THE EFFECT OF USING QUIZZIZ MEDIA ON STUDENTS' VOCABULARY MASTERY AT THE EIGHTH GRADE OF SMP SWASTA HKBP PADANG SIDEMPUAN IN 2022/2023 ACADEMIC YEAR

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ABSTRAK

The purpose of this research is to find: 1) the extent of application quizziz media application. 2) the extent of the students' vocabulary mastery before and after using quizziz media application. 3) there is any significant effect of using quizziz media application on students' vocabulary mastery at the eighth grade students of SMP Swasta HKBP Padang Sidempuan. That consist of 24 students. Then, the sample was 23 students which are taken by total sampling. The technique for collecting the data by observation sheet and giving test. After collecting, it was found that the score of application quizziz media application was 3,4. The mean score of students' vocabulary mastery was 45,63. While the mean score of students' vocabulary mastery after using quizziz media application was 82,13. The result data shows that the score of t_{test} was 4,47. The (df) was N-1 = 24 – 1 = 23. So, the researcher takes the score df of t_{table} at 5% significant level number 23 was 2,07. After finding the score t_{test} is the higher than t_{table} (t_{test} > t_{table} = 4,47>2,07). It means there was any significant effect of using Quizziz Media Application on Students' Vocabulary Mastery at the VIII students of SMP Swasta HKBP Padang Sidempuan. So, hypothesis in this research can be accepted.

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1. PENDAHULUAN

Vocabulary is a very important language base to be mastered. Vocabulary is the words that support how to construct sentences and communicate in a particular language. To have well communication in a particular language, we must sufficiently number of words and must use them correctly. The right vocabulary will help others to understand and gain better knowledge. Without vocabulary, people will find it difficult to understand language skills such as writing, reading, listening and speaking.

Dealing with the expectation of the objective in Vocabulary Mastery is not easy and simple for students. Most of all the students said that didn't understand if someone speak in English and hard in memorizing and write English vocabulary because the number of vocabularies is too much. Likewise at the eighth grade of SMP Swasta HKBP Padang Sidempuan, the researcher found several problems, the students' vocabulary mastery is still low. This can be seen when the researcher gave a vocabulary test that consist of 20 questions, the researcher found that from 20 questions, the highest correct answer is 13 and lowest correct answer is 3. And the students' average score is 45,63. In the case, the researcher expects students to got score of least at 75. Kemendikbud (2013) states that, "students are said to have completed their learning if they obtain a minimum score of 75

from the ideal". And the standard score for students to pass the Vocabulary subject in this school is 75, it means that the students are still weak in vocabulary mastery.

Based on the interview with the English teacher at March, 8th 2023, the teacher gave information that there are 24 students in their school and their matter has arrived at recount text and vocabulary material have gone through from the start started in 8th grade, the teacher has given many efforts in enrich students' vocabulary mastery such as giving motivation to students to learn a lot of English vocabulary, play games, using dictionary, using method, using strategies, using book that contain the English vocabulary, but there are no significant.

From the explanation above, the researcher interested in doing research about how to make students be able in Vocabulary mastery. In the case, the researcher tried to use the media application to make the students interested in vocabulary mastery.

Quizziz is an educational application that offers learning through quizzes in a fun and interactive way that teacher and students can use in everyday learning. Quizziz offers a variety of interesting quizzes, not just quizzes, this application also offers interesting features such as media features. In this feature, teachers can add various media in it, such as image, audio, video and text that are combined on one slide. This feature really helps teachers in making learning media interest for students.

With using this application the researcher hopes the students at the eighth grade of SMP Swasta HKBP Padang Sidempuan able to increase their vocabulary mastery. From the reason above, the researcher is interested in conduct the research entitled "The Effect of using Quizziz Media Application on Students' Vocabulary Mastery at the Eighth Grade on SMP Swasta HKBP Padang Sidempuan 2022/2023 Academic Year".

a. Definition of Vocabulary

Vocabulary is a collect of word which is arranged sequentially and have the meaning. Vocabulary is an element of the language that important thing to be mastered by the students in learning English language. According to Said (2021: 7)" Vocabulary is a list or collection of words which have meanings. Words listed or collected have to be one by one in vocabulary so that one vocabulary consist of more than one words. Vocabulary is one of language components to construct sentences for communicating knowledge and realizing skills". Next, Thornbury (2002: 14) states that vocabulary means a wide range of subjects. And adds that vocabulary learning is important because it enriches someone's knowledge of words. In addition, According to Alqahtani in Said (2021: 9) "In order to understand the language, vocabulary is crucial to be mastered by the learner".

From the previous explanation, the researcher can conclude that vocabulary is the collection of words

which are important keys in learning language and communication in daily life. Without mastering any vocabularies, the students will be difficult in learning English language, especially speaking, writing, listening, and reading in English learning.

b. Kinds of Vocabulary

Brown (2010: 306) states that there are kinds of vocabulary namely; noun, verb, adjective, and adverb. 1) Noun is one of part of speech which used to identify any of a class of people, place, or things. 2) Verb is a kind of part of speech that talks about an action or a state. 3) Adjective is a word that explain the quantity, adequacy, sequence, quality and emphasis. 4) In vocabulary there is adverb which used to tell more about verb.

c. Definition of Media

Media is a tool or intermediary that helps in the process of teaching or learning. Media can also be interpreted as an intermediary or message delivery intended for the recipient of the message. According Sukiman in Suhartatik (2020: 6) "Media is anything that can be used to channel messages from the teacher to students so as to be able to stimulate students' thoughts, feelings, concerns and interest in the learning process so that it has an impact on achieving effective goals".

Futhermore, According Purba et., al. (2022: 2) "Media is one source of tools that can help teachers in teaching and learning activities that can also add to their attractiveness so that the students are more enthusiastic in the learning process". In Addition, According Anitah in Batubara (2010: 4) "Media is everything that is located in the midd or level, or any tool that is used as an intermediary or link between two parties or things. According to Kemp and Dayton in Arsyad (2013: 23) three main functions of the media, namely: (1) motivate interest or action, (2) present information and (3) give instructions.

Based on some definition above, it can be interpreted that basically all of these opinions position the media as a tool or the like media as a tool or the like that can be used as messenger in learning activity, especially vocabulary learning.

d. Definition of Application

Applications are ready to use programs that can be used for run commands from the user of the application with the goal of getting results that are more accurate and accordance with the objectives making the application.

According to Hartono (2004: 8) "Application is a system that designed and complied in such a way as to produce integrated information with using computers as a means of support". While According Kadir (2008: 3) "Application programs are ready to use programs or program directed to perform a function for the user or another application".

Meanwhile, according to Deslianti and Muttaqin (2016) "the application is the use or application of a concept that is the subject of discussion". In addition, according to Ali zaki and

Smitdev community (2013)"the function of application to perform data processing and activities such as document creation or data processing".

Based on explanation above, the researcher concludes that application is a computer program created to work on and carry out specific tasks from users that are used for the purpose of facilitating work such as processing data, getting notifications, etc.

e. Definition of Quizziz Media Application

Quizziz media application is a game application for creating interactive quiz game for use in classroom learning. According Suhartatik (2020: 6) "Quizziz is one of the 21st media applications that has advantages in appearance and convenience". Futhermore, According Purba et., al. (2022: 21) "Quizziz is an educational game application that is narrative flexible, besides being able to be used as a means of conveying material, quizzes can also be used as an interesting and learning evaluation medium". In addition, According Purba (2019: 5) "Quizziz is game-based educational application, which brings multiplayer activities to the classroom and make classroom practice interactive and fun".

Based on some definition above, the researcher concludes that quizziz media application is one of the media that implements an interactive quiz game can be used in classroom learning so that it can increase student interest, motivation and understanding a material, especially vocabulary learning.

2. METHODOLOGY OF THE RESEARCH

The location of this research at SMP Swasta HKBP Padang Sidempuan . The headmaster of this school is Hermanto Aruan, S.Pd., and the name of English teacher is Roni Tampubolon, S.Pd.

The reason of the researcher chooses SMP Swasta HKBP Padang Sidempuan as the place of this research namely: : 1) This school has many students still low in English especially in vocabulary mastery, so the researcher thinks that the researcher is easier to get the valid data, 2) The title has been never researched in this school, 4) The school is active every day and 5) The curriculum of this school is appropriate with the problem of this research that is conducted by the researcher.

The process of this research is conducted in three months March until May 2023.In this research, researcher use the pre-experimental design by using one-group pre test and post test design. The research used observation sheet, interview and test as the instrument.

The population in this research are all class VIII SMP Swasta HKBP Padang Sidempuan, which consist 24 students and the sample is eighth grade which consist 24 students, and the researcher used total sampling.

3. RESULT

Based on the result obtained from the analysis of observation sheet about the quizziz media

application on students' vocabulary mastery at the eighth grade students, which contain 16 statement about the steps. The mean of the score from 16 aspects of observation sheet is 3.4. So, it is categorized "very good" criterion.

a. Vocabulary Mastery before using Quizziz Media Application

After got the data by given pretest which is formed writing recount text, it was found that the highest score was 65 and the lowest score is 15. From the whole data of pretest, the researcher found the mean score is 45,63, it was categorized Less, median score is 50,5, and mode is 46.

b. Vocabulary Mastery after using Quizziz Media Application

After collected the data by given post test about the students' vocabulary mastery. The researcher found that the highest score was 100 and the lowest score is 50. From the whole data of post test, the researcher found the mean score is 82,13 it categorized very good, median score is 91,53 and mode score is 85,5.

The mean score of the students' vocabulary mastery before taught by using quizziz media application was 45,63. It is categorized as "less" category. While, after taught by using quizziz media application, the mean score of the students' vocabulary mastery is 82.13. It is "very good" category.
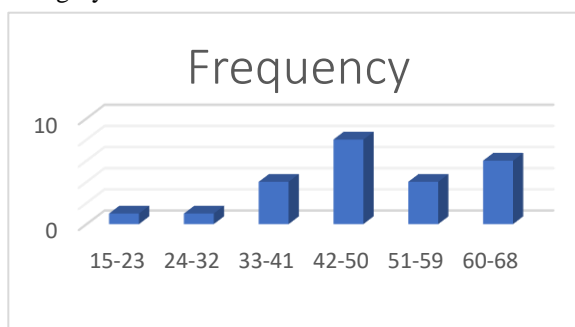

Figure 1 : Histogram of Students' Pre-test on students' vocabulary mastery
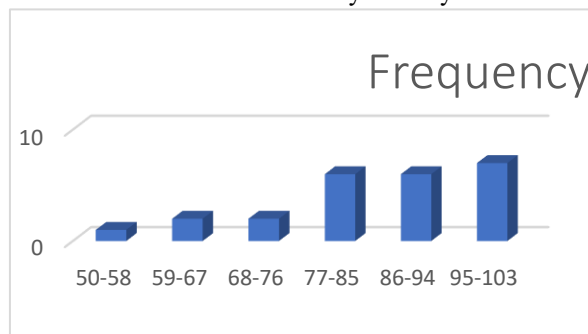

Figure 2 : Histogram of Students' Post-test on students' vocabulary mastery

4. CONCLUSION

Based on the research result of data analysis, the researcher describes the conclusion as follow: 1) The result of application of quizziz media application

in teaching vocabulary mastery at eighth grade students of SMP Swasta HKBP Padang Sidempuan is 3.4 and it is "Very Good" category. It means that the researcher is using quizziz media application in teaching vocabulary well. 2) The students' Vocabulary Mastery before using quizziz media application at the eighth grade students of SMP Swasta HKBP Padang Sidempuan is 45,63.

It categorized "Enough", and the students' Vocabulary Mastery after using quizziz media application at the eighth grade students of SMP Swasta HKBP Padang Sidempuan is 82.13. It categorized "Very Good". 3) There is any significant effect of using quizziz media application on students' Vocabulary Mastery at the eighth grade students of SMP Swasta HKBP Padang Sidempuan based on the calculation of t-test is greater than the value of t-table (calculation $4,47 > 2,07$). It means that there is a significant effect of quizziz media application in teaching vocabulary mastery at the eighth grade students of SMP Swasta HKBP Padang Sidempuan. So, the hypothesis is accepted.

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