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## 1 **The Use of Quizizz Application on Islamic Education (PAI) Learning in the New Normal Era**

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**Abstract:** Limited face-to-face is a newly used learning system in the aftermath of the Covid-19 pandemic. The need for adaptation for the application of this model, it is said, is limited because it is limited by new habits with the implementation of health protocol, short learning time, and restrictions on student activities. The adaptation process, one of which is the use of learning media used during learning. The Quizizz application is one of the alternative media that can be used when the system is in the network or directly, because of its flexible nature. Media Quizizz is a tool that can help students and teachers in the learning process. The purpose of this study was to find out the Quizizz application used in Islamic Education (PAI) learning at SMP Negeri Purwokerto Indonesia with a limited face-to-face system. This research uses a qualitative method with a case study approach. Data collection is carried out using observation, interview and documentation. The description of the research results was analyzed using Miles and Huberman's model, namely data reduction, data presentation, and conclusion drawing. The author's initial steps formulate the problem. Then collect the necessary data. Next, the researcher analyzed the results of the study. In this study, the authors found that the Quizizz application was used in Islamic Education (PAI) learning as a learning medium. This application becomes a new online-based media that is very flexible and easy to use. The Quizizz application can be used by Islamic Education (PAI) teachers for student learning evaluation, which can be done in the classroom or used as homework, and in online learning systems or limited face-to-face learning systems.

**Keywords:** Quizizz application; learning media; limited face-to-face learning; Islamic education.

### A. Introduction

The Covid-19 pandemic has made the learning system inconsistent for fear of contracting the Covid-19 virus. The latest data reported confirmed positive cases of 9,590,890 spread across 216 regions worldwide. Indonesia is one of the countries exposed to the Covid-19 virus. From March to June 2020, 52,812 positive confirmed

cases were recorded in 34 provinces and 314 districts (Lestari & Gunawan, 2020). This condition made the government issue a social distancing policy and all Indonesian people must obey it. The world of education is one of the sectors affected by this outbreak. Therefore, the world of education must adapt to changes in the education system which is unstable if this virus outbreak persists, and its spread has not decreased.

<sup>28</sup> In the last few months of 2021, confirmed cases of this virus have decreased. With the spread of the Covid-19 virus which has begun to decline, the world of education is trying to carry out the education process with a face-to-face learning system, but it is still limited. Limited is meant here, namely the application of health protocols, as well as the habit of clean and healthy living, which are <sup>34</sup> carried out by government regulations regarding procedures for implementing limited face-to-face learning during the Covid-19 pandemic issued by the Banyumas District Education Office Number 420/0122/2021 (Dinas Pendidikan Kabupaten Banyumas, 2021).

The implementation of the education system, which is still changing from an online learning system that can only be done with virtual media, has moved to face-to-face learning in a classroom with a limited system. This is certainly felt by all educational institutions in Indonesia. As in the research conducted by Donatus Juito Ndasung, it was stated that the percentage of successful implementation of online learning was only 66% of students who could participate, and around 6% of parents said that there was no learning during his son was asked to study from home (Ndasung, 2021).

<sup>5</sup> The change in the learning system from online to limited face-to-face learning also worries teachers. As in the work of Novita Sari and Witarsa Tambunan, the results of their research at an educational institution in Jakarta stated that the implementation of limited face-to-face learning would cause obstacles such as unachieved learning material. If the learning material is not achieved, it will certainly have an impact and influence on student competency results. This will cause a decrease in student learning outcomes. This is because when learning online, not all students can get and understand the material well (Tanuwijaya & Tambunan, 2021).

The policy of implementing a limited face-to-face learning system has been stated in a joint decision made <sup>6</sup> by four ministers, namely the Minister of Religion of the Republic of Indonesia, Minister of Education and Culture of the Republic of Indonesia, Minister of Home Affairs of the Republic of Indonesia, and Minister of Health of the Republic of Indonesia Number 03/KB/2021; number 384 of 2021; HK number. 01.08/MENKES/4242/2021; and numbers 440-717 of 2021. It has been stated in this decision that the implementation of learning during a pandemic is carried out with two alternatives, namely direct learning (face-to-face) with a limited system <sup>20</sup> namely implementing health protocols; and/or online learning system (remote) (Keputusan Bersama Menteri Pendidikan dan Kebudayaan, Menteri Agama, Menteri Kesehatan dan Menteri Dalam Negeri Republik Indonesia, 2021).

<sup>17</sup> The transformation of the online learning system <sup>24</sup> into a limited face-to-face learning system based on the SKB 4 Ministerial Policy is expected to be able to answer

the problems that arise during online learning (Ndasung, 2021). Therefore, teachers and students need to adapt to changes in this learning system. The problems that arise certainly require solutions so that learning can achieve the planned goals to the fullest. So there is a need for innovation to adapt in balancing the implementation of learning.

The adjustment process requires many stages, it can't be balanced right away. Teachers and students can adjust to all subjects, especially Islamic Education (PAI) subjects. The function of PAI, especially at the junior high school level, is very important because at these ages many students follow invitations to socialize which leads to negative behavior, thus impacting the morale of students who will follow foreign cultures. So, knowledge of Islam is very necessary. Through this PAI subject, it is hoped that it can increase the faith of students (Indana et al., 2019).

One form of adaptation is the use of learning media in this limited face-to-face learning system. The utilization of online learning media during online learning can also be applied to direct learning in the classroom with a limited system, namely the Quizizz application.

Quizizz is an interactive quiz game web tool that can be used flexibly, that is, it can be done inside or outside the classroom in the form of homework (Ramadhani et al., 2020). The specialty of this application that distinguishes it from other applications makes the author interested in conducting research. The choice of the Quizizz application as the object of research is because this application is a game-based educational application that allows for many players in the class so that classes are more interactive and fun. The interactive quiz game allows students to experiment with classroom exercises on their mobile phones. What differentiates Quizizz from other educational apps is that users can enjoy Quizizz's unique look, such as avatars, themes, memes, music, and much more. The existence of quizzes can increase the enthusiasm and motivation of students to study again because there is competition for the ranking of points from the quiz (Rahman et al., 2020).

Thus, the use of the Quizizz application is an effective solution for learning systems that are still changing. The way that PAI teachers can do that is by using educational games for assessment, where the teacher explains the learning material and then students maximize it with exercises. For habits in learning, teachers who usually carry out assessments or evaluations of learning only follow the form of questions that are already on the worksheet which makes students pessimistic and to the point of being demotivated to learn. Through the Quizizz application, the innovation of implementing learning evaluations is more interesting and motivating for students because it is game-based and has an attractive appearance. In several educational institutions that have been observed, there was no use of the Quizizz application as a medium for learning. This is due to the teacher's lack of mastery of technology and the lack of supporting facilities in schools. In the end, the authors found schools that implemented a limited face-to-face learning system and innovated in the evaluation process using the Quizizz application, namely SMP Negeri 7 Purwokerto in Indonesia.

SMP Negeri 7 Purwokerto is one of the schools in Banyumas Regency that implements a limited face-to-face learning system. Teachers at this school still use digital media even though the learning system is no longer online, namely using the Quizizz application to evaluate learning in PAI lessons. The Quizizz application was chosen because this application is a multiplayer application that is easily accessed by teachers and students, its use is flexible, game-based which can be enjoyed by having fun playing and learning, and can motivate students to learn and be the best because there is a ranking of student work that can be seen directly by students (Rahman et al., 2020).

An interactive quiz application that can replace the old quiz method that only uses paper and pen. The development of increasingly modern technology, where many students already have smartphones. The Quizizz application, which can be accessed via students' smartphones, is one of the positive uses of technology and can increase students' interest in learning (Wibawa et al., 2019).

The Quizizz application is a multiplayer application that can be accessed via a website or with an application that can be used directly by both teachers and students (Rahman et al., 2020). This application is a quiz game application that is easy to use. By using this quiz students can enjoy the fun of playing and learning so that they immediately forget that an assessment is being carried out. Quizizz is appropriate to use to form interactive relationships between students because with this application students can take quizzes together with their friends, and they can see firsthand the ranking of their work so that a desire arises in students to be the best and students will be more enthusiastic about learning.

As from the results of research conducted by Yoselia Alvi Kusuma regarding the effectiveness of using the Quizizz application in learning. Evidenced by the results of student tests with a completeness presentation of 91.30% and already exceeding 75% of the number of students, the use of the Quizizz application in learning is stated to be effective (Kusuma, 2020). So according to the author, the use of the Quizizz application is suitable for use in limited face-to-face learning, especially in PAI subjects. So the writer wants to know how to use the Quizizz application in learning.

The Quizizz application has differences from other learning media, namely Quizizz's characteristics which have themes, avatars, memes, and entertaining music so that students don't feel bored when learning takes place. Using the Quizizz application students will take quizzes simultaneously with other items, and the results of their work can be seen directly on the leaderboard. Teachers can easily monitor when quizzes are in progress when finished the results of student work are downloaded to be evaluated together. Using Quizizz as a learning medium can help increase student interest and concentration (Purba, 2019).

Learning through Quizizz as an educational game is a good opportunity to be used as an effective learning media because it can make students active and the learning process becomes interactive and fun (Nurhayati, 2020). Based on the description of the problems above, this research is important to do because changes in the learning system are uncertain, requiring educational institutions and teachers to

innovate and increase creativity in learning when emergencies occur. So, this is interesting to study because the purpose of this research is to find out how to use the Quizizz application in limited face-to-face learning of PAI subjects in junior high schools.

## B. Method

Researchers use a type of case study research in this study with a qualitative approach. The author chooses SMP Negeri 7 Purwokerto in Indonesia as location for the research. When the research was conducted from January 1 to April 7, 2022. The authors collected data using observation, interview, and documentation techniques. Data analysis uses the Miles and Huberman model, namely data reduction, data presentation, and conclusion. The selection of informants is purposively selected, which means choosing in a planned manner. The subjects in this study were PAI subject teachers, curricula deputy heads, and class VII students of SMP Negeri 7 Purwokerto. The data validation that the writer did was by triangulation. Among them are source triangulation, technical triangulation, and time triangulation. Data collection, data analysis and data validation processes are carried out, so that data can be presented objectively and accountably.

## C. Result and Discussion

### 1. <sup>7</sup> Implementation of limited face-to-face learning

The implementation of a limited face-to-face learning system at SMP Negeri 7 Purwokerto starts as of January 2022 in the even semester. The system that is implemented is fully offline, but there is a time limit at school, only 6 hours of lessons and 1 hour of lessons every 30 minutes per day. This study time allocation is applied to all classes from class VII to class IX. The implementation of a limited face-to-face system is also supported by existing facilities at SMP Negeri 7 Purwokerto which are used to implement health protocols such as hand washing soap, hand sanitizers, cleaning tools, and students are also asked to bring tissues to clean tables and chairs before and after learning.

Changes in the learning system also have an impact on changes in the curriculum used. So, the government issued a curriculum policy that was used during an emergency like today due to a virus outbreak, namely the emergency curriculum. The emergency curriculum is a guideline used in educational units that are compiled and implemented when in an emergency (Munajim et al., 2020). In its implementation, the planning process, implementation process, and learning evaluation process must adapt to the emergency conditions encountered. Limited face-to-face learning has advantages and disadvantages (Suci, 2021).

The Advantages of Limited Face-to-Face Learning such as can reduce the spread of the Covid-19 virus, students more easily understand the learning material explained by the teacher, students can interact again with their friends after virtual learning,

make it easier for teachers to control students in following the material and in completing assignments, and reduced use of internet quota thereby reducing the burden on parents compared to online learning which requires a lot of quotas.

The disadvantages of limited face-to-face learning such as study hours are cut so that learning is less than optimal, implementation of health protocols is difficult and worry that it will trigger the spread of the Covid-19 virus again, inadequate facilities and infrastructure for health protocols, and additional transportation costs to go to and from school.

Thanks to the cooperation of schools, students and parents, the face-to-face learning system can take place even though it is still limited. Health facilities are provided by schools for health programs and parents who accompany and pick up their children, so they don't use public transportation. This is to prevent exposure to the Covid-19 virus. The implementation of a limited face-to-face learning system in PAI subjects makes it easier for teachers to manage students, increases student-teacher interaction, and makes it easier for teachers to carry out assessments. The difference between online learning and face-to-face learning is limited to learning systems and media when online-only virtual media can be used online, and students are relatively passive. Meanwhile, teachers and students meet face-to-face in learning classes with health protocols, and to support the ongoing learning process teachers continue to use online media (A. K., personal communication, January 13, 2022).

## 2. PAI learning innovation in limited systems

The process of adapting to changes in the learning system is carried out by all subjects taught, one of which is PAI. Because the function of PAI, especially at the junior high school level, is very important in the formation of student morale. PAI at the junior high school level has several components presented as a single unit. In contrast to MTs which are based on religion, the content of PAI in SMP is independent. At secondary level schools, there are several scopes or what is commonly called PAI subject groups, namely Al-Qur'an Hadith, Aqidah Akhlak, Fiqh, and Islamic Cultural History (Yunus & Salim, 2018).

PAI is one of the important factors in shaping the morals, character, and values of character education. Therefore, to achieve the desired goal, this lesson about religion needs to be taught at the SMP/MTs level not only as knowledge but so that students can implement it in their family, school or community environment in their lives (Ainiyah, 2013).

So that PAI teachers at SMP Negeri 7 Purwokerto innovate to take advantage of digital media that are commonly used online because schools still allow the use of online learning media. For example, in PAI lessons, keep using the Quizizz application when learning evaluations are allowed. This quiz can make students more interactive and make them feel happy while learning. This supports the independent learning program (A. K., personal communication, January 13, 2022).

### 3. <sup>2</sup> Quizizz application in PAI learning

The use of the Quizizz application for learning assessment can be done in two ways because of the flexible nature of Quizizz which can be used anytime and anywhere. In the PAI lesson assessment process, the teacher can conduct quizzes directly in the learning class or quizzes can be used as homework. The process of using Quizizz directly in class and used as homework:

- a. Direct Quizizz (real-time)
  - 1) Choose a question to ask
  - 2) Click start quiz directly, choose classic mode
  - 3) Quiz settings as desired, then continue
  - 4) Share the link to the class group or via the joinmyquiz.com we blink
- b. Quizizz as homework (Homework)
  - 1) Choose a question to ask
  - 2) Click give homework
  - 3) Setting the deadline for processing
  - 4) Quiz settings as desired
  - 5) Share the link to the class group or via the joinmyquiz.com web link

<sup>4</sup> From the results of class observations and interviews conducted by the author, the learning process carried out by the teacher has three stages, namely the planning stage, the implementation stage, and the evaluation stage. Planning is a way to determine the concept of learning activities that will be applied in a structured and systematic manner. At the planning stage, the teacher does is prepare a learning implementation lesson plan (RPP) which includes strategies, methods, media, teaching materials, and <sup>41</sup> others that will be applied at the implementation stage. The lesson plan used refers to the Ministry of Education and Culture Circular No. 14 of 2019, the prepared lesson plan is the same as the lesson plan for online learning. The difference lies only in the concept and media that will be used, namely adjusting the needs of the learning process (F., personal communication, January 6, 2022).

Many media can be used to assist the learning process, with the advantages and disadvantages of each media used. However, they complement each other in their implementation of the learning process. For example, the Quizizz application is used to evaluate learning in PAI lessons at SM<sup>8</sup> Negeri 7 Purwokerto. Quizizz is a technology as an online-based media that is used in limited face-to-face systems, it is still possible to use it and is considered still effective. The Quizizz application functions in a direct learning system in class with a limited system used for the learning assessment process. The initial step taken by the teacher was to provide a quiz link that would be carried out in the class WhatsApp group. The WhatsApp online class group is used as a place for teachers to share information with students.

The planning stage is complete, and then the implementation stage. Implementation of learning is a place to implement the plans that have been made. It consists of preliminary activities, core learning, and closing learning activities.

- 1) Preliminary learning activities



Sourced from observations regarding PAI learning at SMP Negeri 7 Purwokerto which utilizes the Quizizz application as a learning medium, the teacher conducts teaching and learning activities using the Quizizz application which is used as an evaluation or assessment medium. Learning is carried out directly in class but with a limited system following the Banyumas Regency Government Education Office Letter Number 420/10/22/2021. As for what is done in the preliminary activities the teacher first takes student attendance, asks how students are doing, ensures students' readiness to learn, and the teacher asks about last week's material.

2) Main learning activities

In the core learning activities, the teacher practices learning models, methods, media, and learning resources that have been adapted to the characteristics of students. The learning process is the same as learning in general, during the limited face-to-face learning system implemented by SMP Negeri 7 Purwokerto the teacher uses a variety of strategies and methods which make learning not monotonous and the atmosphere enjoyable. The media used by the teacher are whiteboards, and markers, and don't forget to evaluate or assess their learning using the Quizizz application.

3) Closing activities

In closing activity, the teacher and students reflect on the evaluation by giving feedback on learning activities, following up, and giving homework for the assessment using the Quizizz application or doing remedial if the assessment is carried out directly in class with Quizizz for students whose grades are above under minimum ability criteria.

The evaluation process uses the Quizizz application. In practice, the teacher makes questions and saves them in the draft before distributing them to students. When a quiz will be held, the teacher must determine whether the quiz will be carried out directly in class or used as homework. If the quiz is live, click directly to continue copying the link, and share the code with students, then students will participate via this link. If there are students who cannot enter the code, they can go through [www.quizizz.com](http://www.quizizz.com), and then enter the code. Each link has a different code, so students can enter using that link or code. The purpose of conducting learning assessments is to determine the extent to which students understand the material presented, and the assessment is carried out using knowledge, attitudes, and skills assessments. PAI teachers at SMP Negeri 7 Purwokerto chose to use the Quizizz application as a medium for evaluating their learning.

The application of a limited face-to-face learning system at SMP Negeri 7 Purwokerto requires adaptation because the previously online system has become face-to-face. However, because it's still in a pandemic situation, adaptations that can be made include getting used to implementing health protocols such as washing hands, wearing masks, maintaining distance, and avoiding crowds. Efforts that can be made for adaptation aside from the learning environment that must apply health protocols are also carried out on media factors, namely utilizing technological media that is used

when online to be applied face-to-face with a limited system (F., [personal communication, January 6, 2022](#)).

The health protocol <sup>40</sup> carried out by SMP Negeri 7 Purwokerto is intended to reduce the spread of the Covid-19 virus in face-to-face learning that is being implemented. This effort was carried out based on government regulations in Banyumas <sup>33</sup> Agency Education and Culture Office Circular Number 420/10/22/2021 regarding the implementation of a limited face-to-face system in the conditions of the Covid-19 pandemic which must apply strict health protocols and clean and healthy living behaviours (Dinas Pendidikan Kabupaten Banyumas, 2021). So, it is necessary to form new habits to adapt to changing learning systems, more specifically in learning PAI subjects.

Efforts to increase student learning motivation <sup>3</sup> are due to changes in the implementation of learning from within the network to face-to-face learning, here the PAI teacher at SMP Negeri 7 Purwokerto uses technology as a learning medium. According to the author, this is an appropriate innovation when conditions are unstable for learning to take place, so adjustments must be made to the education system under uncertain conditions. One of them is innovating to make learning more effective. This is because good learning outcomes in current conditions are determined by the methods and media that the teacher uses when learning. Choosing learning media is also something that must be considered by the teacher so that the teacher is not mistaken in choosing boring media, bored both teachers and students because it will affect the delivery of material and students' understanding of the material presented so that learning outcomes become less than optimal.

The Quizizz application was chosen by the teacher in PAI learning, namely in the assessment process. This is because the Quizizz application is used to facilitate the assessment process and can be an alternative in face-to-face learning with a limited system, especially learning evaluation.

The use of online media that is common during online learning makes students awkward and surprised by the implementation of the learning system directly in class. Finally, students have not been able to adjust to direct learning in learning classes, especially in the assessment process. Therefore, online-based media used in limited face-to-face systems may still be used and considered to be still effective. The function of the Quizizz application on the learning system directly in class with a limited system is used for the learning assessment process. This can be a solution to increase <sup>5</sup> motivation and create a fun learning after the Covid-19 pandemic. Quizizz is an educational game-based quiz application that can be used by many people, so classes become more interactive. Quizizz has unique characteristics that distinguish it from other online media, this makes Quizizz look attractive, such as having avatars, memes, themes, and entertaining music, which is the uniqueness of this Quizizz application (Purba, 2019).

Based on the above data, learning at SMP Negeri 7 Purwokerto, especially in PAI lessons, is following the research conducted by Muhammad Nasikh, namely: 1) This application is very suitable as a learning medium because it can increase student

learning motivation; 2) This application is very popular among students in the assessment process which is usually used for daily tests, they work on questions like they are playing games and there is also competition to get grades when working on questions through the application (Nasikh, 2021).

The use of media in learning certainly requires a good learning design to be applied in learning. Learning design according to Gustafson Twelker said is a series of processes intended to improve the quality of learning. In contrast to Smith and Ragan's words, they say learning design is a systematic (regular) and reflective process for explaining learning and learning principles in a form of a plan that is used for learning materials, learning activities, learning resources, and learning evaluation. Another opinion is from Koberg and Bagnall, they say that learning design is a procedure for making learning effective and efficient (Anwar, 2014).

Based on some of the opinions above, it can be concluded that the definition of learning design is a series of processes that are carried out systematically and are used to solve learning problems and improve the quality and objectives of learning, the activities consist of planning, implementing, and evaluating to obtain an effective and efficient design. From the results of research through observation, the author can find out a series of procedures carried out by teachers in PAI subjects during learning.

In planning activities, the teacher makes lesson plans to guide teachers in carrying out learning. The learning process carried out by the teacher is very varied, namely by applying methods, and strategies and the media used are not monotonous. As in learning evaluation, the teacher uses the Quizizz application as the medium. This is the author's finding in the research conducted, namely the use of technology-based media in PAI learning in the world of education today in a pandemic condition that uses an emergency curriculum and a limited face-to-face learning system. This finding was found at SMP Negeri 7 Purwokerto in PAI subjects.

As in the Assure model learning design is a series of learning plans that use certain media. The Assure Model is a procedure for designing and implementing learning including the use of media and technology when learning. The Assure model is also said to be a class-oriented model (Nawawi, 2018). The Assure Model learning process can be done in the following way:

1. Analyze the students, understanding the characteristics, abilities, styles, and attitudes of students in learning needs to be done by the teacher.
2. Stating Objectives, decide the objectives. Teachers need to determine goals so that the learning process is directed.
3. Select Methods, Media, and Material, the teacher must determine the methods, media, and material that will be presented during learning.
4. Utilize Methods, Media, and Material, after the teacher has planned the next steps the teacher applies methods, media, and material during learning.
5. Require Learner Participation, demand student participation. That is, the activeness of students in the learning process is very necessary, so the teacher must be able to make learning effective and varied so that students can play an active role during learning.

6. Evaluate and revise, the teacher evaluates the learning that has been implemented to make improvements to further learning so that it is better at presenting learning.

By paying attention to the procedures of the Assure model, teachers can use the latest technology and other technology-based media in learning appropriately and effectively.

#### 4. Quizizz application as a fun learning media

It can be observed in [Figure 1](#) is the data from the results of student assessments through the Quizizz application. With this application students' work results can be recorded directly, data stored such as the time students worked, student answers were either right or wrong, as well as the student's final grade. This is because Quizizz can also show the results of student answers that are right and wrong, so the teacher can monitor the level of understanding of the material from each student.



Figure 1. Student assessment results using the Quizizz application

The researcher concludes that quiz applications can provide convenience to teachers when taking grades, students are more interactive when working on questions because there are rankings, and teachers and students can work together to evaluate the results of students' work on questions, especially on wrong answers. This is a learning where students already know the correct answer if the same question is found and can be corrected again in the next quiz, motivating students to work and compete to get the best grades.

From these data, the process and learning outcomes of students at SMP Negeri 7 Purwokerto in PAI learning are the results of Khaliqul Husna's research that the use of the Quizizz application in learning affects increasing student learning interest (Husna, 2021).

Media has advantages and disadvantages of each so that different media can support each other to facilitate the implementation of the teaching and learning process. The use of technology as a learning medium does not rule out the possibility of being used in limited face-to-face education. Technology-based media is still considered to be effectively implemented. However, in its implementation, several obstacles were encountered. Like an unstable internet network, because if the internet network is unstable, students will be left behind in doing their work. If the internet network is disconnected, the time to work will run out and students cannot join the quiz again. Students also don't have their active email, so they must get access to their parents' cell phones (F., personal communication, January 6, 2022)

Utilization of online-based media based on the data above in learning is the result of Fitri Kartika Sari's research, namely internet-based learning media (Quizizz) is very useful and appropriate to be used as a learning medium. This media is very well used when compared to conventional learning media that is usually used. Because Quizizz is different from other internet-based media, Quizizz has its advantages. Interesting Quizizz features as well as facilities for viewing student test results which are immediately recorded, teachers only download without having to bother correcting student answers one by one which is one of the advantages of Quizizz media (Sari, 2020).

The use of technology in learning used at SMP Negeri 7 Purwokerto adapts to the times so that it becomes a more modern learning model, not only in online learning that uses technology but in limited direct learning systems, technology can still be used in online learning systems. right in class. The use of the Quizizz application as a medium for face-to-face learning is limited, proving that this game-based media cannot only be used during the Covid-19 pandemic or online learning, as in Khairun Nisa's research (Nisa, 2022). This research was conducted when the Covid-19 pandemic occurred. From the results of this study, it was found that Quizizz can increase student motivation and achievement. However, the authors with their post-Covid-19 research on limited face-to-face learning have proven that the Quizizz application is still very effective when used in direct learning in class, even though it is still in limited conditions. SMP Negeri 7 Purwokerto is the place where the writer finds new findings about this quiz-based learning media.

The Quizizz application is used as a learning medium, not as a face-to-face learning resource with a system limited to PAI subjects, to be precise as a learning evaluation medium. This educational game-based media makes the class more interactive inside or outside the classroom so that students don't feel bored and increase students' motivation to learn.

## 5. Flexibility in using the Quizizz application <sup>4</sup>

The results of the author's observations at SMP Negeri 7 Purwokerto show that the use of the Quizizz application for learning assessment can be done in two ways due to the flexible nature of Quizizz which can be used anytime and anywhere. In the PAI lesson assessment process, the teacher can conduct quizzes directly in the learning class or quizzes can be used as homework (Agustina & Rusmana, 2020; Salsabila et al., 2020; Aditiyawarman et al., 2022).

Based on the observations in the PAI learning class, Quizizz application used for the assessment process was carried out using classic mode. The two ways of using Quizizz by the teacher have differences, namely if Quizizz is held directly in class to evaluate learning all students do well on quizzes, but if quizzes are used as homework not all students do. This can be seen through the recapitulation of the results of the daily test results of class VII students who are the author's observations. So, this is a weakness of using Quizizz in the learning evaluation process. But even though there are these weaknesses, PAI teachers at SMP Negeri 7 Purwokerto make it easy for students who have not received a test score to get a grade. The teacher allows students to do tests through the Quizizz application, if students catch up on doing tests, they will be replaced by other assignments. Of course, Quizizz has the weaknesses and strengths described earlier, but teachers can use it optimally in the assessment process. So that <sup>13</sup> the teacher's skills in teaching are needed both in PAI subjects or in others, with a limited face-to-face system or in a network to the conditions and needs of the world of education.

## D. Conclusion

SMP Negeri 7 Purwokerto applies limited face-to-face learning using the Quizizz application as a learning medium, not as a learning resource. Precisely, namely as a learning evaluation media or assessment process. The Quizizz application which is used in face-to-face learning is limited to PAI subjects, providing many benefits for schools, teachers, and students. Among them, namely in anticipation of changes in the learning system due to uncertain conditions, as developing skills in using technology to make it easier for teachers and students in the learning process and being able to keep up with developments in the all-digital era. The use of technology in learning, as applied to PAI subjects creates a modern learning process and can support the independent learning program.

Researchers hope that this research can provide guidance not only for students who practice PAI material but also for other prospective educators. Then the next suggestion is to always expect the essence of learning, and create learning skills that are diverse, creative, innovative, and don't fade, which will have an impact on improving performance and providing other good results. Students are also expected to be more proficient in various learning media, especially technology-based learning media, in limited face-to-face learning of PAI subjects, especially using quiz applications so that students can make maximum use of them and improve learning

outcomes. The researcher also hopes that there will be developments <sup>16</sup> in the use of the Quizizz application in all subjects, not only in PAI subjects. And the Quizizz application can be recognized <sup>12</sup> by the wider community so that more and more people use it.

This limited face-to-face learning also showed significant improvement in learning assessment results. So, the researcher's recommendation is to keep at least this achievement and keep working to improve it and suppress complacency about what has been achieved. Another hope is to practice what is learned in the social life of the community, not only in class when learning.

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