

The Impact of belajar.id Account Integrated with Quizizz on Learning Quality

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Abstract: This study aims to analyze the impact of the use of quizizz integrated belajar.id accounts on the quality of learning through literature studies. The results of the study are expected to provide knowledge that belajar.id account integrated with quizizz has a good impact and it is hoped that more educators will take advantage of it. This research method uses literature review by examining various journals, articles, books and other sources that are relevant to the topic of using belajar.id accounts that are integrated with the digital platform, namely quizizz on the quality of learning. Based on the results of this review literature reflected on the learning quality indicators based on several aspects, the use of quizizz integrated using belajar.id accounts have a positive impact. Therefore, educators can take advantage of this as a way to improve the quality of learning.

Keywords: Belajar.id, Quizizz, Quality of Learning

A. Introduction

In the current era of society 5.0 where technology is an important tool in the sustainability of society, it is evident that technology is always used every day, so it can be said that digital transformation is developing very rapidly. This is a challenge where the community especially must have skills in the use of technology. In the world of education, in this case, teachers, in accordance with the Director General Regulation number 2626/B/HK.04.01/2023 concerning the teacher competency model in the second indicator of the fifth sub-indicator, namely the adaptive use of information and communication technology (ICT) in learning, teachers are expected to have competence in the use of technology.

In the context of digital transformation to facilitate the learning process and ease of accessing learning services for educators and students, the government launched a learning account, namely the belajar.id account. This learning account is used to allow users to log in to several technology *platforms* that have been developed by the government using only one account. This account is the result of a collaboration between the Technology *Platform Service Center* (BLPT) of the Ministry of Education and Culture and Google which is specifically to provide convenience in carrying out

fun learning. Learning accounts belajar.id as Google accounts that can be used by school principals, teachers, education staff. So that the existence of this account can help educators to carry out student-centered and fun learning by utilizing technology (Wahyudi & Suwandana, 2022). In previous research, during the covid-19 pandemic, belajar.id account provided many benefits for learning, including, by utilizing the Ministry of Education and Culture's belajar.id account, making learning Indonesian effective because teachers can deliver learning materials using google meet (Rahma et al., 2022).

There are many benefits that educators get in utilizing belajar.id accounts, so on June 28, 2024, the integration of belajar.id accounts with quizizz was launched. Quizizz is a gamification-based digital platform that can be used to make it easier for educators to organize interactive and fun learning and assessments for students. With this collaboration, belajar.id account owners can use the quizizz application for more fun learning and assessment. The advantage of this collaboration is that belajar.id account owners can take advantage of features and various premium content on quizizz for free such as 18 types of questions on quizizz where usually quizizz can only be used as many as 6 types of questions that are free and there are many limitations if using a regular (belajar.id Information Center, 2024) google mail account. Thus, educators are increasingly given good facilities for the use of technology in learning so that it is hoped that educators can achieve learning goals and make learning more fun and meaningful.

The quality of learning can be seen in terms of process and results. In terms of process, learning is said to be successful and quality if all or at least most of the students are actively involved in the learning process, both physically, mentally and socially, in addition to showing high enthusiasm for learning, great enthusiasm for learning, and self-confidence. Meanwhile, in terms of results, the learning process is said to be successful if there is a positive change in behavior in students (Memorata et al., 2016).

The Ministry of National Education (2004) stated that the indicators of learning quality can be studied through several aspects, namely, (1) Educator (teacher) learning behavior; (2) Student activities/behavior; (3) Learning climate; (4) Learning materials; (5) Learning media; and (6) Learning system (Mustika & Nadela, 2021). Based on these learning quality indicators, the quality of learning can be measured based on the learning process that shows a change in student behavior in learning, namely the feeling of pleasure in participating in the learning, this feeling arises because of the learning climate, learning methods and learning media used by educators.

This study aims to analyze the impact of the use of quizizz integrated belajar.id accounts on the quality of learning through literature studies. The results of the study are expected to provide knowledge that belajar.id account integrated with quizizz has a good impact and it is hoped that more educators will take advantage of it.

B. Methods

This research method uses a literature review approach, by examining various journals, articles, books and other sources that are relevant to the topic of using belajar.id accounts that are integrated with the digital platform, namely quizizz on the quality of learning in schools. Literature review is one of the common educational research techniques that allows researchers to review and synthesize previous research findings to provide a broader and deeper picture of how the impact of technology utilization affects the quality of learning in schools (Snyder, 2019).

The literature used in this study is journals that discuss the use of quizizz in learning. In addition, the researcher uses a database from publish or perish that finds relevant journals based on keywords. Data collection techniques in literature review research are very important to ensure that the information obtained is relevant and of high quality. The relevance, credibility, and contribution of each literature found are evaluated. All literature used is from reliable sources and thoroughly reviewed. The results of the evaluation are included in the main theme, namely the use of quizizz integrated belajar.id accounts, then synthesized for the preparation of a structured narrative.

C. Results and Discussion

This section presents the results of a literature analysis and discusses how the impact of leveraging integrating belajar.id accounts with quizizz is concerned.

Table 1. The Use of Quizizz in learning

No	Author (Year)	Heading	Findings	Practical Implications	Type of Research
1	(Dermawan & Ramadhan, 2024)	Mathematics Learning Through Quizizz Game Media to Improve Student Learning Outcomes	Easy use and results The fast pace in the assessment process makes this app worth using as a learning application. There is an increase in student learning outcomes from cycle I of 63 and cycle II of 78	By using quizizz, educators can process assessment results quickly and also using quizizz can improve learning outcomes because of the game mode so that students are excited	Classroom action research
2	(Mesterjon et al., 2024)	Effectiveness of the Use of Quizizz Media on Students' Learning Interest	Quizizz significantly improves the quality of learning by improving student engagement, attitudes toward learning, and perception of judgment	With the use of quizizz can increase student engagement in a direct way	Quantitative
3	(Pakudu, 2024)	Development Of Interactive	Implementation of the ADDIE model in	Using interactive quizizz makes	R&D

		Learning Media Based on Quizizz Games	the development of Quizizz-based interactive learning media opens the door for Creating more fun, effective, and measurable learning for participants educate.	learning fun and effective	
4	(Rahman et al., 2020)	The Use of Quizizz Media in Summative Assessment as a Fulfillment of Students' Learning Style Needs	Quizizz can meet the needs of students' learning styles in the learning process through the available features in the form of interactive quizzes and as an interactive learning medium.	Quizizz can facilitate student learning according to their respective learning needs, so that this can be used by educators	Qualitative
5	(Nurhalizah & Hindun, 2024)	The Role of Quizizz as a Learning Media with Presenting Interesting Features for High School Students	The effectiveness of the use of the Quizizz application is appropriate and is used to provide learning motivation for high school students	Quizizz can be used to increase the learning motivation of high school students	Qualitative
6	(Asiah & Vitriani, 2024)	The Use of Quizizz in Learning Assessment In Biology Subjects at SMA Negeri 15 Pekanbaru	The application of Quizizz in learning assessment provides a new variety in the evaluation, which can increase students' interest and motivation to learn. Through a format that interactive and competitive, students tend to be more motivated to participate and Learn more actively	The use of quizizz can be adopted for learning because the concept of interactive learning can increase students' interest, interaction and motivation in learning	Qualitative
7	(Arienita et al., 2024)	The Influence of Using the Quizizz Application on Students' Learning Interest in Mathematics Subjects in Class VIII of SMP Negeri 4 Baubau	Quizizz media can affect the effectiveness of religious education Islamic students by 72%	Learning using quizizz media can increase the effectiveness of student-centered learning	Quantitative

8	(Candrasari & Munandar, 2023)	Increasing Student Learning Motivation Through the Application of Quizizz Games in History Learning Class X.9 SMA Negeri 21 Makassar	Using Quizizz in learning history can effectively increase learning motivation students, improve their engagement, and positively impact outcomes learn	The involvement, effectiveness and motivation of students to learn using quizizz has a good impact and also affects their learning outcomes	Classroom action research
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The research was carried out by (Benefactor & Ramadan, 2024) the positive impact obtained, namely the improvement of student learning outcomes as evidenced by the data on learning outcomes in the first cycle that the average score was 63. Furthermore, in the second cycle by using the same media, the average score increased to 78. The results of this study in addition to improving learning outcomes, educators can process assessment results quickly and also use quizizz because the game mode makes students excited.

There are many types of modes of quizizz that can be used in learning and various kinds of subjects. Like the research conducted by the (Mesterjon et al., 2024) research conducted with a sample of vocational school students in multimedia subjects. Students give positive responses including the ease of navigation, aesthetics, and cognitive content so that students feel happy and focused on being directly involved in learning. On the other hand, students have different learning styles, so educators must understand and find ways to meet their learning needs. From research conducted by (Candrasari & Munandar, 2023), the fulfillment of learning needs based on differences in their learning styles can be facilitated using quizizz, namely students who have a visual learning style, then they are given quizzes with visual modes such as the display of questions on the screen. Meanwhile, students who have a visual learning style are given quizzes by giving video patches first or on the quizizz feature, which is an interactive video feature where in certain video sections educators can insert questions. While students who have a kinesthetic learning style, the quiz mode that can be used is paper mode. In this mode, students are given a barcode paper, later when answering, students will play part of the barcode.

The use of quizizz that is integrated with belajar.id account provides a lot of convenience for creativity because of the many forms of questions that can be created ranging from multiple-choice forms, audio, drag and drop, word clouds, short fills, markers and others. In this way, educators can maximize the use of quizizz such as research conducted by (Asiah & Vitriani, 2024) that its use can increase student engagement in learning and strengthen understanding of concepts. Likewise, the results of the research (Nurhalizah & Hindun, 2024) stated that the use of Quizizz is very effective and increases students' motivation in learning.

D. Conclusions

The use of quizizz in learning can improve learning outcomes, learning motivation, student involvement and can meet the learning needs of students based on their learning style. In addition, educators can use quizizz which has features that allow the creation of questions automatically using a teleportation system, the results of use can be obtained directly along with detailed analysis. So based on the results of this *review literature* reflected on the learning quality indicators based on several aspects, the use of quizizz integrated using belajar.id accounts have a positive impact. Therefore, educators can take advantage of this as a way to improve the quality of learning.

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