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Massive Online Open Course (Mooc) Training Based on Quizizz Share at the SMK Tritech Informatika Medan

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A B S T R A C T

The partners for this PKM activity are one UMSU partner schools, namely SMK Tritech Informatika Medan. Teachers at the one schools were given training in creating online interactive quiz media Quizzizz. The specific target to be achieved through the implementation of this PKM activity is to produce technologyliterate teachers in carrying out online learning and evaluating learning. Teachers who benefit from this training activity are expected to be able to provide information and guidance to teachers in other study fields in their schools or in the MGMP activities of each group of study field teachers. The approach method offered in this PKM activity is full assistance with stages: 1) Initial meeting with partner teachers in activities to equalize perceptions about the importance of IT in learning and learning evaluation, 2) Intensive training to develop homework questions/ quizzes/ exams and application of quiz questions/ online/ online exams on the online interactive quiz media Quizizz, 3) FGD related to the online interactive quiz media Quizzizz which was developed in the implementation of student homework/ quizzes/ exams, 4) Simulation/ direct trial practice and 5) evaluation of activity results. The online learning model or mooc itself fosters a sense of curiosity about technological advances which continue to develop every day and it is hoped that students will become more positive individuals in terms of using the internet in any case.

INTRODUCTION

Based on observation which carried out in SMK Tritech Informatika is known that almost all the teachers in the school they still use media in the form of power point in providing knowledge to students, even there are still those who preserve culture lecture and take notes from the book until the end. Learning media used at school they don't play much attention representation information which conveyed via the media.

Representation of information in the media which are often used tend to be not interesting, less motivating students, and pay less attention student interest so that the information delivered using media it was not captured properly by students, plus everything digitalization that is happening right now, child come into contact with more often android and online (on the network) internet online. Therefore it is necessary to equip teachers. This is with deep skills create learning media interactive, innovative and not monotonous to support learning.

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Based on the situation analysis above, then identified several problems related to the learning process, namely : (1) Interest and motivation to learn low, students are seen from lack of attention and participation students in participating in activities learning. (2) Lack of teacher's understanding of online-based media quizizz learning.

SITUATION ANALYSIS

Learning is a process complex that happens to everyone people throughout their lives. Process learning happens because it is interaction between a person and the environment. Learning mechanisms required to change along with the advancement of the internet with breadth its reach. Distance learning with using the internet is one approach to fulfill these needs. The internet has changing the way of learning and teaching, namely becoming more interactive, extensive, and not patterned only in space (Panggabean, 2018:25).

When refrring to the Minister of National Education Regulation No. 16 of 2007 concerning standards academic qualifications and competencies teacher, one of the core competencies of teachers on the pedagogical aspect is utilize information technology (ICT) for learning interests. It means, teacher must have abilities in utilizing ICT during the process classroom learning. Even more, the teacher is an agent of renewal (agent of change) has a very important role important in realizing the system effective learning and fun for the students (Ayunara Bahar, in Ahzaa.net, 2017).

Technological developments increasingly fast is one of them factors that influence the results student learning. The research results carried out by (Susanti & Khabibah, 2013) show that the results study student to mathematics learning experience enhancement after receiving learning by using instructional media based computer. One example use of learning media which can be used in learning for example with use interactive quizzes in class using the application, namely Quizizz interactive quiz according to untari (Sari, Putra, & Syazali, 2018:64) is a combination of lecture method, question and answer and delivering packaged assigments in a quiz game.

Game like this deliver oppurtunities to players and all participants and even spectators for creative efforts. Giving quizzes is the teacher's strategy given towards participants educate with provide questions on the process related learning with the material that has been taught with the aim of measuring levels student's understanding.

This dedication will be carried out at SMK Tritech Informatika aims to produce literate teachers technology in carry out learning and evaluation online learning through the use of quizizz.

IMPLEMENTATION METHOD

The activity method is divided into two, namely debriefing (presentation of material) and accompaniment. During supply, method used is lectures, demonstrations and questions and answers. Participants are given information about utilization of the quizizz application as one of the learning media is quiz / test interactive web-based tool that can used to create tests interactive, such as the introduction to quizizz, the process of registering on quizizz, up to introduction of features and advantages from quizizz.

While mentoring, the method used is practice quided, where participants are trained about how to create interactive tests with the quizizz application, via activity practice / simulation direct. To make it easier for participants in attending training, they given a handout as a guide.

Implementation of partnership programs this society is carried out by three stages. At stage this is what the service group does preliminary survey to see conditions in the field regarding facilities and infrastructure and competence and teacher skills in the field of IT and the application in process learning.

The nextstage is stages of implementation of activities program. In this stage the PKM team carry out training activities and media creations assistance online interactive quizzes / tests quizizz and tested on students. Stage the last is the evaluation stage. At this stage an evaluation is carried out for the results that have been achieved by training participants. Enter and further improvements possible done at this stage. Evaluation given by collecting data obtained from activities training.

Data taken with summarize the teacher's understanding teacher when given a paper be delivered with method lecture and continued with question and answer / discussion, as well as the results activities in the from of applications online exam for each eye lessons taught by the teacher. Indicator achievement objective this partnership program is that 80% of teachers already understand and can create exam applications online for the lessons he teaches.

The activity steps are : This can be explained as follows : (1) Training participants are given material regarding the similarity of perceptions about the importance of IT in learning; (2) Participants are given the opportunity to discuss the material that has been provided given. Through the question and answer method and discussions to clarify things which is still a matter of doubt; (3) Participants practice creating media online interactive quizzes / tests quizizz; (4) Participants make presentations and tests try (simulation) on students (5) Results participants work is collected and analyzed to provide input (evaluation) and further improvements.

RESULTS AND DISCUSSION

Results achieved through activities "Massive Open Online Training Quizizz-Based Course (MOOC). For SMK Tritech Informatika : is the production of media quizizz unteractive quiz learning for each teacher / activity participant.

The number of participants participating in this activity is a total of 25 participants were sent from each school.

1. Initial Activities
   On activities this beginning, the resource person gives a presentation basic concepts of quiz media interactive quizizz, including :

   - Quizizz is awebtool to create interactive quiz game for used in learning.
   - Quizizz learning media used for practice do the problem in a way different. With practice questions all subjects with using quizizz media give chance for students to learn more active because of the media Quizizz students can compete to get top ranking.
   - Advantages and disadvantages of quizizz media.
   - Procedures for creating an account, to enter questions and setting so that can simulated/tested online to students.
2. Core Activities
   The activity continues with implementation of training to SMK Tritech Informatika foundation about how to make quizizz interactive quiz media, namely :
   - Enter the quizizz page at the URL https://quizizz.com with using a web browser, fine chrome or Mozilla so the screen will display the front page quizizz as follows :



Figure 1. Front Page Quizizz

   - To start creating a quiz, click create a new quiz button in the section top ef the screen until it appears following page :

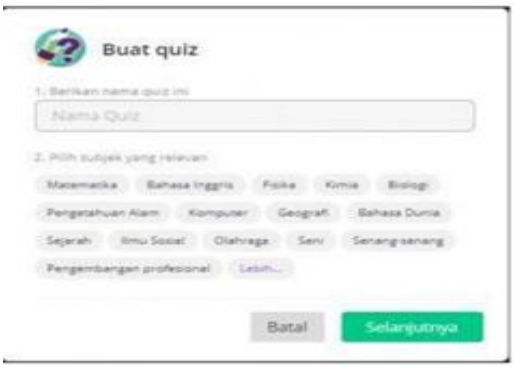


Figure 2. Page for Quiz New

- Give the quiz an appropriate name with that subject relevant, for example Mathematics class X, as follows :



Figure 3. Naming the quiz

- Perform customization on quiz details, as follows :

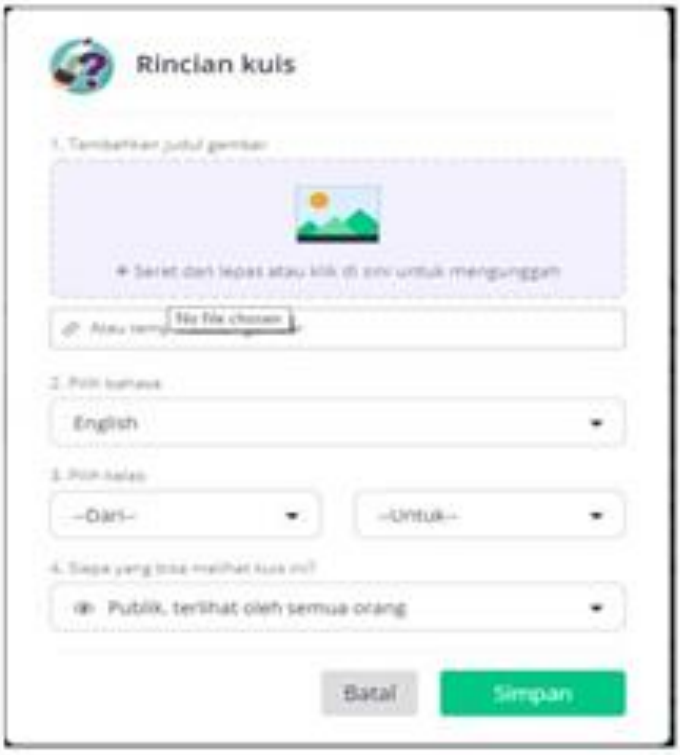


Figure 4. Quiz Customization

- Click menu, new question, so that as following :

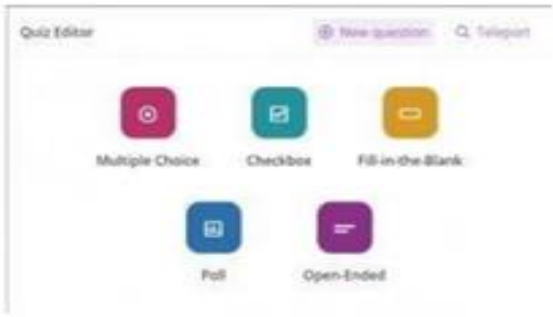


Figure 5. To Create a question, click as needed

- Qustion display if the option is clicked multiple (multiple choice) as follows :



Figure 6. Display of making questions on multiple choice (multiple choice)

- Question display if you click fill in the blank (essay) as follows :



Figure 7. Display of creating essay questions (fill in the blank)

- If the question is finished, then click quiz completed button is there in the top right comer of the screen so a screen like the flowing appears :

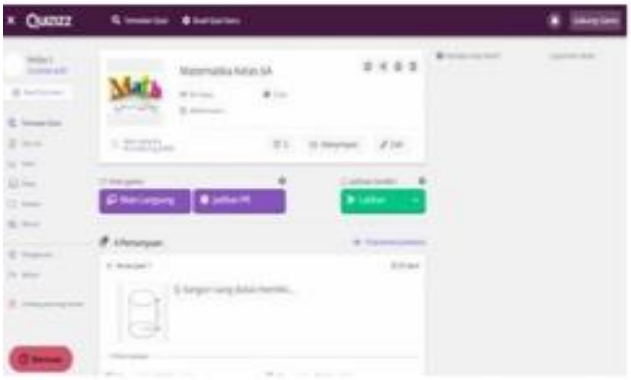


Figure 8. After Customization Ready

- Before being tested on students, we can test it, click exercise button in figure 8 the play, wait until it looks like this :

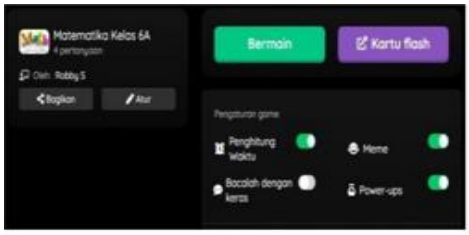


Figure 9. Test Display

- If you want to be tested on students without trials (immediately), wait until it looks like this :



Figure 10. Display if Figure 8 clicks play directly

Game Modes on Qizizz

There are 3 types, namely :

1) Team
   Each student takes a quiz via each device, however score calculated based on team scores.
2) Classic
   Each student takes a quiz via each device. Score calculated based on accuracy and speed each quiz participant.
3) Exam
   Each student takes a quiz via each device. However, to be able to follow. For this type of quiz, participants must log in using a gmail account or using another email. Data exam participant data will be taken system from data recorded in email server. Scores are calculated based on accuracy and speed of each participant quizzes that have been registered. If you have determined the mode game on quizizz, click the button game host in figure 10, then the following image will appear.



Figure 11. Quizizz Ready to Launch

The URL address that must be opened by quiz participants in a PC browser each that is join my quiz.com. Game code appear is the code that must be notified to quiz participants to be included on the page join my quiz.com. In the below it says waiting for players join the game. If there are students who join then the system will display the student's name who have joined. If all students have entered, next teachers can click the start button to start the quiz.

Evaluation Activities

The final evaluation process is carried out by giving independent assigments to participant for create / input question / bank question into quizizz, which customized with field skills / subjects taught by each participant.

In the process of completing assignments independent done process assistance by the instructor to participants. For participants who feel difficulty and need guidance about everything related to processing task independent allowed to do consultation with the training instructor.

The results of this evaluation are almost all participants mastered the creation quiz on quizizz, which becomes the difference is is speed make some are fast and there are slow, but overall 90% participants mastered it well and willing to carry out scanning to their fellow teachers.

CONCLUSIONS AND RECOMMENDATIONS

Conclusion of training activities and creating interactive quiz media quizizz are : 90% partner teachers UMSU, SMK Tritech Informatika have been trained and able to make interactive quiz media quizizz, partner school commitment throught foundation school principals and participants training willing to apply and referring to this participants – participants who have not yet opportunity to join in this PKM activity.

Suggestions for this PKM activity are : so that training participants creating interactive quiz media quizizz is not shy about consulting and discuss with resource persons then always respect him all technological advances in learning.

Just the right thing, quizizz is here as an online interactive quiz media, which can be students, playing, compete while learning, of course is mather which very fun for children, lack of smartphone (because limitations economy) and lack of network (facilities the internet is not support, it is necessary think about a way out learning still taking place interesting and competitive for students.

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