

Online Game-Based Approach in Teaching English: Cases of Teaching during Pandemic *Covid-19* at Universitas Darwan Ali Sampit

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Abstract

Teaching during pandemic now changes the concept of teaching learning from the conventional way to virtual based teaching. Teachers might use online media in conducting the lesson, for instance zoom, google meet, online game, and so forth. The aim of the study was to know the students' ability in English by using this online game called *Quizizz* (web-based, *Quizizz.com*) as a well-featured platform yet interactive for freshmen in English I class at Universitas Darwan Ali Sampit in academic year 2020/2021. The design of the study was experimental research design in quantitative method. The population of this research was the freshmen of Business Management class taking English I subject. Two classes were taken as the sample, they were: FB 1 A as the control class and FB 1 B as the experimental class. To collect the main data, pre-test and post-test were used. The data from those tests were analyzed by using SPSS for Windows version 16.0. To find out the validity and the reliability of the instrument, the data from the English I quiz result were collected and analyzed. The result of research showed that the t-test gave t-value of 2.999 which was higher than t table 2.009, with sig. (2-tailed) showing that .004 was lower than .05. It could be concluded that H_0 was rejected and H_1 was accepted; which means teaching English using online game *Quizizz* could improve the students' ability in English.

Keywords: english skill; experimental research; online game, quizizz,.

INTRODUCTION

During this pandemic teaching learning is centered virtually, and there is no debate that it is the best way to do recently. For instance, using digital game is also quite famous used by teachers in teaching; conducting materials.

Digital game has been very popular for several decades; Indonesian Internet Service Provider Association (*Asosiasi Penyelenggara Jasa Internet Indonesia/ APJII*) recently held a survey of internet users in Indonesia. The result shows are the Indonesian internet active users has reached 63 million people, or about 24% of its population. In Indonesia, online games have appeared since 2001 (Suryamin, 2014). The further survey

in 2016, Indonesian Internet Service Provider Association stated that there were 132,7 million people of internet users. And 70 % of them were teenagers in the age range 10-14 years old (Suryamin, 2016). It means that more than a half of teenagers use the online games. As we know that almost all online games use English instructions in their systems. So, if the teenagers play online games regularly, they will read or listen to the game's instruction. As the positive effect, they are familiar with English.

In the field of learning using technology supporting enhanced educational games as a strategy to improve learning outcomes are more feasible. According to Widi (2014), *Quizizz* game is a type of online game. As the name implies, it is filling the form, and the winner will be appeared in a rank.

The type of this game is also often appearing as an element of the game in educational games.

The game comes as an option to meet the learning and motivation requirements of the today's generation of students (Prensky, 2001). Empirical evidence proved to show the positive effects of computer games as a media of learning. Evidence suggests that games that implement pedagogical designs can develop and support school performance, cognitive ability, motivation toward learning, reflection, attention and concentration (Melero & Leo, 2013). Based on those statements, it can be concluded that there are positive impacts for students' English skills, for example speaking skill. One of the positive impacts is supporting the students in learning process.

There are four basic skills that have to be mastered by the students, they are listening, speaking, reading, and writing. All of them are related each other; like listening related with speaking and also reading with writing. The main goal of learning English is being able to master the speaking skill and communicating (Nunan, 2003; Richards & Renandya, 2002). It means that speaking skill is one of the important basic skills that have to be mastered by the students because when they are going to inform something, they need to tell it by spoken language.

In other word, although extensive speaking is the basic and the most important skill, it is not easy to be mastered. The students need to practice their speaking skill because the key of language is practice. Speaking skill is not just talk about technique but also aptitude.

In fact, there are many techniques and media that can be used to develop students' speaking skill in learning. One of them is educational games; *Quizizz*. The purpose of this game is to trigger the students in order to get more interactive while on teaching learning process. The *Quizizz* should be made interesting because the results are not directly intuitive, such games can help problem solving, analytical skills and student's memory (Huang et al., 2007). It means in *Quizizz* game students can learn about new vocabularies, for example that can be mastered in describing a building, memorizing new vocabularies, and making sentences. By using *Quizizz* game, it can facilitate the students to learn and

arrange simple sentences. Actually, *Quizizz* game is a kind of the online game that needs a CPU and also internet connection to apply the game. The use of *Quizizz* game is to help the teacher to lead the students to convey how to describe a thing or something simpler and easier.

From the description above, the researcher chose this game to improve students' English skill (in the experimental research of the tenth-grade students in Universitas Darwan Ali Sampit year 2019/2020).

METHOD

The design of the study was experimental research design in quantitative method. The population of this research was the freshmen of Business Management class taking English I subject. Two classes were taken as the sample, they were: FB 1 A as the control class and FB 1 B as the experimental class. To collect the main data, pre-test and post-test were used. The data from those tests were analyzed by using SPSS for Windows version 16.0. To find out the validity and the reliability of the instrument, the data from the English I quiz result were collected and analyzed.

FINDINGS AND DISCUSSION

As a foreign language in Indonesia, sometimes the students find the difficulty to learn English. Another reason is that students still used their native languages. Therefore, it needs a platform to learn English effectively, for instance using *Quizizz*.

In this part of the research, the researcher used quantitative research. Indrawan and Yaniawati (2016:51) state that quantitative research is a form of scientific research that examines a problem of a phenomenon, as well as looking into possible links or relationships between the variables in the problem set.

In this research, the researcher used quasi-experimental design as the method to conduct research. Frankel and Wallen (1993:271) and also Creswell (2011:313) explain that quasi-experimental design does not include the use of random assignment. In this research, the researcher relies instead on other techniques to control (or reduce) threats to internal validity. Therefore, the researcher involved two groups, they were experimental class and control class.

The population of this research were the tenth-grade students of English I class, freshmen students in the academic year of 2019/2020. In addition, Sample is one part of the population, the sample is typically used when an object or population to be studied have large numbers. Sample is part of the number and characteristics possessed by the population (Sugiyono, 2012:62). In other word, sample is a small part of the population, are able to describe in general about the characteristics of the population. According to Saleh (2008:39-40), the sample must be large enough to represent the population. The larger sample is the better, because the degree of representation is higher. It means that

the larger sample taken to obtain the data to be more accurate and better to describe the characteristics of the population that is selected by the researcher.

For the first time, the researcher gave the try out for the students. The try out can also measure the accuracy level of questions that is given to the participants in the test. Before the English test given to the control class and experimental class, the researcher gave the test to another class, which was English Ia class consisting of 27 students. The purpose was to find out whether the test was valid or not.

To see the result of the try out class, the researcher made the students' classification score. The result can be seen in the following table:

Table 1 The Result of the Try Out Class

Score	Level	Number of Students	Percentage %
91-100	Excellent	0	0 %
81-90	Very Good	0	0 %
71-80	Good	0	0 %
61-70	Fair	15	55.5 %
51-60	Poor	12	44.5 %
< 50	Very Poor	0	0 %
Total	-	27	100 %

From the table above, it can be seen that students' score in the try out class is at the fair level with the acquisition 55.5% and in the poor level with the acquisition 44.5%. It can be said that the students' speaking ability is at the middle to lower level.

The second, the researcher gave the pre-test in control class and experimental class to the setting of this research. In the pre-test, it was found out that the result of students' score was still low. Most of the students were not active in the class, their activeness in learning process was not satisfied. Besides, their motivation in study were also low. In addition, the pre-test was to the students given in form of grammar test that they have to answer from application of *Quizizz* Game.

To see the result of the pretest in control class, the researcher made the students' classification score. The result can be seen in the following table:

Table 2 The Result of the Pretest in the Control Class

Score	Level	Number of Students	Percentage %
91-100	Excellent	0	0 %
81-90	Very Good	0	0 %
71-80	Good	5	20 %
61-70	Fair	8	32 %
51-60	Poor	12	48 %
< 50	Very Poor	0	0 %

Total	-	25	100 %
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From the table above, it can be seen that students' score pretest in the control class is at the good level with the acquisition 20 %, in the fair level 32 %, and in the poor level with the acquisition 48 %. It can be stated that only 5 student that could achieved in the level good and other students in level fair and poor.

Then, to see the result of the pretest in the experimental class, the researcher made the students' classification score. The result can be seen in the following table:

Table 3 The Result of the Pretest in the Experimental Class

Score	Level	Number of Students	Percentage %
91-100	Excellent	0	0 %
81-90	Very Good	0	0 %
71-80	Good	11	40.75 %
61-70	Fair	5	18.50 %
51-60	Poor	11	40.75%
< 50	Very Poor	0	0 %
Total	-	27	100 %

From the table above, it can be seen that students' score pretest in the experimental class is at the good level with the acquisition 40.75 %, in the fair level 18.50 %, and in the poor level with the acquisition 40.75 %. It can be stated that there is similarity achievement between good level and poor level or it can be concluded that the students' ability in the experimental class is balanced before gave the treatment.

After giving the pre-test, the researcher gave the treatment that was *Quizizz* game. The researcher explained the rules in operating online *Quizizz* game. The themes of this *Quizizz* game are about historical building, animal, and person. And it was based on the English curriculum. In this research, the students not only played a game but also were asked to describe the images they had arranged as well as answering the structure question related to the themes.

After giving the treatment, the students were requested to take the post-test in control class and experimental class. This section aimed to determine the treatment outcome, to find out the difference of the students before and after the treatment was given.

To see the result of the post-test in the control class, the researcher made the students' classification score. The result can be seen in the following table:

Table 4 The Result of the Post Test in the Control Class

Score	Level	Number of Students	Percentage %
91-100	Excellent	0	0 %
81-90	Very Good	0	0 %
71-80	Good	11	44 %
61-70	Fair	6	24 %
51-60	Poor	8	32 %
< 50	Very Poor	0	0 %
Total	-	25	100 %

From the table above, it can be seen that students' score in the post test of control class, there was increasing achievement score in the good level with the acquisition 44 %, there was reduction score in the fair level with the acquisition 24 %, and in the poor level with the acquisition 32 %. It means that there was a significant difference that indicated the increasing students' ability in the post test of control class.

And to see the result of the post-test in the experimental class, the researcher made the students' classification score. The result can be seen in the following table:

Table 5 The Result of the Post Test in the Experimental Class

Score	Level	Number of Students	Percentage %
91-100	Excellent	0	0 %
81-90	Very Good	0	0 %
71-80	Good	22	81.49 %
61-70	Fair	1	3.7 %
51-60	Poor	4	14.81 %
< 50	Very Poor	0	0 %
Total	-	27	100 %

From the table above, it can be seen that students' score in post-test of the experimental class, there was increasing achievement score in the good level with the acquisition 81.49 %, there was reduction score in the fair level with the acquisition 3.7 %, and in the poor level with the acquisition 14.81 %. It means that there was a significant difference in the experimental class after getting the treatments with increasing percentage amounts of 50 % in the good level.

To assess the differences between certain values with an average population groups, in this study, the researcher used t-test aiming to differentiate the students' achievement in speaking skill by using *Quizizz* Game. This test was conducted in the result of post-test in control class and the experimental class.

Table 6 The Result of Post Test in Control Class and the Experimental Class Group Statistics

Class	N	Mean	Std. Deviation	Std. Error Mean
Method Control Post Test	25	69.92	8.860	1.772
Experimental Post Test	27	76.67	7.338	1.412

The result of the group statistic table showed that the means of the control class and the experimental class were 69.92 and 78.28. It means that the difference between the control class and the experimental class was 6.75. However, the mean difference of the control class and the experimental class showed homogeneous. And, for answering the hypothesis, the researcher used Independent Sample Test. The result can be seen in the Table 4.18.

Table 7 T-Test of Post Test of Control Class and Experimental Class Independent Samples Test

	Levene's test for equality of variances		t-test for Equality of Means						
	F	Sig.	T	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	95% Confidence Interval of the Difference	
								Lower	Upper
Method Equal variance assumed	4.389	.041	-2.999	50	.004	-6.747	2.249	-11.265	-2.229
Equal variance not assumed			-2.978	46.758	.005	-6.747	2.266	-11.306	-2.188

From the table above, it can be seen that the t-value was obtained 2.999 more than t table 2.009 (this calculation could be seen on appendix 7 page 97), with sig. (2-tailed) showed .004 less than .05. It means that there was a significant difference between the control class and the experiment class. It could be concluded that H_0 was rejected and H_1 was accepted. Hence, there was a significant difference of the students' speaking ability between the control class and the experiment class.

Based on the explanation above, it was proved that the students who got treatment by using *Quizizz* Game had a better score than students who did not get the treatment. It could be stated that teaching speaking skill by using *Quizizz* Game could improve students' speaking skill.

The aim of this research was to know the students' speaking ability by using *Quizizz* Game for the freshmen students in Universitas Darwan Ali Sampit in the

academic year 2019/2020. To find out the result of this research, the researcher analyzed the data of pre-test and post-test by using t-test formula, and the result showed that there was a significant difference in the result of students' speaking ability in experimental class after getting the treatments of *Quizizz* Game.

The explanation above was proved by the result of the data that showed the post-test mean of the control class was 69.92 and the experimental class was 76.67. And then, the obtained of t-test was 2.999, whereas the t table was 2.009 for $\alpha = 5\%$. It means that the t-test score was higher than t-table. It could be stated that there was a significant difference between the control class and the experimental class. It could be concluded that H_0 was rejected and H_1 was accepted.

Based on the result above, it was proved that the students in the experimental class who got treatments by using *Quizizz* Game had a better speaking ability than students who did not get the treatment in the control class. It could be said that teaching speaking using *Quizizz* Game could improve the students' English ability.

CONCLUSION

After having Classroom Experimental Research, it could be concluded that *Quizizz* Game could improve student's English skill. Based on the result of the research, there was a significant difference between the result of post-test in the control class and the experimental class which treated by *Quizizz* Game. It was proved by the calculation of t-test which showed that t-value in equal variance is $t=2.999$ and sig. (2-tailed) = .004. From the calculation of post-test mean, the experimental class mean was 76.67, while the control class got 69.92. The result showed that there was significant difference between the experimental class and the control class.

It could be concluded that H_0 was rejected and H_1 was accepted, it means that teaching English using *Quizizz* Game could improve the students' English ability. In other word, that there was a significant difference in the mean score of speaking test result between the experimental class which were taught by *Quizizz* Game, and control class which were not taught by *Quizizz* Game.

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