Interactive Islamic Education: Exploration of Quizizz Based Learning on Student Motivation and Learning Achievement

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Abstract: This study aims to analyze the effect of using Quizizz as a technology-based learning tool on student motivation and academic achievement, specifically in the context of Islamic education. The method used is a literature review with a qualitative-inductive approach, through analysis of various relevant sources to understand how Quizizz can improve student learning outcomes and engagement. The research process includes data reduction, presentation in short narratives, and drawing conclusions. The study results indicate that gamification features such as leaderboards, prizes, and real-time feedback in Quizizz can create a competitive, interactive, and enjoyable learning environment, thereby increasing student motivation. In the context of Islamic education, Quizizz allows for the creative and easy-to-understand delivery of materials such as hadith, fiqh, and Quran memorization. Furthermore, the learning outcome analysis feature helps teachers adjust teaching methods based on student performance data. Overall, the use of Quizizz supports Islamic education in realizing holistic learning goals, both academically and spiritually, and addresses the challenges of education in the digital age. However, this study also highlights the need for solutions to barriers such as technology dependence and limited internet connections to optimize implementation.

Keywords: Game Based Learning, Quizizz, Motivation

Abstrak: *Penelitian ini bertujuan untuk menganalisis pengaruh penggunaan Quizizz sebagai alat pembelajaran berbasis teknologi terhadap motivasi dan prestasi akademik siswa, khususnya dalam konteks pendidikan Islam. Metode yang digunakan adalah studi literatur dengan pendekatan kualitatif induktif, melalui analisis berbagai sumber relevan guna memahami bagaimana Quizizz dapat meningkatkan hasil belajar dan keterlibatan siswa. Proses penelitian meliputi reduksi data, penyajian dalam narasi singkat, serta penarikan kesimpulan. Hasil kajian menunjukkan bahwa fitur gamifikasi seperti papan peringkat, hadiah, dan umpan balik waktu nyata pada Quizizz mampu menciptakan suasana belajar yang kompetitif, interaktif, dan menyenangkan, sehingga meningkatkan motivasi belajar siswa. Dalam konteks pendidikan Islam, Quizizz memungkinkan penyampaian materi seperti hadis, fikih, dan hafalan Al-Qur'an secara kreatif dan mudah dipahami. Selain itu, fitur analisis hasil belajar membantu guru menyesuaikan metode pengajaran berdasarkan data kinerja siswa. Secara keseluruhan, penggunaan Quizizz mendukung pendidikan Islam dalam mewujudkan tujuan pembelajaran yang holistik, baik secara akademik maupun spiritual, serta menjawab tantangan pendidikan di era digital. Namun, penelitian ini juga menyoroti perlunya solusi terhadap hambatan seperti ketergantungan pada teknologi dan keterbatasan koneksi internet agar implementasinya lebih optimal.*

Kata Kunci: Pembelajaran Berbasis Permainan, Quizizz, Motivasi

Introduction

In today's modern era, technology has become an inseparable part of human life. The presence of technology is not only considered an additional need, but has become part of the basic needs for

various age groups and professions, from children to adults, and from experts to the general public (Hanifah et al., 2021). The rapid development of technology brings both positive and negative impacts, especially in terms of influencing human habits widely. In the context of education, adaptation to technology is urgent to avoid being left behind in mastering information and utilizing learning innovations (Salsabila et al., 2023).

The aim of national education, as stated in Law Number 20/2003, is to cultivate students' potential to become individuals who believe in and are devoted to God Almighty, possess noble character, and demonstrate creativity, independence, and responsibility (Hakim & Yulia, 2024). The aim of education is to cultivate students' potential to become individuals who believe, are devoted to God Almighty, have noble character, are creative, independent, and responsible, according to Law Number 23 of 2003 concerning the National Education System, which governs Indonesia's national education system (Kasiono et al., 2023). Therefore, integrating technology into the curriculum is a strategic effort to make learning more relevant to modern educational demands.

Islamic education aims to guide students toward understanding the essential teachings of Islam holistically, enabling them to practice these values as the foundation of their lives and achieve success in this world and the hereafter (Rahmanul Hakim, 2021). Effective learning methods are therefore crucial to achieving these holistic goals, including through e-learning approaches that strengthen mastery of knowledge and moral development (Ahyat et al., 2017). One innovative technology currently being adopted is Quizizz. As a game-based learning platform, Quizizz allows educators to design engaging learning activities through various question types and interactive features. Students can learn while enjoying the activities provided, which has been shown to increase motivation and academic performance.

Game-based learning (GBL) approaches have demonstrated positive impacts on student engagement. By incorporating game elements into the learning process, GBL allows students to learn more enjoyably while fostering critical thinking and collaborative skills. Motivation also plays a central role in the learning process. It functions as an internal drive that influences, encourages, and enhances student engagement in learning activities (Fitriana Harahap et al., 2021).

However, despite the growing number of studies discussing the use of Quizizz and game-based learning, previous research has predominantly focused on general subjects or cognitive outcomes in non-religious contexts. Very few studies have specifically explored how Quizizz supports motivation and achievement within Islamic education, especially in integrating spiritual, moral, and cognitive goals simultaneously. Additionally, existing studies often examine Quizizz in experimental classroom settings, leaving a gap in understanding its conceptual, pedagogical, and practical implications through a comprehensive literature-based analysis.

Thus, the purpose of this study is to gain a deeper understanding of how Quizizz, as a technology-based learning tool, can enhance students' motivation and academic performance within the framework of Islamic education. Since motivation is one of the most critical components of effective learning, integrating Quizizz into Islamic education not only responds to contemporary digital learning challenges but also contributes meaningfully to developing a generation that excels both academically and morally.

Methodology

This research employed a qualitative paradigm with a library research approach, where various literature sources, such as books, scientific articles, and related journals, were reviewed in depth to obtain a comprehensive overview of the topic under study. Using a qualitative-inductive method, the researcher systematically explored, organized, and interpreted data, enabling new insights to emerge from the diverse literature analyzed. The primary focus of the literature search was on works discussing the influence of Quizizz-based learning on student motivation and achievement, ensuring the data collected was relevant to the research objectives.

The analysis process was conducted through three interrelated stages. The first stage is data reduction, which is the process of selecting and filtering the most relevant and valuable information for the research. The next stage involves presenting the data in a concise yet structured narrative description, making it easier for the researcher to see patterns, relationships, and trends across the various literature reviewed. The final stage is drawing conclusions, where the researcher integrates the analysis results to formulate meaningful findings based on the data studied (Latifah & Supena, 2021).

Results and Discussion

1. Integration of E-Learning in the Learning Process

Literature analysis shows that e-learning serves as an important foundation for the use of digital media, including Quizizz. Various studies have found the following patterns:

 a. E-learning enables more flexible, interactive, and personalized learning
 b. Digital platforms offer a variety of media (text, audio, visual) that facilitate understanding of complex material
 c. Teachers have greater control in monitoring student understanding through analytics features.

In this context, Quizizz emerges as an implementable tool in e-learning that not only delivers content but also creates a more enjoyable and motivating learning experience.

2. **Game-Based Learning (GBL) as a Motivation Booster**

Various studies have shown that GBL:

 a. Increases student curiosity,
 b. Fosters healthy competition,
 c. Provides an immersive learning experience,
 d. Encourages collaboration and interaction.

A key finding is that game elements (points, time, challenges, prizes, avatars) simultaneously trigger intrinsic and extrinsic motivation. In Islamic education, this method is effective especially for materials that require repeated practice such as fiqh, memorization, or hadith analysis.

3. **The Way to Create a Quiz in the Quizizz Application is as Follows**

 a. Click "sign up" after opening the Quizzz.com website.
 b. Choose "register with Google" or "register with email."
 c. If you wish to log in as a teacher, click "school" and choose "teacher."
 d. Provide your details (password, email address, and username) and proceed.

e. After logging in, click "create new quiz" in the upper left corner to start a quiz.

f. The question "what would you like to create" will then show up; choose as you see fit.

g. Then the next display will appear "create a new activity"

h. Then enter the question in the "write your question here" column.

i. Then type the answer in the column provided

j. Choose Save after setting the task length and question points in a single question.

k. Choose "finish quiz" once you've finished writing the test.

l. The "quiz details" display will then appear; choose "class" and "subject" before choosing "save details."

m. "Assign" or "Play" will then appear if you want to use the quiz as homework or to display it directly.

n. A display with the code to log in and finish the quiz will then appear.

How to complete the test

a. Students click on the Quizizz.com link.

b. Students enter the 6 digit code supplied by the teacher and click "Proceedings"

c. After entering their names, students click "start."

d. In accordance with the teacher's guidelines, students complete the quiz with a time limit of, say, 60 seconds for each question.

Teachers can construct multiple-choice questions using the Quizizz app's benefits questions as well as check box, fill in the blank, poll, and open-ended questions. Furthermore, Quizizz offers a statistical summary of student performance. Teachers can monitor the number of students who answered questions correctly and incorrectly, among other things. While working on Quizizz questions, students can also see their performance results instantly and know their ranking. Through the "Play Live" option, this can encourage students to participate competitively or work on questions simultaneously with other students. Along with the play live feature, there is also a homework assignment option that allows students to work on teacher-created questions by turning the exam into a timed homework assignment (Mukharomah, 2021).

4. **The Effectiveness of Quizizz on Motivation and Learning Outcomes**

From the various journals reviewed, three main findings emerged:

a. Increased Learning Motivation

Quizizz increases motivation due to:

1) Gamification design (leaderboard, avatars, points)
2) Rapid response (real-time feedback)
3) Healthy competition
4) Enjoyable learning experiences.

Motivation increases in both types:

1) Intrinsic motivation: students find learning enjoyable
2) Extrinsic motivation: students are motivated by scores, rankings, and rewards.

b. Improved Learning Outcomes

Quizizz's effectiveness on cognitive achievement emerges through:

1) Repeated practice (drill)

2) Increased retention and understanding of concepts

3) Better preparation before assessments

4) Reporting features that help teachers identify student weaknesses.

   c. Impact on Islamic Education

Quizizz helps:

   a. Visualize abstract concepts

   b. Srengthen memorization and understanding of religious material

   c. Create a more engaging Islamic Education learning environment

   d. Foster character values such as honesty, discipline, and best effort (fastabiqul khairat).

5. Challenges in Implementing Quizizz

A literature synthesis noted common obstacles, including:

a. Uneven internet access,

b. Potential for student cheating (opening other tabs),

c. Too short time durations in some game modes,

d. Students who enter quizzes late lose the opportunity to answer.

These challenges do not diminish the benefits of Quizizz, but they do require teachers to develop appropriate learning strategies and procedures.

Table 1. Summary of the Effect of Quizizz on Motivation and Learning Outcomes

Aspects Studied	Main Findings	Impact or Effect
Learning Motivation (Intrinsic)	1. The Learning environment is more enjoyable through music, avatars, and attractive visuals 2. Students feel challenged to solve problems well 3. Learning feels like playing	1. Focus and engagement increase 2. Persistence in completing assignments is higher 3. Curiosity and personal satisfaction increase
Learning Motivation (Extrinsic)	1. The presence of a leaderboad, points, rewards, and instant feedback 2. Healthy competition between students	1. Encouragement to improve grades/ranking positions 2. Class participation increases drastically 3. Students are more active in trying to repeat the exercise
Engagement	1. Interaction increases through play live mode 2. The classroom atmosphere is more active and communicative	1. Reduces learning boredom 2. Increases overall class participation
Material Understanding	1. The game format makes it easier to understand abstract material 2. A variety of question types help differentiate learning	1. Concept retention increases 2. The material reinforcement process is more effective

Academic Achievement	1. Automatic result analysis helps see student achievement 2. Students are motivated to improve their scores	1. Academic grades increase 2. Learning evaluation is more accurate
Learning Effectiveness	1. Analysis features strengthen teacher evaluation 2. Teachers can adjust teaching methods based on data	1. Learning is more efficient 2. Teachers are able to conduct adaptive assessments

Conclusion

Based on the literature reviewed, the use of Quizizz as a technology-based learning medium has been proven to significantly contribute to improving student motivation and learning outcomes. Gamification features such as leaderboards, points, real-time feedback, and engaging visual displays create a competitive, interactive, and enjoyable learning environment. This directly impacts students' intrinsic and extrinsic motivation, which in turn contributes to improved conceptual understanding, material retention, and academic achievement.

In the context of Islamic education, the use of Quizizz has strong relevance because it can bridge the delivery of Islamic materials—such as fiqh, hadith, and Quran memorization—in a more engaging, adaptive, and understandable way. Gamification has proven effective for materials that require repetition (drill), making it highly suitable for strengthening memorization and mastery of basic religious concepts. Furthermore, the implementation of Quizizz also supports the formation of Islamic character traits such as honesty, discipline, and a spirit of healthy competition (*fastabiqul khairat*).

In addition to improving academic quality, the use of Quizizz contributes to the realization of the holistic goals of Islamic education, namely developing students not only cognitively but also affectively and spiritually. The integration of technology like Quizizz aligns with the demands of digital-era education and supports the realization of relevant, innovative, and contextual learning that meets the needs of the times.

However, obstacles such as limited internet access and potential technology dependency still require attention. Teachers need to design appropriate procedures, strategies, and supervision to ensure optimal and sustainable use of Quizizz.

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