Quizwhizzer Learning Media Training On Interest In Learning Mathematics In Elementary School Students

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Abstract

Mathematics is an issue that we cannot separate from daily life. The characteristics of elementary school mathematics learning aim to develop students' logical, analytical, systematic, critical, and creative thinking abilities, as well as to foster a habit of working together in solving problems. Mathematics learning should be meaningful, emphasizing understanding of the material and its application rather than rote memorization. In meaningful learning, students learn mathematics starting from the process of forming a concept and then trying to apply and manipulate these concepts in new problems. Many students do not like mathematics. They consider mathematics to be the most difficult subject, leading to a sense of difficulty even before the lesson begins. Therefore, it is necessary to implement learning methods that motivate students to improve their academic performance. To assist students in enhancing their mathematics learning, educational media can be utilized, one of which is the Quiz whizzer Learning Media. Learning media serve to convey messages and can stimulate students' thoughts, feelings, and motivation, thereby encouraging the learning process. Media can take the form of teaching aids and tools. One of the e-learning media that can be used is the Quiz whizzer application.

Keywords: Mathematics, Quiz Whizzer, Learning

INTRODUCTION

Mathematics learning in elementary school is a subject that must be studied by students in elementary school. Mathematics is one of the core elements of basic education across all teaching fields. This is because the nature of mathematics learning in elementary school aligns with the demands of life. The teaching of mathematics in primary school has several characteristics, namely : first, mathematics learning uses the spiral method. Discussion of the material that will be discussed is always linked to the previous material, because each material that will be discussed is related to each other. The concept is taught starting with concrete objects, then the concept is taught again with a more abstract form of understanding using notation that is more commonly used in mathematics. Second, Mathematical learning is typically progressive. The acquisition of mathematical knowledge in primary education commences with fundamental concepts and progresses to more complex ideas. Furthermore, learning commences with tangible (concrete) material, subsequently transitioning to semi-concrete representations, and ultimately culminating in abstract symbols. Third, Mathematics learning uses an inductive method, namely learning that uses a way of thinking from specific situations to general conditions because it is in accordance with students' mental development.

For example, in a lesson on flat shapes, it doesn't start by teaching the meaning of flat shapes but starts with pictures or concrete materials first, so students will understand the concept of the material they are studying. And fourth, Mathematics learning adheres to consistent truth, which means there is no conflict between one truth and another. So a statement

is declared true if the previous statement has been acknowledged as true. Mathematical truth is a consistent truth, meaning there is no contradiction between one truth and another.

The functions and benefits of learning media for elementary school level mathematics learning media include the following : 1. Create enthusiasm for learning, 2. Allows more direct interaction between students and their environment 3. Enables students to learn independently according to their abilities and interest.

Mathematics is one of the subjects taught at every level of education and is an integral part of national education and is no less important than other sciences. Mathematics is a useful field of study and provides a lot of help in studying various other scientific disciplines. So in formal education, mathematics lessons are always taught to students. However, you also need to realize that most students consider mathematics to be a subject that is difficult to understand. According to Santi & Al Bahij (2017: 149) Media is a tool that can be interpreted as anything that can be used to channel messages from the sender to the recipient so that it can stimulate students' thoughts, feelings, attention and interests in such a way that the learning process occurs. Media learning is something that transmits messages and can stimulate students' thoughts, feelings and desires so that they can encourage their learning process. Media can be in the form of props and facilities. One of the e-learning learning media that can be used is the application, namely QuizWhizzer. According to Wahyuningsih, et al., (2021: 149) stated that the QuizWhizzer application is an educational games application that is narrative and flexible. Apart from being a medium for delivering learning material, this application can also be used as an interesting and fun learning evaluation medium. With the ease of accessing learning media today, educators can use and then develop evaluation media through the QuizzWhizzer application so that they can achieve the goal of achieving assessment and education indicators.

RESEARCH METHODS

To solve the formulated problems, several methods are proposed, namely:
1. Training on the use of QuizWhizzer Learning Media needs to be provided to assess student achievement.
2. The need for support from the school and teachers to implement the QuizWhizzer media and.
3. It is necessary to carry out community service as a form of implementing the three pillars of higher education (Tri Dharma) for the community in general.

RESULTS AND DISCUSSION

To support the teaching and learning process teachers need to be creative in preparing materials and media that will be used in the teaching and learning process. Moreover, with the development of technology as it is now, the need for interesting online learning media is very high, this is because the challenge in presenting an interesting and non-boring learning process to students is much greater than learning that is explained on a whiteboard. In the learning process, students tend to get bored and not actively participate in the learning process if the method used is the lecture method and other conventional methods. Therefore, we need a

platform or media that is attractive and capable of increasing students' interest in learning and actively participating in the learning process.

The advantages that users can get from QuizWhizzer are:

1. The game board can be created by the user himself, making it easier to customize the type and form of game. For example, snakes and ladders game, treasure hunt etc

Figure 1 : customize the type and form of game
Source : https://app.quizwhizzer.com/home

2. There are many types of questions provided by QuizWhizzer ranging from multiple choice, essay, true or false, drag and drop, ordering etc.
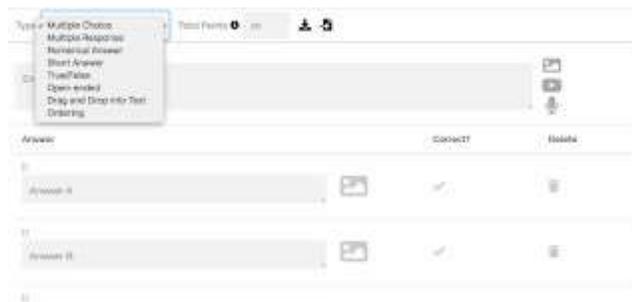

Figure 2 : QuizWhizzer Ranging
Source : https://app.quizwhizzer.com/history

3. Users can view and analyze game participants' answers by viewing the review feature or downloading the answer results in Excel format.

Figure 3 : Analyze Game Participants' Answers

Source : https://app.quizwhizzer.com/home

4. The quiz maker can run more than one game at a time.
5. Game participants do not need to create an account first so it can make it easier for teachers to use it with students.
6. If you don't have much time to create your own game, users can search for games that have been created by other users using the Public Game feature according to the topic required by the user.
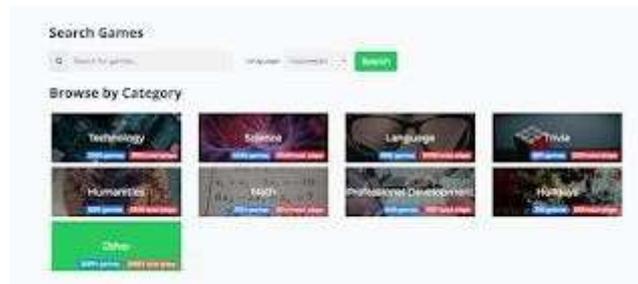

Figure 4 : the Public Game feature
Source : https://app.quizwhizzer.com/home

By looking at the advantages provided by QuizWhizzer, this platform could be an option that can be used to present learning material in class. When using the Quizzwhizzer application, there are steps to be able to use the application first. The steps for using the quizwhizzer application according to Wahyuningsih, et al., (2021: 150) are:

1. If the user doesn't have a quizwhizzer application account, the user can visit the following page to register first: https://quizwhizzer.com/
2. Then click Try it for free at the top right of the page
3. After that, a page will appear showing two options, namely & quot"I want to play a game atau I want to create or host a game".
4. If the teacher wants to create a game, the teacher will be directed to enter some information in the form of your username/account name, Email address/email address that will be used on the account, Password, Confirm password
5. If the teacher already has a quizwhizzer application account, the teacher can create games on the quizwhizzer platform.
6. Next, the quizwhizzer dashboard display will appear. To create a question click 'Make a game'.
7. Teachers can select the desired features on the right side of the page such as Board, Questions, Settings, Quality score.
8. If the teacher has created a learning game according to what is needed for learning, the user can decide whether to use the learning game as a Live Race or use it as Homework.
9. If the teacher has prepared a game code or link that can be shared with players.
10. Students can click on the link shared by the user or can go to the page: https://app.quizwhizzer.com/play then enter the code that has been shared by the user.
11. Enter the 6 digit code given by the teacher.
12. Next, students write their names, then click "Start".
13. After answering all the questions, students can see the scores obtained and the ranking of students who answered the quiz.
14. Players can use a laptop or smartphone to play this game.

QuizWhizzer is a media that can be used to create quizzes in the form of competitions and arrange your own track or path according to the wishes of the quiz maker. Users can manage and adjust the type of questions, scores for each question, the rules of the player's movement and their position on the game board, and the quiz maker can run more than one game at once.

CONCLUSION

In an effort to increase student interest in learning mathematics, you can apply the QuizWhizzer learning media so that students can achieve competency scores in accordance with competency standards. One of them is through counseling carried out at SD IT Al-Hijrah 2 Medan. This activity was attended by 30 participants. Implementation time is 120 minutes. This activity can take place in an orderly and good manner without experiencing significant obstacles. This activity begins with an opening, delivery of material, question and answer discussion, and giving prizes to participants who can answer questions. The application of the QuizWhizzer learning media can be done for every mathematics material, so that students can achieve a final assessment that meets standards.

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