© Association of Researcher of Skills and Vocational Training, Malaysia





ISSN: 2773-482X, e-ISSN 2785-8863 DOI: https://doi.org/10.53797/anp.jssh.v2i2.12.2021



The Use of Video Media and Quizizz for Learning from Home in Grade VI Public Elementary School 1 Karangasem

Sofiyati^{1*}, Su'ad² & Sri, Surachmi W³

^{1,2,3}Master of Elementary Education, Muria Kudus University, Central Java 59327, INDONESIA

*Corresponding author Email: sofiyati201803117@gmail.com

Available online 12 November 2021

Abstract: The purpose of this study was to describe the use of learning video media and quizzes in grade VI public elementary school number 1 Karangasem. This research used qualitative approach with descriptive analysis. Data collection methods used were observation, in-depth interviews and documentation. The data analysis method used is data reduction, data presentation and conclusion drawing. The result of this research is that the use of instructional video media is more interesting and fun, students can play back the learning video as desired until they understand the subject matter. Learning from home using instructional video media and Quizizz can be used as an alternative during the corona pandemic situation and this learning makes children feel happy because they can be with their parents. From the data on the use of Quizizz, 95% of students follow and answer evaluation questions from the teacher.

Keywords: Learning video media, quizzes, pandemic, instructional video

1. Introduction

Education at the basic level is the beginning in the formation of student personality processes, abilities, and skills and aims to provide students with provisions to live in society and be able to continue their education to a higher level (Turner, 2002). Education aims to improve intelligence and skills that take place continuously through the learning process. The learning process can be done anytime and anywhere (Gunawardena & McIsaac, 2013). Thus the learning process must take place in various circumstances, including in a disaster situation like Pandemic Covid19, nowadays.

The impact of the disaster did not allow students and teachers to meet each other. This disaster began when the World Health Organization (WHO), the world health organization, declared Covid-19 a pandemic. Covid-19 itself is an infectious disease caused by SARS-Cov-2, a type of Coronavirus. This disease resulted in the 2019-2020 Coronavirus pandemic. A pandemic is an epidemic that has spread to several countries or continents including Indonesia. This is what underlies the Demak district government to issue a circular regarding education services for elementary school and junior high school Demak Distric to try to prevent the transmission and spread of Corona Virus Disease (Covid-19). This policy also has an impact on teaching and learning activities in elementary schools.

Teaching and learning activities that should have been carried out in schools must now be carried out independently at home. In order for these learning activities to run well, the ability of teachers to carry out learning management activities is needed. Pananrangi & SH (2017:4) which explains that in general, the basic concept of management is the art of completing work through other people. Pananrangi & SH (2017:5) further explains that management is a process of planning, organizing, directing, and supervising an organization from empowering the use of as well as using organizational resources to achieve predetermined goals.

The planning function is necessary so that all activities can be carried out entirely regularly. There are no activities or parts of activities that are missed and their implementation can be sequential. The function of regulating implementation can be carried out by the leadership so that in implementation it can be directed towards achieving the goals and objectives of the organization. The supervisory function strives so that the implementation of these activities can be in accordance with the plan. The learning process is a learning and teaching process, in which a plan and materials are needed to support the learning process (Sri Mulyani et al., 2021). The process plan is written in a lesson plan.

The implementation of teaching and learning activities can be carried out by the teacher, one of which is using instructional video media (Dita et al., 2021). Instructional videos made by the teacher or from other sources. This

learning video is used by the teacher to deliver the material to be discussed. Learning videos about the subject matter can be communicated via the Whatsapp group. According to Simarmata et al. (2020:72), instructional video media are media that present audio and visuals that contain learning messages for those containing the concept of application theory principles to help understanding a subject matter. Kustandi & Sutjipto (2013:64) states that video is a tool that can present information, explain processes, explain complex concepts, teach skills, shorten or slow down time and influence attitudes. Demak (2016) also states that video media is a media that presents accompanied images sound (audio visual), so it is hoped that with the use of video media children can be motivated and interested in the learning that is being carried out.

The students' understanding of the learning material can be evaluated using Quizizz. Quizizz is a web tool for creating interactive quiz games used in online classroom learning (Fazriyah, Cartono, & Awangga, 2020). This interactive quiz has up to 4 answer choices including the correct answer and you can add pictures to the background of the questions. When the quiz creation is complete, we can share the code with students so that students can log in to the quiz. The interactive quizzes used in Quizizz can be questions related to learning material (Junior, 2020).

Learning with the use of technology with the Quizizz application is fun, challenging, and interactive and will contribute to increasing student competence and teacher creativity (Darmawan, Daeni, & Listiaji, 2020). Quizizz is packaged in learning as part of the course presentation, lesson themes, and topics. Quizizz with content can come from teacher creativity in an effort to review lessons for the evaluation of students' understanding and skills, which is fun and can be done outside and inside the classroom as long as the learning support facilities and infrastructure can accommodate it. Quizizz can produce learning media that are creative, innovative and fun so that it needs to be used as a learning-media (Aini, 2019).

2. Research Methods

This research uses a qualitative approach. Moleong (2006) defines qualitative research as research that intends to understand the phenomena experienced by research subjects such as behavior, perception, motivation, action and others, holistically and by means of descriptions in the form of words and language. in a specific context which is natural and by making use of various natural methods.

2.1 Data Source

The type of research is a case study in which this research intensively studies the management of learning at home in class VI students of the public elementary school number 1 Karangasem. The learning management is in the form of planning (planning) learning at home, implementing (actuating) learning at home, and evaluation home learning.

2.2 Data collection technique

Data collection methods used in this study were observation, interviews and documentation.

2.3 Data Analysis Technique

Data analysis techniques using Milles and Huberman techniques (Fig. 1) which consist of data collection, data presentation, data reduction, and drawing conclusions. Data reduction is defined as the process of selecting, separating, paying attention to simplification, abstracting and transforming raw data that emerge from written records in the field. The presentation of the data is done by describing the results of the interview which are written in the form of a description with narrative text, and supported by documents, photographs and similar pictures to make a conclusion. Drawing conclusions, namely conducting continuous verification throughout the research process, namely during the data collection process. Researchers try to analyze and look for patterns, themes, similarities, things that often arise, hypotheses and so on which are outlined in the conclusions.

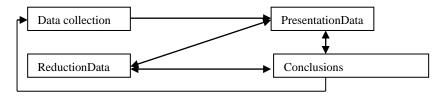


Fig. 1: Technical Data Analysis

To check the validity of the data, an inspection technique is needed. Implementation is based on a number of certain criteria. The validity of the data is carried out to prove whether the research carried out is truly scientific research as well as to test the data obtained. In this study, the data validity test was used in the form of the degree of trust (credibility).

The Credibility Test of the result data is carried out by researchers so that the research results are not doubted as a scientific work. The criteria for the degree of confidence are checked by several inspection techniques, namely Source Triangulation, Method Triangulation, and Reference Materials. Source triangulation means checking the validity of the data by performing a sampling on other sources with the same material at different times and places. Triangulation method means testing the validity of data by methods or techniques is to compare the results of data acquisition through observation, interviews, and documentation to the same source. Reference is a support to prove the data that the researcher has found. In a research report, it is better if the data presented needs to be completed with photos or authentic documents, so that they become more reliable.

3. Results and Discussion

The results of the study were obtained after conducting a number of interview activities which were carried out using the in-depth interview model with 8 key informants in public elementary school number 1 Karangasem, Sayung District, Demak Regency. Resource persons who were successfully interviewed intensively with names using initials were KS (Principal), GrVI (Class VI Teacher), GrPAI (Teacher of Islamic Religious Education), GrPJOK (Teacher of Physical Education, Sports, and Health), S (Student). and OT (Parents). Interviews with resource persons with school principals were held on Thursday, June 18 2020, resource persons with grade VI teachers were held on Tuesday, June 9 2020, PAI teacher speakers were held Thursday, June 11, 2020, PJOK teacher resource persons were held Friday, June 12 2020 and students 1 and 2 was held on Monday, 22 June 2020.

Data that was not revealed through interviews was complemented with data from direct participatory observation which was carried out from March 2020 to June 2020. To strengthen the substance of the data from interviews and observations, a search was carried out on existing documents and archives. All data from the results of this study are described based on the focus of the research question.

Learning planning is related to making lesson plan, setting learning objectives, preparing teaching materials, determining learning strategies or methods, and preparing learning facilities. Lesson plan is designed creatively, effectively, easy to do, and fun. Based on careful calculations, the implementation of learning at home is designed to use learning videos while for evaluation using Quizizz.

In setting learning objectives, one must look at the basic competencies and indicators of competency achievement that have been listed in the syllabus. During the Covid-19 pandemic, not all learning objectives were delivered but essential learning objectives were chosen (Wahyudi, Rufiana, & Nurhidayah, 2020). This is to ease the student's learning burden at home. When preparing the planned teaching materials, it is easy for students to understand, not boring, helps students in learning, and is interesting. Teaching materials are made in the form of audio-visual learning media that use technology in the form of learning videos uploaded on Youtube (Anuar, Nizar, & Ismail, 2021)

Strategies in learning at home are to: map the situation of students, maintain communication between teachers and students, prepare learning designs using instructional videos, and good time management (Harun et al., 2021). In the framework of learning at home, schools provide facilities in the form of subsidized internet quotas for teachers and students from underprivileged families. The implementation of learning is a process that is arranged according to certain steps so that the implementation achieves the expected results (Sudjana & Suryana, 1989). Implementation of learning takes place in the process of student interaction with teachers in a learning environment. In the implementation of learning related to: teacher activities in learning, student activities in the learning process and teacher interaction with students.

The teacher's activities in learning activities at home are: making planned and effective learning plans within limited time, uniting the perceptions and concentrations of students who are far apart, conveying messages to become children, encouraging collaboration between parents and school authorities. Student activities in learning at home are in the form of filling in the attendance list, doing assignments that have been given by the teacher accompanied by parents (Chong & Kong, 2012). So that, interaction is very important in the teaching-learning process. In addition to students getting benefits, teachers also get feedback. The teacher knows whether the subject matter he delivers can be accepted by students well or not. The teacher also knows various problems, experiences and students' imaginations that can be implemented in learning activities (Bruce et al., 2010). Good interactions will encourage the creation of learning methods at home that are active, innovative, creative, effective and fun.

Meanwhile, evaluation is a systematic and continuous process to determine the quality (value and meaning) of something, based on certain considerations and criteria for making a decision (Arifin, 2012:8). In teaching evaluation, there are many things that need to be considered, including 1) the achievement of learning objectives, 2) the effectiveness of the media used, 3) teacher and student responses, and 4) problems and solutions. Learning objectives describe the process and learning outcomes that are expected to be achieved by students in accordance with basic competencies (Safitri & Putra, 2019). Learning objectives can be achieved if students, teachers and parents can carry out their respective roles well. The goals of learning at home are not fully achieved. This is due to lack of support from the parents.

The use of instructional video media has a good influence on students. the use of instructional video media is more effective when compared to conventional learning. By using video learning media students become interested and feel happy with learning activities. Students can also understand the material by playing the learning video over and

over again. The use of instructional video media is more interesting and fun, students can also understand the material well. Good learning has a good response from stakeholders. The use of instructional video media and quizizzes was very effective during the Covid-19 pandemic and was enthusiastically received from stakeholders. The use of video media and Quizizz can be an alternative to learning at home.

Based on the results of interviews with several informants, it can be concluded that learning at home using video media and Quizizz can be used as an alternative during the corona pandemic situation and this learning makes children feel happy. Apart from that, from the Quizizz usage data, 95 percent of students followed or answered evaluation questions from the teacher.

A study has advantages and disadvantages. The lack of learning at home is related to the availability of networks and the active role of parents. Learning that takes place when the signal is bad can cause limitations for students to participate in learning. However, this can be overcome by students with signal constraints being able to join friends whose homes have good networks. Parents who cannot fully accompany their children can videocall the learning process. The problem of network availability, there needs to be the formation of study groups for students with poor networks that can be done at student homes that have good wifi or network. Parents assistance to children can make video calls during learning. Ask for help from trusted adults to be with him.

4. Conclusion

Planning home learning can be interpreted as a series of interconnected and mutually supporting elements or components in learning or in another sense, namely a process of organizing, coordinating, and determining the elements or components of learning to achieve learning objectives in home. Learning planning is related to: a. making lesson plans, b. setting learning objectives, c. preparation of teaching materials, d. determining learning strategies or methods, and e. preparation of learning facilities. The implementation of learning at home is the process of interaction between students and teachers in a learning environment. In the implementation of learning related to: a. teacher activities in learning, b. student activities in the learning process, c. teacher interaction with students. Evaluation to find out learning outcomes can be used as a reference for knowing the development or progress of student learning, for teaching assessment, of course, it can also be used to determine the progress of teaching and to find out the shortcomings and weaknesses of teaching carried out by the teacher. In teaching evaluation, many things need to be considered, including a. achievement of learning objectives, b. effectiveness of the media used, c. teacher and student responses, and d. problems and solutions.

References

- Aini, Y. I. (2019). Pemanfaatan Media Pembelajaran quizizz untuk pembelajaran jenjang pendidikan dasar dan menengah di Bengkulu. *Kependidikan*, 2(25).
- Anuar, S., Nizar, N., & Ismail, M. A. (2021). The Impact of Using Augmented Reality as Teaching Material on Students' Motivation. Asian Journal of Vocational Education And Humanities, 2(1), 1-8. https://doi.org/10.53797/ajvah.v2i1.1.2021
- Arifin, Z. (2012). Evaluasi pembelajaran Bandung. Bandung: PT Remaja Rosdakarya.
- Bruce, C. D., Esmonde, I., Ross, J., Dookie, L., & Beatty, R. (2010). The effects of sustained classroom-embedded teacher professional learning on teacher efficacy and related student achievement. *Teaching and teacher education*, 26(8), 1598-1608.
- Chong, W. H., & Kong, C. A. (2012). Teacher collaborative learning and teacher self-efficacy: *The case of lesson study. The journal of experimental education*, 80(3), 263-283.
- Darmawan, M. S., Daeni, F., & Listiaji, P. (2020). The Use of Quizizz As An Online Assessment Application for Science Learning in The Pandemic Era. Unnes Science Education Journal, 9(3), 144-150.
- Demak, S. B. B. (2016). Meningkatkan Prestasi Belajar IPA Dengan Media Video Dan Metode STAD Semester 1 Kelas IV SDN Babadan Tahun 2015/2016. Jurnal Refleksi Edukatika, 6(2).
- Dita, P. P. S., Murtono, ., Utomo, S., & Sekar, D. A. (2021). Implementation of Problem Based Learning (PBL) on Interactive Learning Media. *Journal of Technology and Humanities*, 2(2), 24-30. https://doi.org/10.53797/jthkkss.v2i2.4.2021
- Fazriyah, N., Cartono, C., & Awangga, R. M. (2020). Pelatihan Aplikasi Pembelajaran Quizizz di Sekolah Dasar Kota Bandung. ETHOS: Jurnal Penelitian dan Pengabdian kepada Masyarakat, 8(2), 199-204.
- Gunawardena, C. N., & McIsaac, M. S. (2013). Distance education. In Handbook of research on educational communications and technology (pp. 361-401). Routledge.
- Harun, F., Suparman, ., Hairun, Y. ., Machmud, T. ., & Alhaddad, I. . (2021). Improving Students' Mathematical Communication Skills through Interactive Online Learning Media Design. *Journal of Technology and Humanities*, 2(2), 17-23. https://doi.org/10.53797/jthkkss.v2i2.3.2021
- Junior, J. B. B. (2020). Assessment for learning with mobile apps: exploring the potential of quizizz in the educational context. *International Journal of Development Research*, 10(01), 33366-33371.
- Kustandi, C., & Sutjipto, B. (2013). Media Pembelajaran Manual dan Digital Cet. 1 Edisi Kedua. Jakarta: Ghalia Indonesia.

Moleong, L. J. (2006). Metode penelitian kualitatif edisi revisi. Bandung: Remaja Rosdakarya.

Pananrangi, H. A. R., & SH, M. P. (2017). Manajemen Pendidikan (Vol. 1). Celebes Media Perkasa.

- Safitri, D., & Putra, Z. F. F. (2019). Pemberdayan Kelompok Guru Dalam Membuat Media Pembelajaran Quizizz. *Prosiding Pengabdian*, 1(1), 1-6.
- Simarmata, J., Hanum, R. A., Situmorang, D., Sitorus, M., Lubis, R. A., Fazila, N., ... & Irma, I. (2020). Elemen-Elemen Multimedia Untuk Pembelajaran. *Yayasan Kita Menulis*.
- Sri Mulyani, Santoso, Madjdi, A. H., Lovika, A. R., & Gung, Y. T. (2021). The Design of Development of Context and Creativity Based Teaching Materials to Improve Scientific Literacy for Grade V Elementary School Students. *Asian Pendidikan*, 1(2), 31-36. https://doi.org/10.53797/aspen.v1i2.5.2021

Sudjana, N., & Suryana, H. (1989). Cara belajar siswa aktif dalam proses belajar mengajar. Sinar Baru.

Turner, R. (2002). Higher education. In Aspects of Contemporary France (pp. 116-131). Routledge.

Wahyudi, W., Rufiana, I. S., & Nurhidayah, D. A. (2020). Quizizz: Alternatif Penilaian di Masa Pandemi Covid-19. Jurnal Ilmiah Soulmath: *Jurnal Edukasi Pendidikan Matematika*, 8(2), 95-108.