

CHAPTER V

CONCLUSION AND RECOMMENDATION

5.1. Conclusion

The study's findings provide clear evidence that implementing Quizizz as an interactive learning tool successfully boosts students' motivation to learn. This conclusion is supported by measurable improvements in student performance across all assessment phases - from initial pre-tests through both implementation cycles and final questionnaires. The steadily rising average scores at each stage demonstrate Quizizz's effectiveness in creating more engaged and motivated learners. The initial pre-test results showed students struggling with the material, evidenced by the modest average score of 45.78. However, after introducing Quizizz in the first instructional cycle, we observed a significant jump to 64.73 - clear proof that students were grasping concepts more effectively. The progress continued dramatically in cycle II, with scores climbing to 86.84 on average. Most impressively, the final questionnaire results revealed near-perfect mastery, averaging 94.73 across all participants. The steady score improvements demonstrate Quizizz dual benefits - it serves as both an effective learning tool and a powerful motivational booster. Students don't just comprehend concepts more easily; they actually look forward to engaging with the material. What makes Quizizz particularly successful is its unique combination of game-like competition, interactive elements, and enjoyable format. These features work together to transform ordinary lessons into exciting challenges, naturally sparking students' curiosity and desire to learn.

The research also revealed significant improvements in student engagement when using Quizizz. Classroom observation data collected by collaborating teachers showed remarkable progress in participation rates. During the first cycle, initial observations indicated 88.23% of expected student activities were completed in session one (with 11.70% incomplete), rising to 94.44% completion (and just 5.55% incomplete) by the second session. By the second cycle, observation sheets confirmed perfect

participation - students were actively engaged in all learning activities during both sessions, demonstrating the platform's effectiveness in maintaining consistent classroom involvement.

Based on the overall results, it can be seen that the classroom action research conducted from cycle I to the end of cycle II showed an increase. Through the quizizz media, students were seen to be active in learning.

5.2. Recommendation

Based on the conclusion and research findings, the researcher gave some recommendation as follows:

1. English instructors at SMK Negeri 1 Ulumoro'o should maintain their use of Quizizz in classroom instruction. This digital tool proves valuable not only for specific assignments but also works effectively when teaching various materials from English textbooks. The platform's continued implementation can enhance student engagement across different lesson types.

It is recommended that the results of this research be used as comparison material for future researchers