

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter offers the research's conclusion and recommendations. The discussion of the data analysis and the presentation and description of the study findings form the basis of the conclusion. Concurrently, the recommendation was made via the research outcome analysis procedure, which still requires a few improvements from certain stakeholders.

5.1 Conclusion

Based on the data analysis regarding Students' Perceptions About the Use of Quizizz Application to learn English, it can be concluded as follows:

Based on data from interview guidelines, the researcher concluded that most participants felt that the use of Quizizz in English learning was effective. The app offers interactivity, gamification elements, and instant feedback that increases learning motivation. Features such as leaderboards and rewards make the learning process more enjoyable, while its accessibility allows students to learn anywhere and anytime. Quizizz also helps improve vocabulary, grammar, and reading comprehension skills. However, some participants felt that the app was too focused on testing and lacked in-depth understanding.

The main advantages of Quizizz lie in its ease of use, interesting game elements, as well as quick feedback that allows students to know the correct or wrong answers instantly. Even so, some drawbacks remain, such as time

pressures that can reduce in-depth understanding, less detailed feedback, and an overly competitive nature for some participants.

In comparison to traditional learning methods, Quizizz is considered more interactive and engaging. However, conventional methods remain superior in providing opportunities for direct interaction with teachers and friends who help with material comprehension. Compared to other apps like Duolingo or YouTube, Quizizz excels at gamification but is less effective for deep learning.

The participants suggested improved features, such as speaking and listening exercises, as well as the addition of detailed explanations to each question. In addition, they propose updates to the app's appearance and theme variations to avoid boredom. Overall, despite Quizizz's shortcomings, the app still has a positive impact on students' motivation and engagement in learning English.

5.2 Suggestions

Researcher provide suggestion to teacher, students, and institutions. As follow:

5.2.1 Teachers

Teacher is advised to use Quizizz as an additional tool to increase student motivation, but it is necessary to combine it with other methods such as class discussions or speaking practice for deeper understanding. The questions designed should be relevant and not just focus on memorization. Additionally, teachers can provide additional explanations after the quiz to help students understand the answers better.

5.2.2 Students

Students can use Quizizz for self-study to improve their speed and skills, but should prioritize comprehension of the material over just chasing high scores. Using the results of quizzes to evaluate the shortcomings and strengths in learning is also highly recommended.

5.2.3 Institutions

Institutions need to provide training for teachers so that they can make full use of Quizizz features and ensure that infrastructure such as devices and adequate internet access are available. In addition, institutions can encourage the use of other supporting applications to enrich the student learning process.

5.2.4 Recommendation

Quizizz needs to add in-depth feedback, speaking practice, and listening features to support communication skills. The flexibility of time in quizzes and variety of app designs can also improve student convenience. Overall, Quizizz should be used in conjunction with traditional learning methods to create a more balanced learning experience.