizizz could sometimes lead students to prioritize winning the

game over actually understanding the material. This might result in rote memorization just to get the answer right on the leaderboard. Pressure and anxiety, for some students, the competitive aspect of Quizizz could create anxiety or performance pressure. This could be particularly detrimental for students who already struggle with test anxiety. Disadvantage for slower learners, the fast-paced nature of Quizizz might disadvantage students who need more time to process information and answer questions. This could lead to feelings of frustration and hinder their motivation. Tech dependence, students who lack reliable internet access or devices might be excluded from participating fully in Quizizz activities. This can create a sense of unfairness and demotivate them. Overuse can lead to boredom, if Quizizz is used too frequently, the novelty can wear off, leading to decreased engagement and motivation over time.

Mitigating the disadvantages, these disadvantages can be addressed by strategic use of Quizizz. Balance gamification with learning, ensure questions assessed understanding, not just memorization. Use discussions and explanations alongside Quizizz. Offer alternative assessments, provide options for students who might struggle with the competitive aspect. Consider pacing and difficulty, create quizzes that cater to different learning styles and paces. Allow students to revisit questions for review. Emphasize participation, focus on the learning journey, not just the leaderboard. Offer praise for effort and participation. Rotate assessment tools, use Quizizz alongside other engaging activities to maintain student interest. By being mindful of these potential drawbacks and using Quizizz strategically, educators can create a more inclusive and motivational online learning environment for all students.

Advantages of Quizizz Game Online toward the Teacher's Motivation in Teaching English

The results of this research were in line with research conducted by Azubuike and Oko (2006) which also found that positive effects dominate more than negative effects in using Quizizz toward teacher's motivation. Quizizz

could be a valuable tool for boosting teacher motivation in online English learning environments. Increased engagement leads to teacher motivation, they were active participation and immediate feedback. Active participation, Quizizz promoted active student

participation through its interactive format. This could be refreshing for teachers compared to traditional online lectures where engagement could be a challenge. Seeing students actively engaged can keep teachers motivated and energized in the classroom. Immediate feedback, Quizizz provided teachers with real-time data on student understanding. This allowed them to see which concepts students grasp and where they might need more explanation. This immediate feedback loop helped teachers adjust their lessons on the fly, keeping them engaged in the teaching process.

Reduced Time Investment, Increased Efficiency, the first was ready-made content, Quizizz offered a vast library of pre-made quizzes on various English language topics. This saved teachers valuable time in creating assessments and allows them to focus on more creative aspects of teaching. Automated grading, Quizizz automated the grading process, freeing teachers from tedious tasks and allowing them to dedicate more time to providing personalized feedback to students. Enhanced Sense of Accomplishment, the first was student progress, seeing students actively participate, learned from mistakes, and improved their English skills through Quizizz could provide teachers with a sense of accomplishment and reinforce the value of their teaching. Data-driven teaching, Quizizz data allowed teachers to track student progress over time and measure the effectiveness of their teaching methods. This data-driven approach could motivate teachers to refine their strategies and continuously improved their teaching practice.

Variety in Question Types, Quizizz allowed for various question formats, catering to different learning styles and keeping lessons engaging for both students and teachers. Fun and interactive learning, A more interactive and gamified learning environment created by

Quizizz could be enjoyable for teachers as well as students, fostering a more positive and collaborative classroom experience. By incorporating Quizizz into online English lessons, teachers can create a more engaging and efficient learning environment. This can lead to increase student participation, improved learning outcomes, and ultimately, a greater sense of accomplishment and motivation for teachers.

Disadvantages of Quizizz Game Online toward the Teacher's Motivation in teaching English

Here are some disadvantages of Quizizz that could potentially demotivate teachers in online English learning environments. Increased Workload and Pressure, the first one was quiz creation time, while Quizizz offered pre-made quizzes, creating high-quality, engaging questions could be time-consuming, adding to a teacher's workload. The time needed by the teacher to create questions was approximately 30 minutes, depending on the level of difficulty of the questions to be given to the students. This could be especially challenging for teachers with large class sizes. Pressure for performance, the gamified nature of Quizizz might lead teachers to feel pressure to create highly competitive and exciting quizzes to maintain student engagement. This pressure could be demotivating, especially for new teachers. Potential for Shallow Learning, the first one was focus on recall, not understanding, the multiple-choice and short answer formats often used in Quizizz might prioritize memorization over deeper comprehension of English grammar, vocabulary, or concepts. This could leave teachers feeling like they were not adequately challenging students. Limited opportunity for nuance, complex English concepts could be difficult to assess effectively with the limited question formats offered by Quizizz. This might leave teachers feeling like they could not fully evaluate student understanding.

Reduced Teacher Autonomy and Creativity, the first was over-reliance on a tool: Quizizz could become a crutch, leading teachers to rely heavily on it for assessment and instruction. This could stifle creativity and limit opportunities for teachers to develop their own unique teaching styles. Limited Scope for Discussion and Exploration, The fast-paced, game-like nature of Quizizz might not leave much room for in-depth discussions or open-ended exploration of English language topics. This could leave teachers feeling like they could not fully engage students in critical thinking or analysis. Teacher Comfort Level, tot all teachers were comfortable with technology-based learning tools. The pressure to integrate Quizizz might be demotivating for teachers who prefer a more traditional approach. Standardization vs. Individual Needs, Quizizz might not be suitable for addressing individual student needs or learning styles. This could be frustrating for teachers who strive to differentiate instruction.

These disadvantages could be mitigated by strategic use of Quizizz. Focus on Learning Objectives, prioritize creating quizzes that assess key learning objectives, not just entertainment value. Balance with Other Activities, use Quizizz alongside discussions, projects, and other activities to promote deeper understanding. Collaboration and Sharing: share and collaborate with other teachers to create high-quality quizzes and reduce individual workload. Embrace Creativity, don't be limited by Quizizz's format. Use it as a springboard for more creative and engaging activities. Focus on the Journey, view Quizizz as a tool to support learning, not a replacement for thoughtful instruction and fostering a love for the English language.

By using Quizizz thoughtfully and strategically, teachers could create a more balanced and motivating online English learning environment for themselves and their students.

Advantages of Quizizz Game Offline

While Quizizz was primarily designed for online environments, it could still offer some advantages in offline learning situations. Increased Engagement and Participation, the first was gamification in the classroom, Quizizz's game mechanics like leaderboards and avatars can transform traditional paper quizzes into a more interactive and engaging experience for students. This can lead to increased participation

and a more positive attitude towards assessments. Variety in Question Formats, Quizizz offered a variety of question formats beyond multiple choice, like picture questions and open ended prompts. This caters to different learning styles and kept offline lessons more interesting.

Enhanced Assessment and Feedback, the first was immediate results and feedback, a teacher could use Quizizz offline by printing out QR codes that link to quizzes. Students could then access the quiz using their phones and receive immediate results and feedback after completion. This allowed for quick checks for understanding and identification of areas needing improvement. Self-paced Learning, students could retake quizzes offline at their own pace, allowing them to review missed questions and solidify their understanding of the material. Review and Practice Tool, teachers could create revision quizzes for offline use. This allowed students to practice and solidify their understanding of previously covered topics. Fun Alternative to Paper Quizzes, Quizizz offered a more interactive alternative to traditional paper quizzes, making offline assessments less monotonous for students. By incorporating Quizizz strategically in offline learning, teachers could create a more engaging and interactive learning experience. While it might not offer the same level of functionality as online use, Quizizz could still be a valuable tool for assessment, practice, and review.

Disadvantages of Quizizz Game Offline

While Quizizz can be a fun addition to offline learning, there are some limitations to consider. Limited Functionality, the first was reduced engagement without live features, offline use lacked features like live leaderboards and instant competition, which could be a significant draw for students accustomed to the online experience. This could lead to a less engaging experience compared to online Quizizz. Limited Data Collection, offline use made it difficult to collect real-time data on student performance. Teachers missed out on the ability to identify areas of struggle across the class as readily.

Tech Dependence and Equity: the first was tech access issues, students who lacked smartphones or tablets could not participate fully in offline Quizizz activities. This could create an unfair advantage for those with access to technology and demotivate excluded students. Technical Difficulties, technical glitches with devices or QR code scanners could disrupt the flow of a lesson and frustrate students, potentially hindering the learning process.

Focus on Speed Over Learning, the first was pressure to finish quickly, The fast-paced nature of Quizizz, even offline, might lead students to prioritize speed over understanding the material. They might focus on getting the right answer quickly rather than taking time to process the question. Limited Opportunity for Discussion, Quizizz is primarily focused on individual assessment. Offline use might limit opportunities for classroom discussions and deeper exploration of concepts compared to traditional methods. Preparation Time, setting up offline Quizizz activities required additional time for teachers to prepare printed materials and QR codes. Limited Reusability, offline quizzes could not be easily updated or reused with future classes compared to online versions stored on the Quizizz platform.

These disadvantages can be addressed by thoughtful implementation. Combine with Traditional Methods, use Quizizz as a supplement to traditional offline activities like discussions and written assignments. Focus on Learning Objectives, create offline quizzes that assess understanding, not just speed or competition. Tech Backups, have alternative activities prepared in case of technical difficulties. Promote Collaboration, encourage students to discuss answers and learning after completing offline quizzes. Consider Equity, provide alternative ways for students without devices to participate in assessments. By acknowledging these limitations and using Quizizz strategically, teachers can create a more balanced and effective offline learning experience for all students.

Advantages of Quizizz Game Offline toward the Students' Academic Motivation

While Quizizz is primarily an online platform, there were ways to leverage its features to boost student motivation in offline learning environments. Here are some advantages. Gamification, the first was Healthy Competition, Quizizz allowed creating quizzes with leaderboards. This friendly competition in class could motivate students to participate and strive for better scores. Points and Rewards, teachers could design quizzes with points awarded for correct answers and speed. This creates a game-like atmosphere, making learning more engaging.

Immediate Feedback, the first was self-paced learning, teachers could create quizzes with different difficulty levels, allowing students to progress at their own pace and receive instant feedback. This fosters a sense of accomplishment. Quick Check for Understanding, offline quizzes on Quizizz can be used as quick exit tickets to assess student comprehension before moving on. Variety and Engagement, the first was Different Question Types, Quizizz offered various question formats like multiple choice, polls, and open ended, making the learning experience more dynamic. Interactive Activities, teachers could incorporate images, videos, and diagrams in quizzes, enhancing visual interest and catering to different learning styles. Review and Discussion, after completing the quiz offline, teachers could lead discussions based on the results, clarifying any misconceptions and reinforcing key concepts. Preparation for Online Quizzes, offline quizzes created on Quizizz could prepare students for future online quizzes, familiarizing them with the platform and question styles.

Disadvantages of Quizizz Game Offline toward the Students' Academic Motivation

There are some limitations to consider when using Quizizz for offline learning that can potentially hinder student motivation. Here are some disadvantages. Reduced Engagement Compared to Online, Offline quizzes lack the real-time competition and dynamic elements (like leaderboards and avatars) that students might find motivating in the online version. Limited

Feedback, since reports and detailed feedback features were mostly online, teachers could not provide the same level of immediate, personalized feedback after offline quizzes. Tech Dependence (Even Offline), creating quizzes requires access to a computer and the Quizizz platform (likely online). This could be an obstacle for teachers with limited technology resources. Over-reliance on Games, while gamification could be motivating, overusing it might trivialize learning itself. It was important to find a balance between fun and genuine understanding. Focus on Speed Over Learning, offline quizzes might lead students to prioritize getting the fastest answer (to score higher) over truly understanding the concepts. Cheating Potential, without proper supervision, students might be tempted to cheat by looking at each other's work during offline quizzes. Limited Question Types, offline versions might have limitations on question types compared to the online platform, potentially making quizzes less diverse and engaging.

The success of offline Quizizz depends on how they were implemented. Effective follow-up discussions and clear learning objectives could help students focus on understanding over just getting the right answer. By being aware of these limitations and using Quizizz strategically, teachers could still leverage its advantages to promote motivation in offline learning environments.

Advantages of Quizizz Game Offline toward the Teacher's Motivation in Teaching English

Quizizz could definitely boost teacher motivation in offline learning environments. Increased Engagement and Fun, like Gamification, Quizizz injected a fun, competitive element into reviews and assessments. Students answered questions on their devices, and the platform tracks points and leaderboards. This created a more engaging experience than traditional paper quizzes, which can spark renewed excitement in teachers. Immediate Feedback, Quizizz provided real-time feedback on student understanding. Teachers could see which concepts need clarification and adjust their lesson plans accordingly. This responsiveness

could be motivating, as it allowed teachers to directly address student needs.

Efficiency and Time-Saving, like pre-made content, Quizizz offered a vast library of quizzes on various subjects, saving teachers time on creating assessments from scratch. This allows them to focus on lesson planning and other crucial tasks. Auto-Grading, Quizizz automatically grades quizzes, freeing teachers from tedious marking. This saved valuable time and reduces the administrative burden.

Improved Classroom Management, like active participation, Quizizz encourages active student participation. Students competed and answered questions individually, keeping them focused throughout the activity. This could be a welcome change from traditional lectures and could motivate teachers who struggle with classroom management. Data-driven Insights, Quizizz provided detailed reports on student performance. Teachers can identify individual strengths and weaknesses, allowing them to tailor their instruction for better outcomes. This data-driven approach can be highly motivating for teachers seeking to improve their teaching efficacy. Overall, Quizizz could make offline learning more engaging, efficient, and manageable for teachers. This, in turn, could lead to increase teacher motivation and a more positive learning environment for everyone.

Disadvantages of Quizizz Game Offline toward the Teacher's Motivation in teaching English

While Quizizz offered many benefits, there were also some downsides that could impact teacher motivation in offline settings. Over-reliance on Technology, like technical issues, technical glitches like internet connectivity problems or device malfunctions could disrupt the flow of a Quizizz session. Troubleshooting these issues could be frustrating and demotivate teachers who rely heavily on the platform. Distraction Potential, students might get distracted by features like leaderboards or avatars, taking their focus away from the actual learning objectives. This could be discouraging for teachers seeking a focused learning environment.

Assessment Limitations, like focus on recall, Quizizz questions were often multiple-choice or true/false, which primarily assess lower-order thinking skills like memorization. This might not be ideal for teachers who want to evaluate deeper understanding. Limited Feedback, while Quizizz provided some feedback, it might not be detailed enough to pinpoint specific areas where students struggle. This lack of in-depth feedback could be frustrating for teachers who want to provide targeted interventions.

Potential for Unfairness, like tech savvy advantage, students with more experience using technology might have an unfair advantage in fast-paced Quizizz games. This could be demotivating for teachers striving for a level playing field in the classroom. Cheating Potential, collaboration or students sharing answers could be difficult to monitor in offline Quizizz sessions. This could undermine the integrity of the assessment and be discouraging for teachers who value honest effort. Subscription Costs, while a free version exists, some advanced features require paid subscriptions. This could be a barrier for teachers with limited budgets. Learning Curve, setting up and managing Quizizz effectively requires some initial investment of time and effort. This might be less appealing for teachers with packed schedules. In conclusion, while Quizizz could be a valuable tool, it was important to be aware of its limitations. By using Quizizz strategically and in conjunction with other teaching methods, teachers could minimize these drawbacks and maintain their motivation in an offline learning environment.

Students' Motivation (online classes)

Accessibility, students could participate from anywhere with an internet connection, making it easier for those who miss class or struggle with in-person participation. Reduced Anxiety, the anonymity of online participation could be helpful for students with social anxiety. Immediate Feedback, Students receive instant results, potentially boosting their motivation to learn from mistakes.

Students' Motivation (offline classes)

Social Interaction, the competitive and collaborative aspects of offline Quizizz foster a more social learning environment. Fewer Distractions, students are less likely to be distracted by other online activities in a classroom setting. Teacher Support, teachers could offer immediate clarification or encouragement during offline Quizizz sessions.

Teacher's Motivation (online classes)

Flexibility, teachers could conduct quizzes remotely, making it convenient for online classes or blended learning. Data Analysis, online platforms often offer more detailed data analysis tools, allowing for a deeper understanding of student performance. Reduced Paperwork, no need to print or grade physical quizzes, saving time and resources.

Teacher's Motivation (offline classes)

Direct Engagement, teachers can observe student body language and facial expressions, gauging their understanding better. Classroom Management, offline Quizizz could be a helpful tool for maintaining focus and participation in the classroom. Spontaneous Use, teachers could easily integrate offline Quizizz into lessons for quick assessments or activities without extensive setup.

Student Age, younger students might benefit more from the social interaction of offline Quizizz, while older students could handle the online environment more effectively. Subject Matter, Quizizz might be more suitable for some subjects than others, depending on the need for deeper analysis or discussion. Teacher Comfort Level, teachers who are comfortable with technology might find online Quizizz more motivating, while others might prefer the immediate feedback and control of an offline session.

Both online and offline Quizizz offered advantages for student and teacher motivation. The best approach might depend on specific circumstances and learning goals. Ultimately, the key is to leverage the strengths of each approach to create a learning environment that maximizes both student and teacher motivation.

CONCLUSION

From the findings gained and shown on previous chapter, I made the conclusions to the implementation of Quizizz Game improves students' and teacher's motivation in and students' academic motivation in English classes. Based on the analysis, it was found that a teacher and students become more enthusiastic in learning English. The implementation of Quizizz Game is significant enough to affect students' academic motivation to learn English. Furthermore, the implementation Quizizz game toward students' academic and teacher's motivation by playing this game. It has game elements. They were competition, reward, challenges, and feedback. It could enhance teaching and learning by making assessments engaging, informative, and efficient. On the other hand, teachers and students have a positive outlook on Quizizz. Students often describe Quizizz as fun and exciting, making learning more enjoyable. The game-like elements, such as leaderboards and points, encourage healthy competition and motivate students to learn. Students appreciate receiving instant feedback on their answers, which helps them learn from mistakes. Quizizz offers different question formats, keeping students interested and challenged. Many students report that Quizizz helps them reinforce learning and prepare for assessments. Moreover, Teachers often report a significant boost in student interest and participation during lessons. Quizizz provides real-time data on student understanding, allowing teachers to adjust instruction accordingly. Creating and managing quizzes is efficient, saving teachers valuable preparation time. The platform offers diverse question formats to accommodate different learning styles and assess various cognitive levels. Detailed reports help teachers identify students' strengths and weaknesses, informing differentiated instruction.

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