

Exploration of Learning Motivation and Reading Comprehension of Accounting Students Using Quizizz

Mustika Dyah Widayarsi

Universitas Muhammadiyah Prof. DR. HAMKA

mustikadyah228@gmail.com

Suciana Wijirahayu

Universitas Muhammadiyah Prof. DR. HAMKA

sucianawijirahayu@uhamka.ac.id

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Abstract

This exploration study explores the role of Quizizz in improving learning motivation and reading comprehension among Accounting students at state a vocational high school (SMKN 21 Jakarta) in the 2024 school year. Using a survey-based methodology, this study investigates how this gamified learning platform affects students' engagement and their ability to comprehend English reading content. A structured survey was used to gather information from 36 accounting students about their Quizizz experiences, opinions and difficulties. The results showed mixed results; some students felt that this platform improved their motivation and comprehension, while others expressed doubts about its efficacy. This study emphasizes the ability of digital platforms such as Quizizz to create an interactive and engaging learning environment, while overcoming barriers in students' adaptation to new technologies. The findings provide useful insights for educators and augment the ongoing discussion about incorporating technology into education, offering practical implications for classroom practices as well as recommendations for further research and wider implementation.

Keywords: Quizizz; Learning Motivation; Reading Comprehension.

1. Introduction

The development of technology, especially in the field of education, has changed the traditional methods of teaching and learning to become more advanced due to current technological developments. With the digital platform called Quizizz, teachers can create more interesting learning, can increase student engagement and improve student learning outcomes. According to Zhao et al., (2020) Quizizz can attract attention to improve the learning process to be more fun and can make classroom learning successful. Fadhilawati (2021) also mentions that this digital platform, namely Quizizz, is a game-based educational application which can bring multi-player activities in the classroom and make classes more interactive and fun. Students at SMKN 21 majoring in accounting often find it difficult to always be motivated to continue learning and build good reading skills, especially in English. Therefore, the researcher introduced a digital platform, namely, Quizizz to students at SMKN 21 especially in the accounting department so that students in the accounting department at SMKN 21 can be motivated in learning and can improve their reading comprehension. According to Emeliya Sukma Dara Damanik et al., (2020) Reading ability is the key to being able to develop a person to be smarter and more insightful. In addition, reading can also develop a person as an intellectual person.

Gamification in Education

With its interactive and enjoyable teaching strategies, gamified learning has emerged as a major educational breakthrough. Quizizz, a well-known platform, offers a game-based learning environment that can greatly boost student motivation. Zhang and Crawford (2023) claim that gamification of instruction fosters a positive competitive environment that improves student attention to the subject matter. Students are encouraged to participate actively in the learning process via features like leaderboards, avatars, and immediate feedback. According to Damayanti et al. (2022), using Quizizz as a reading assessment tool enhances students' understanding of texts by presenting them with engaging interactive questions.

Another study by Fahada and Asrul (2024) demonstrated that gamification improved students' involvement in learning activities and raised their intrinsic motivation. Gamification in English learning can help students overcome boredom and fear when learning a new language. This is because the game component can make students more relaxed and encourage them to participate. According to research conducted by Damayanti et al. (2022), gamification-based apps like Quizizz can help students improve their reading skills by offering engaging interactive questions. To effectively utilize this platform's features, some students, however, would need extra adjustment (Asmara et al., 2022). Therefore, the secret to successfully integrating Quizizz into reading instruction is content optimization and student-based approaches. Teachers may promote students' academic progress, encourage reading habits, and create a more inclusive learning environment by leveraging this technology.

Using Quizizz to Teach English.

Quizizz is a game-based learning platform that aims to get students more engaged in learning. Quizizz provides an interactive and competitive learning environment with features such as leaderboards, avatars and immediate feedback. According to Fahada and Asrul (2024), Quizizz can increase students' participation in English classes as it makes them more motivated to complete tasks. In addition, Quizizz allows teachers to customize learning content to students' needs. For example, they can create quizzes that contain text and questions to measure students' understanding of reading skills learning materials. This finding is in line with Pradnyadewi and Kristiani's (2021) research, which states that Quizizz uses a fun and interactive approach to help students improve their reading skills.

The main advantage of Quizizz is the ability to provide immediate feedback. Quizizz not only serves as an evaluation tool but also as an effective learning tool because every answer students give will get an immediate evaluation, which includes praise for correct answers and explanations for incorrect answers. This allows students to immediately understand their mistakes and learn from them. Additionally, with gamification such as daily challenges, extra points, and class rankings, Quizizz has the ability to increase students' motivation to learn. Students are encouraged to improve their results through these elements, which creates a competitive but fun learning environment. The use of customizable themes and avatars makes students feel more involved in the learning process.

Challenges and Opportunities

Although Quizizz has many advantages, there are some issues to be aware of. According to Asmara et al. (2022), not all students can easily adapt to the use of new technology. Some students may require additional instruction to understand how this platform functions. In addition, the success of Quizizz depends on the teacher's ability to create content that is engaging and appealing to the audience. This challenge also gives educators the opportunity to create more inventive learning strategies. Teachers can create Quizizz learning experiences that are not only fun but also effective in improving students' understanding of the subject matter by optimizing its existing features.

However, if it is not customized to the needs of students, it can lead to boredom to lack of participation in working on it. Therefore, teachers must understand student characteristics and how Quizizz components can be integrated into the current curriculum. For example, when teaching material such as narrative text or English material that has long sentences such as story problems, teachers can add interesting elements such as pictures, interesting stories and paragraph lengths from story problems that are not so long so that students can be interested and students like learning using Quizizz. Students are more likely to be motivated to complete reading assignments when they consider that the badge or ranking feature rewards them. This is in line with the research of Damayanti et al. (2022) which shows that competitive elements can increase students' intrinsic motivation. In addition, the immediate feedback from Quizizz helps students to understand their mistakes, which in turn strengthens their understanding of the reading material.

The purpose of this study is to examine the reading comprehension and motivation of accounting students at SMKN 21 Jakarta utilizing Quizizz as a learning tool. Using a survey-based methodology, this study looks into students' perspectives, engagement, and how Quizizz affects their learning experiences. This study aims to explore the effect of using Quizizz on learning motivation and reading comprehension of accounting students at SMKN 21 Jakarta. Specifically, this study focuses on:

1. Determining students' level of desire to learn before and after using Quizizz with a Questionnaire. This questionnaire was created to explore various aspects, including learning interest, enthusiasm, as well as students' views on the use of Quizizz in supporting English learning.
2. Evaluating how well Quizizz helps students improve their reading ability by comparing before and after the use of Quizizz in the classroom.
3. Examining how students perceive the use of Quizizz in English education. Such as leaderboards, avatars, and direct feedback, in supporting English learning in a fun and effective way.

The results of this study are expected to provide useful information for educators. This research incorporates gamification platforms into teaching methods, especially in a vocational education environment by investigating how well the digital platform, Quizizz, can increase motivation and understanding. In addition, this research also continues to contribute to the growing body of research on how technology can impact contemporary education (Hamari et al., 2016).

2. Method

This study uses a survey design to investigate the learning motivation and reading comprehension of accounting students using Quizizz. Surveys are very successful at gathering information about participants' views, experiences, and perceptions, making them appropriate for this exploratory study. The research strategy is centered on determining how the incorporation of Quizizz affects students' engagement and comprehension of English reading materials.

Participant

The study included 36 accounting students from SMKN 21 (a state vocational high school) in Jakarta during the 2024 academic year. The sample was collected using a purposive cluster sampling strategy to guarantee that the individuals were relevant to the research aims. Each student had previously used Quizizz as a learning tool in their English sessions.

3. Findings and Discussion

The data gathered via a questionnaire given to 36 accounting students served as the basis for the study's conclusions. Students' experiences using Quizizz as a learning tool and their opinions of its efficacy in raising reading comprehension and learning motivation were the main topics of the questionnaire, which had 23 questions. The findings shed light on the attitudes, preferences, and difficulties that students have when using Quizizz for learning.

4. I feel happy when using Quizizz

36 jawaban

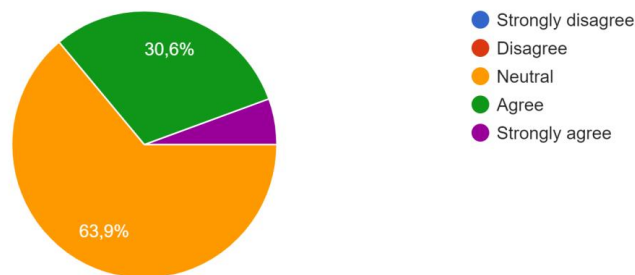


Figure 1. I feel happy when using Quizizz

In the beginning, around 63.9% of students still answered undecided, around 30.6% of students answered agreed that using Quizizz was fun and similarly 5.6% of students answered strongly agreed if using Quizizz during learning was very fun.

5. I like to answer questions using Quizizz because it will increase my knowledge regarding the material that has been studied.

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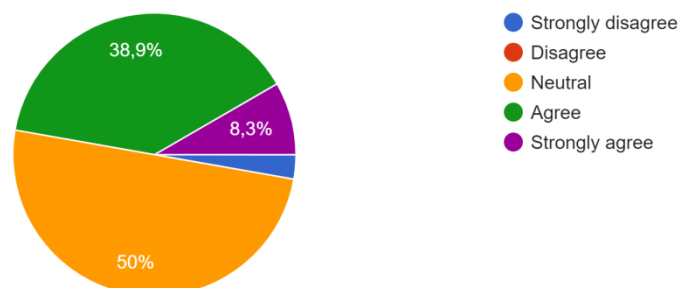


Figure 2. Quizizz increase my knowledge regarding the material that has been studied.

Around 50% of students still answered undecided. However, 38.9% of them answered that they agreed that they liked answering questions using Quizizz because it increased the knowledge they had learned. Then, 8.3% strongly agreed that it could increase knowledge and the remaining 2.8% answered that they disagreed that answering Quizizz could increase the knowledge they had learned.

6. Quizizz can create interesting quiz games
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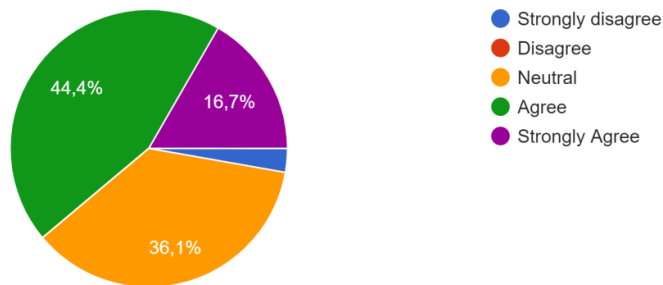


Figure 3. Quizizz can make interesting quiz games

About 44.4% agree that Quizizz can make interesting quiz games. Meanwhile, 36.1% are still undecided whether Quizizz can make interesting quiz games. However, 16.7% answered strongly agree that Quizizz can make a very interesting quiz game. And the remaining 2.8% answered disagree if Quizizz can make interesting quiz games.

7. Quizizz can stimulate critical thinking in working on questions
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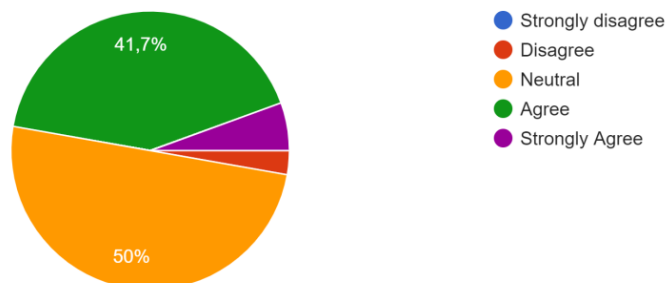


Figure 4. Quizizz can stimulate critical thinking in working on questions

The highest answer was around 50% who answered whether Quizizz could stimulate critical thinking, however, 41.7% agreed if the use of Quizizz could stimulate critical thinking. About 5.6% answered strongly agree if the use of Quizizz can stimulate critical thinking. And 2.8% answered disagree if the use of Quizizz could stimulate critical thinking .

8. Quizizz provides new knowledge through the process of learning to play (game-based learning)

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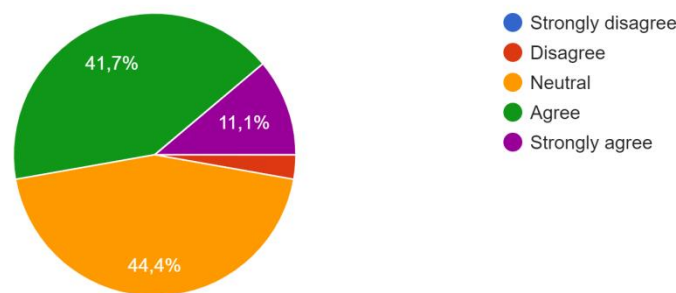


Figure 5. Quizizz provides new knowledge through process of learning to play (game-based learning)

The answer with 44.4% is still dominated by doubtful answers then, 41.7% answered agree that Quizizz can increase knowledge during the learning process while playing. About 11.1% answered strongly agree that Quizizz can provide new knowledge through the learning process while playing. And the remaining 2.8% answered disagree.

9. Quizizz helps me to think more critically

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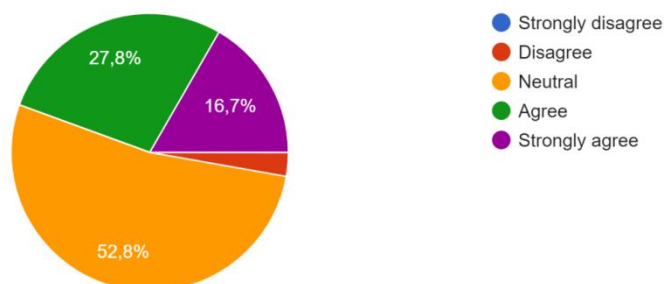


Figure 6. Quizizz helps me to think more critically

Around 2.7% answered disagree if Quizizz can help critical thinking, while 18.9% answered strongly agree if Quizizz can help think more critically, as well as 29.7% agreed that Quizizz can help critical thinking but there were still 48.6% who answered doubt if Quizizz could help think more critically.

10. It is easier for me to understand the material using Quizizz

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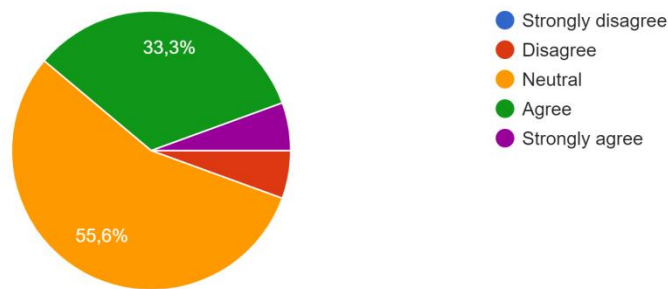


Figure 7. It is easier for me to understand the material using Quizizz

About 18.9% answered strongly agree that Quizizz made it easier to understand the material, as well as 21.6% agreed that using Quizizz could make it easier to understand the material while, 59.5% still doubted if using Quizizz could make it easier to understand the material.

11. I got a new experience in the learning process by using Quizizz

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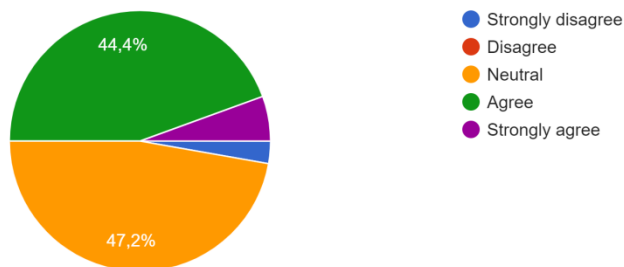


Figure 8. I got new experience in the learning process by using Quizizz

Around 47.2% still mostly answered doubtful. However, 44.4% answered agree that using Quizizz can provide new experiences during the learning process. Around 5.6% chose to strongly agree that Quizizz can provide new experiences during learning. And, there is Around 2.8% of those who answered disagreed that using Quizizz could provide new experiences during learning.

15. I enjoyed learning Reading through Quizizz

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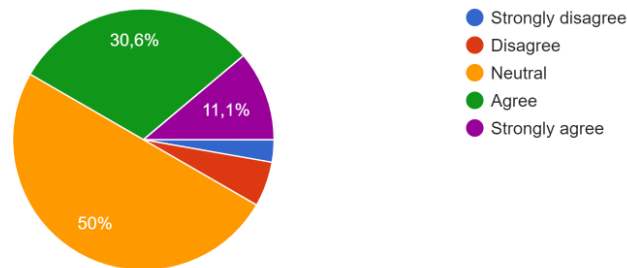


Figure 9. I enjoyed learning reading through Quizizz

The most answers are still around 50% answered doubt if they enjoy learning to read through Quizizz. 30.6% answered agree if they enjoy learning to read using Quizizz, around 11.1% answered strongly agree if the use of Quizizz in their reading learning is very enjoyable. Around 5.6% answered disagree because the use of Quizizz in their reading learning is enjoyable and 2.8% answered strongly disagree if when using Quizizz they enjoy.

18. Learning reading by using Quizizz is more interesting than by using textbook

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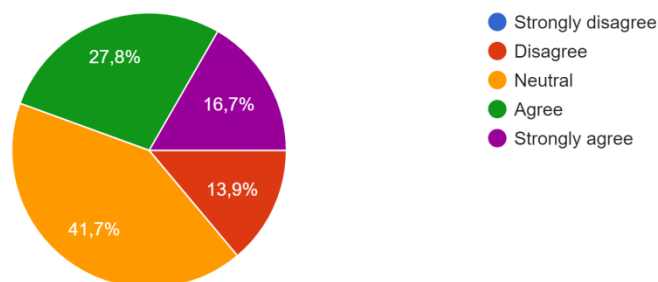


Figure 10. Learning reading by using Quizizz is more interesting than by using textbook

Around 16.7% answered that learning to read using Quizizz is more interesting than using written books, 27.8% answered that they agree that learning to read using Quizizz is more interesting than using written books, the most answers were doubtful with an accuracy of 41.7% they were not sure if learning using Quizizz, especially learning to read, is more interesting than using written books. And there are still 13.9% who answered that they disagree that learning to read using Quizizz is more interesting than written books.

19. The use of Quizizz are helpful to understand the lesson

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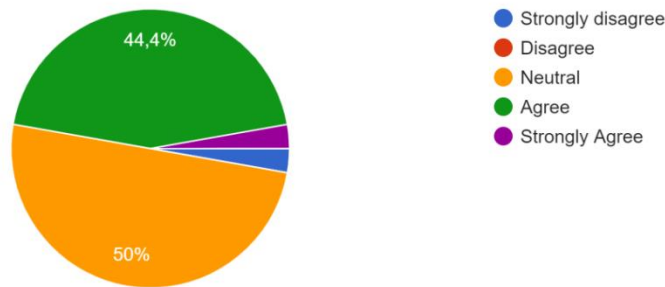


Figure 11. The use of Quizizz are helpful to understand the lesson

The majority still answered doubtfully with 50% accuracy. 44.4% answered agree that using Quizizz can help understand the material. 2.8% answered strongly agree that using Quizizz can help understand the material and the remaining 2.8% answered strongly disagree that using Quizizz can't help they understand the material.

24. In my opinion, reading using Quizizz really increases my motivation in reading.

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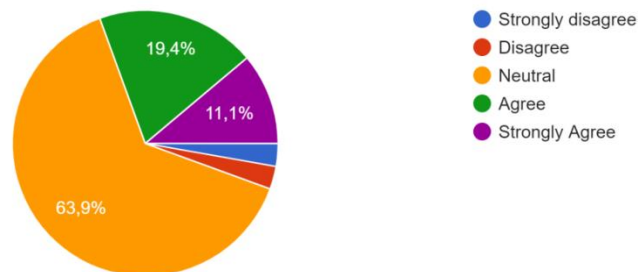


Figure 12. Quizizz really and motivation in reading

From the diagram above, the answers are still dominated by doubtful answers. They doubt that using Quizizz can increase motivation in reading (63.9%). 19.4% answered that Quizizz can increase motivation when reading. 11.1% answered strongly agree and the rest strongly disagreed 2.8% and disagreed 2.8% .

Table 1. Satisfaction and Feelings towards Quizizz

No.	Satisfaction and Feelings towards Quizizz	Opinion									
		SA		A		N		D		SD	
		F	P%	F	P%	F	P%	F	P%	F	P%
1	I feel happy using Quizizz.	2	5,56	11	30,56	23	63,89	0	0,00	0	0,00
2	I am happy to answer questions using Quizizz because it will increase my knowledge about the material that has been studied.	3	8,33	14	38,89	18	50,00	0	0,00	1	2,78
3	I enjoyed reading through Quizizz.	4	11,11	11	30,56	18	50,00	2	5,56	1	2,78
4	Learning reading by using Quizizz is more interesting than using a textbook.	6	16,67	10	27,78	15	41,67	5	13,89	0	0,00
5	In my opinion, reading by using Quizizz greatly increases my motivation in reading.	4	11,11	7	19,44	23	63,89	1	2,78	1	2,78

As many as 30.6% and 5.6% of students felt happy and very happy using Quizizz as stated by (Lin, 2022), Students have more fun and are more focused on the material when Quizizz is used in the learning process. Learning attitudes are positively impacted by learning ease, enjoyment, and significant knowledge. However, there are still many students who answered hesitantly (63.9%). Then, 38.9% felt that answering using Quizizz helped improve their knowledge. Then, Shea et al. (2022) found that game-based learning platforms have a beneficial effect on students' motivation and enjoyment. But the majority of them answered hesitantly whether using Quizizz can help improve their knowledge (50%). The educational features of Quizizz need to be optimized so that students can get greater benefits. This requires optimization of the educational features of Quizizz so that students can feel the benefits more.

Then, when reading, the majority of students still answered doubtfully (50%) if using Quizizz could make them feel like they enjoyed learning to read. However, 30.6% and 11.1% of students felt that they enjoyed reading using Quizizz. According to Basuki and Hidayati (2019), Quizizz increased students' confidence and positivity and was more engaging, inspiring, and satisfying. Students enjoy themselves and like their activities when they play Quizizz, an easy interactive educational game (Prasongko, 2021). This shows that there needs to be an increase in content to make it more interesting for students.

Furthermore, Around 27.8% and 16.7% of students answered agree and strongly agree that reading using Quizizz is more interesting than using textbooks. Likewise according to Bury, (2017) Since it provides students access to an engaging learning environment that accommodates a range of learning styles, online resources like Quizizz are regarded as being better than traditional assessment. However, 41.7% of the majority of students answered neutrally if learning to read using Quizizz is more interesting and 13.9% answered disagree if learning to read using Quizizz is more interesting. This could happen because some students are more accustomed to learning using textbooks and during teaching and learning, teachers also use textbooks more often. Then, it is very unfortunate that only 19.4% answered agree and 11.1% answered strongly agree that students who feel motivated to read through Quizizz, Uno (2023) states that a person's existence, passions, interests, goals, hopes, and ambitions are all signs of their motivation, which is a source of both internal and external support. Furthermore, it has been demonstrated that Quizizz encourages a deeper and ongoing learning process, which encourages students to interact with the course material more frequently (Lodge et al., 2018). while 63.9% of the majority of students still feel doubtful if Quizizz can increase their motivation. It can be concluded that the use of Quizizz has not fully motivated students when learning to read using this platform.

Table 2. Advantages and Benefits of Quizizz in General

No	Advantages and Benefits of Quizizz in General	Opinion									
		SA		A		N		D		SD	
		F	P%	F	P%	F	P%	F	P%	F	P%
6	Quizizz can make an interesting quiz game.	6	16,70	16	44,40	13	36,10	0	0,00	1	2,80
7	Quizizz can stimulate critical thinking in working on questions.	2	5,60	15	41,70	18	50,00	1	2,80	0	0,00
8	Quizizz provides new knowledge through the process of learning while playing (game-based learning).	4	11,10	15	41,70	16	44,40	1	2,80	0	0,00
9	I get new experiences in the learning process by using Quizizz.	2	5,60	16	44,40	17	47,20	0	0,00	1	2,80
10	Quizizz helps me to think more critically.	6	16,70	10	27,80	19	52,80	1	2,80	0	0,00
11	It is easier for me to understand the material using Quizizz	2	5,60	12	33,30	20	55,60	2	5,60	0	0,00
12	The use of Quizizz are helpful to understand the lesson	1	2,80	16	44,40	18	50,00	0	0,00	1	2,80

Although 44.4% of students believed that Quizizz can provide engaging quiz games, this is due to Quizizz's features, which include themes, speed scores, avatars, and catchy music, all of which are designed to increase students' enthusiasm and interest in learning (Rulismiet al., 2023a). Quizizz aims to create an engaging and fun learning environment by introducing gamification elements into the learning process. The significant percentage of skepticism (36.1%) suggests that quiz design has to be changed to appeal to students more. In addition, although half of the respondents were still unsure, 41.7% of students stated that Quizizz helped them in thinking critically when working on problems. This finding is in line with research conducted by Suwanto and Gede, which showed that the use of Quizizz interactive media helped students become more proficient in critical thinking compared to traditional methods (Lider, 2022; Suwanto, 2021). These results highlight the need to optimize interactive media features that can improve critical thinking skills. While 41.7% of students felt Quizizz's game-based learning approach could help them learn new material. This supports the findings of Yunus et al. (2021), who found that students' interest in learning English increased when they used Quizizz for game-based learning. In addition, the interactive features and instant feedback of the platform increased student engagement, making it a useful tool for teaching new information successfully and entertainingly, a very high percentage of skepticism (44.4%) suggests that this platform's enormous potential as a game-based learning tool needs to be fully realized. Although 44.4% of students agreed that using Quizizz offered a novel learning experience, 47.2% of other students were still unsure, indicating that more creativity is required in the way that this platform is used for instruction.

While 48.6% of students remained doubtful, about 29.7% of students said Quizizz helped them become more adept at critical thinking. However, it has been demonstrated that Quizizz improves students' comprehension and abilities in reaching specific learning competencies (Aini, 2019). This indicates that Quizizz's capacity to foster critical thinking abilities has not yet reached its full potential. Furthermore, only 21.6% of students said that using Quizizz made it simpler to understand the content, and the majority (59.5%) continued to have doubts about the platform's ability to help students learn the topic.

Although 50% of students still express doubt, 44.4% of students believe that using Quizizz can improve their understanding of the material. Overall, although though Quizizz offers a number of advantages and benefits that certain students are aware of, much more may be done to maximize the benefits for all users.

4. Conclusion

In conclusion, research on Quizizz as a gamified learning tool has shown that it can improve accounting students' reading comprehension and motivation to learn. The study's conclusions show that although a sizable percentage of students thought Quizizz was interesting and fun, a sizable percentage still had doubts about its efficacy. This emphasizes how crucial it is to leverage Quizizz's educational features in order to meet the diverse demands of students and optimize its advantages.

Leaderboards, interactive tests, and instant feedback are examples of gamification components that have been successfully used to create a more engaging and dynamic learning environment. To guarantee that every student can participate completely and take use of the technology, instructors must combine this platform with complementing instructional strategies, as indicated by the varied replies. The study also highlights the need for greater investigation into long-term effects and methods to dispel students' initial mistrust.

All things considered, Quizizz has a lot of potential to change conventional teaching strategies into ones that are more inclusive and participatory. Teachers may build a more encouraging learning environment that not only inspires students but also gives them the tools they need to succeed in school and the workplace by utilizing its features and addressing areas for development.

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