

Enhancing Language Learning through Gamification: The Role of Quizizz

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Introduction

Gamification is now a popular way to make learning more fun and engaging, especially in classrooms. In language learning, it helps make lessons more enjoyable and less boring than traditional methods. One popular tool used for this is Quizizz, a game-like quiz platform that turns lessons into fun, competitive activities.

Research Objectives

To examine the role of Quizizz

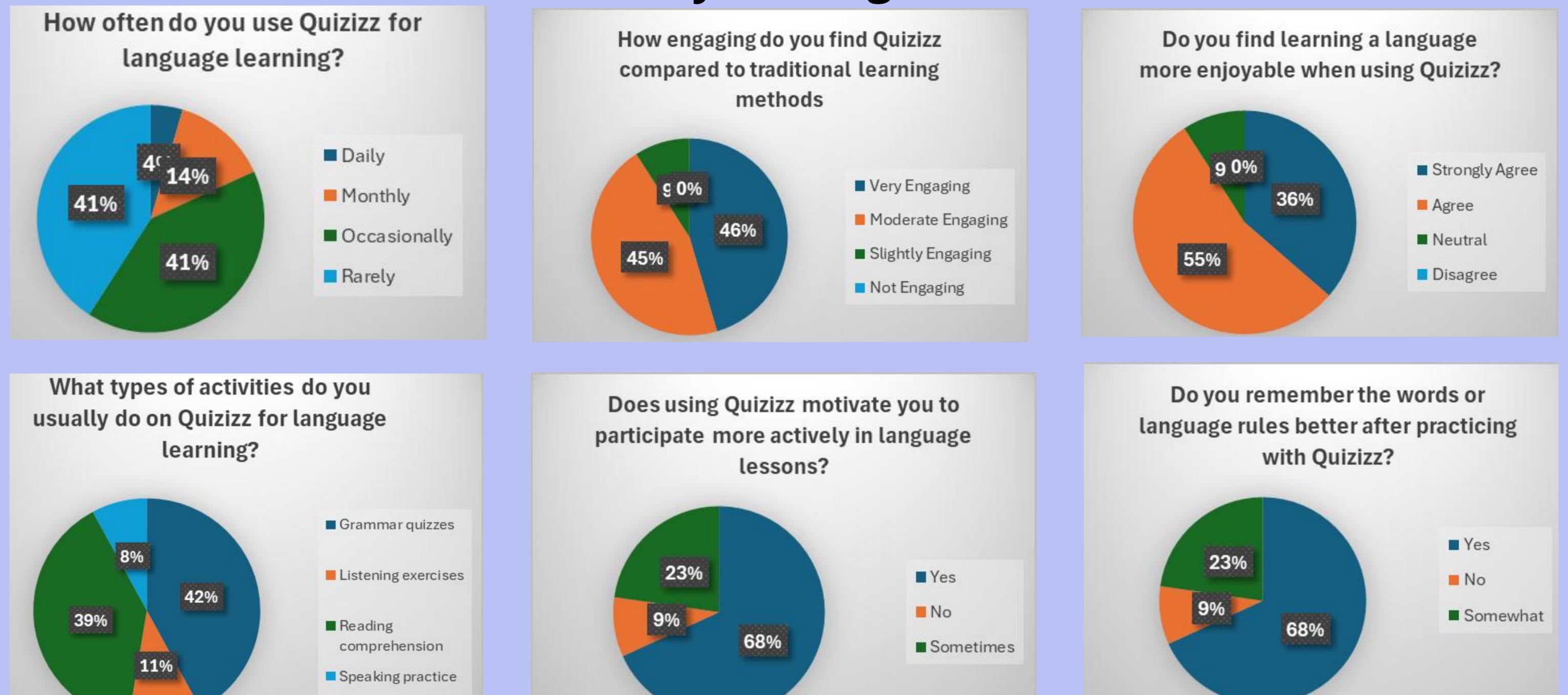
Methodology

This study used a survey to gather feedback taking from students Heriot-Watt at language courses University Malaysia. The questionnaire their engagement, asked about motivation, and thoughts on using Quizizz in class. The responses helped show how students felt about having Quizizz as part of their lessons and what benefits they saw from using a game-based learning tool.

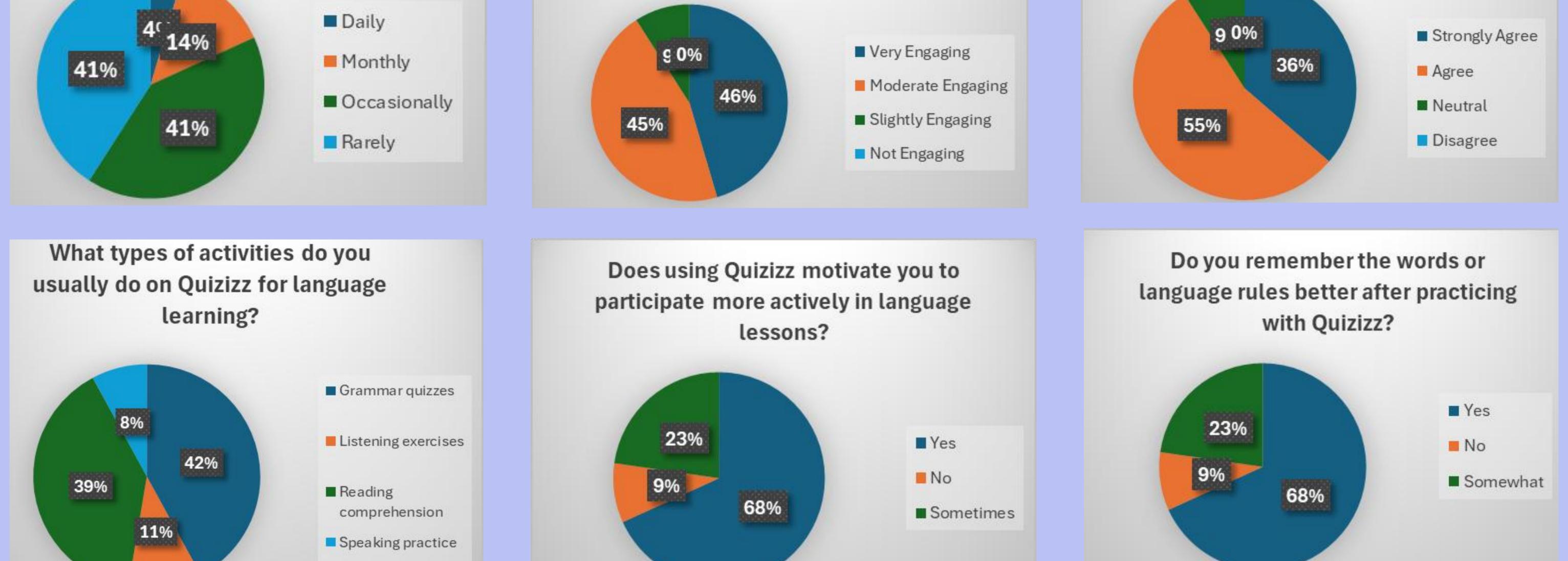


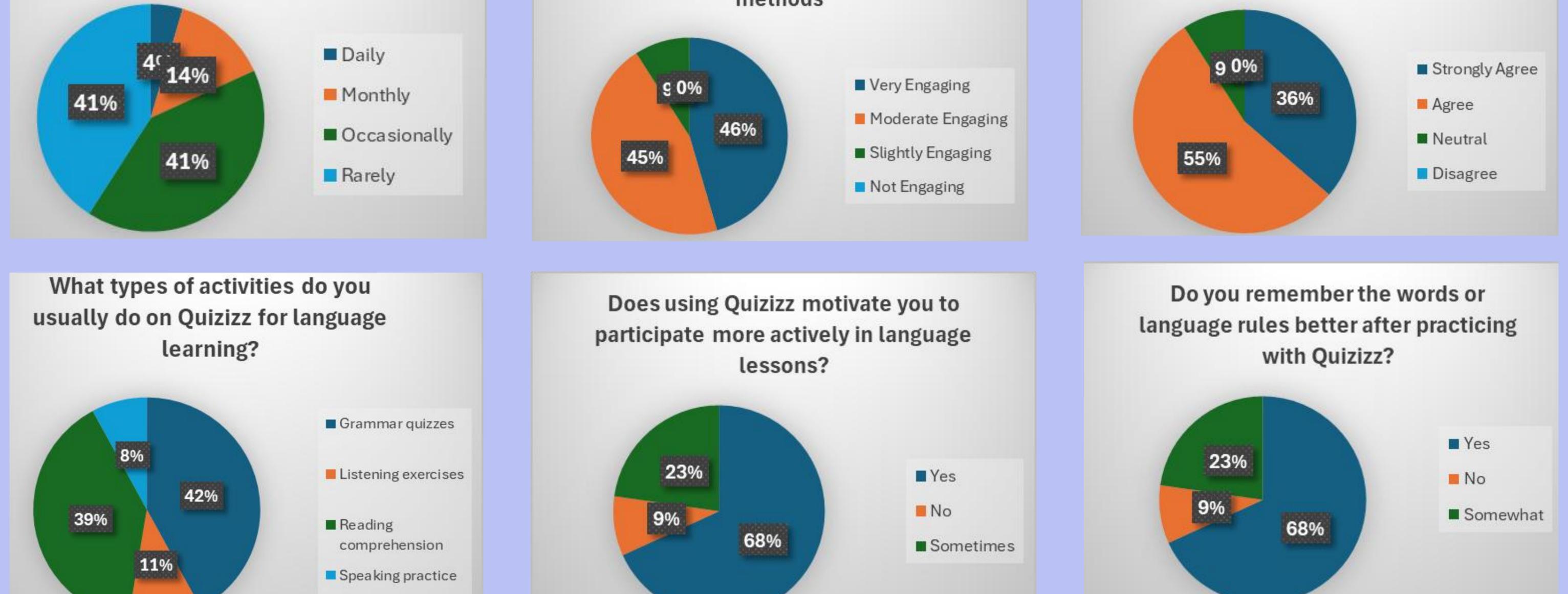
Recently, teachers have started using tools like Quizizz to improve how well students learn, especially in language subjects that some may find tough or uninteresting. Past research has shown that Quizizz can help students stay focused, join in more actively, and remember what they've learned better (Berutul & Siregar, 2024; Munuyandi et al., 2021). This study looks at how effective Quizizz is for language learning at Heriot-Watt University Malaysia, focusing on how students feel about it and how engaged they are during lessons.

- in enhancing student motivation and participation in language learning.
- **Evaluate students' perceptions** of using Quizizz as a gamified learning tool.
- **Determine the impact of Quizizz** on students' language skill development



Key Findings





Challenges

- > There are too many illustrations in the middle, which affects the continuity of the questions
- > It would be even better if there were options for speaking or pronunciation-based questions.

Recommendations

- > Adding tools for practising pronunciation and listening comprehension would be beneficial for language learner.
- > Quizizz could incorporate a dedicated section for vocabulary
- > There are too many illustrations in the middle, which affects the continuity of the questions
- building, including tools for creating and practicing new words.
- > Allow students to turn off power-ups to avoid distractions if they wish.

References

- Berutul, E. S., & Siregar, D. Y. (2024). The implementation of Quizizz application as a learning media in teaching English in senior high school. Didaktika: Jurnal Kependidikan, 13(3).
- Munuyandi, T. A. P., Husain, S., Abdul Jabar, M. A., & Jusoh, Z. (2021). Effectiveness of Quizizz in interactive teaching and learning Malay grammar. Asian Journal of University Education, 17(3).
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Conclusion

Overall, it's clear that Quizizz brings something different and exciting to language learning. By making lessons more interactive and fun, it helps students stay focused, enjoy the process, and remember what they've learned especially in areas like vocabulary and grammar.

This study shows that when learning is enjoyable, students are more motivated to take part. Gamified tools like Quizizz not only make language learning more engaging but also more effective, especially in today's digital classroom setting. It's a small change that can make a big difference in how students experience and connect with language lessons.