

English Learners' Views on Learning Modal Verbs through Quizizz

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INTRODUCTION

- **Challenges in Learning English Grammar**

Learning English grammar is challenging for students because it requires memorizing complex rules and structures, making the process often tedious and difficult to engage.

- **Interactive and Engaging Approach**

Grammar teaching should be exciting and interactive to address learning challenges.

- **Benefit Educational Games for Grammar**

Game-based learning provides a fresh alternative to traditional methods. Quizizz integrates fun, competition, and instant feedback, helping students better understand grammar while increasing their enthusiasm (Pham, 2023).

RESEARCH GAP

Finding from Previous Studies

1. Research conducted by Vitaz (2019) shows that educational games can improve learning outcomes, including vocabulary, grammar, and motivation among English language learners.
2. Research conducted by Quiroz et al (2021) shows that game-based learning can increase cooperation and engagement, which are very important in learning.
3. Research conducted by Mansur & Fadhilawati (2021) shows that using Quizizz significantly improved students' understanding and achievement in grammar, specifically conditional sentences.

Uniqueness of this research

1. Focus on Students Self-Perception at the senior high school.
2. This research will discuss the use of Quizizz educational games on the topic of modal verbs, especially in improving grammar.

RESEARCH QUESTIONS AND OBJECTIVE

Research Question:

- How do students perceive the use of educational games in learning English grammar?

Research Objective:

- To explore students perceptions and experiences of learning modal verbs through the use of Quizizz as an educational game platform.

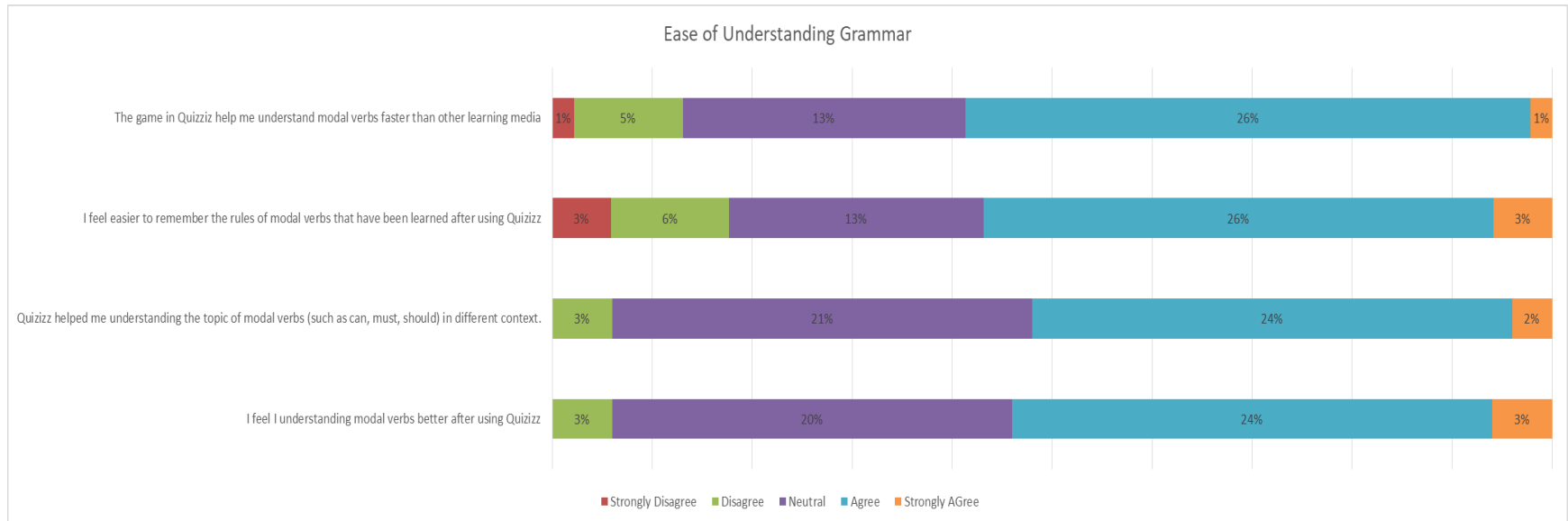
RESEARCH METHOD

1. **Research Design:** Quantitative Descriptive Method to explore students' perceptions of using Quizizz in learning modal verbs.
2. **Participant:** This research focus on 51 students from grade XI-4 and XI-8, at high school Muhammadiyah 2 Sidoarjo.
3. **Data Collection:** The primary instrument was a structured questionnaire consisting of 13 close-ended questions based on a 5-point Likert scale. Use 5 indicators: ease of understanding grammar, anxiety, self-confidence, enjoyment, and motivation.
4. **Data Analysis:** Visualized as bar charts to show percentage responses for each indicator.

RESULTS

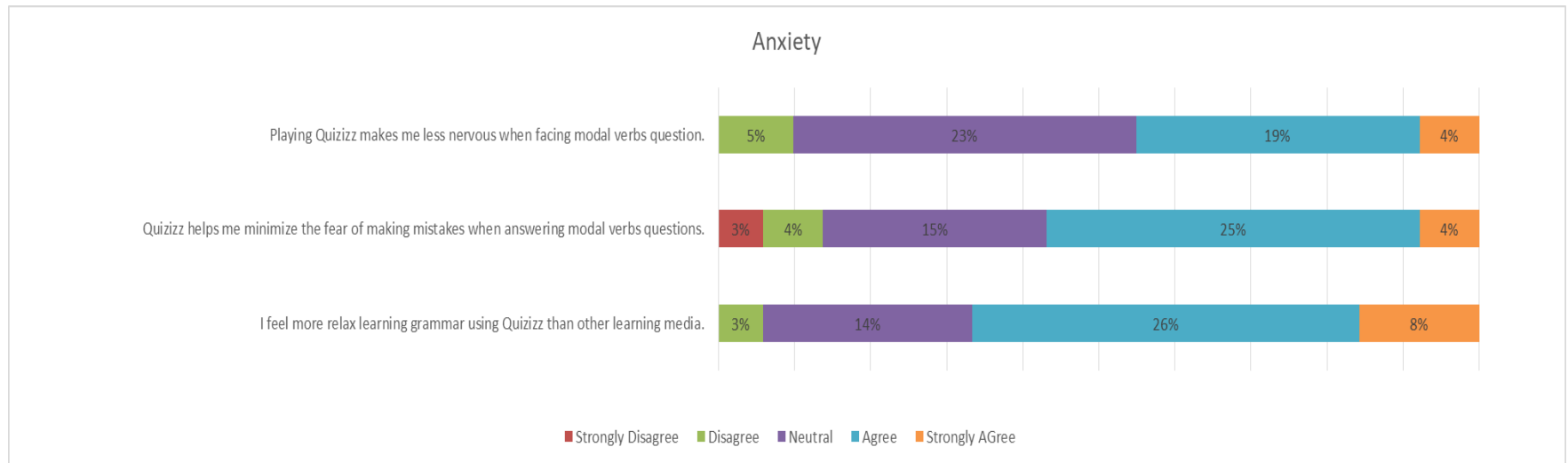
The results revealed that most students had positive perceptions of using Quizizz to learn modal verbs.

1. Ease of Understanding Grammar: Quizizz helped students better understand rules through contextual, interactive questions.



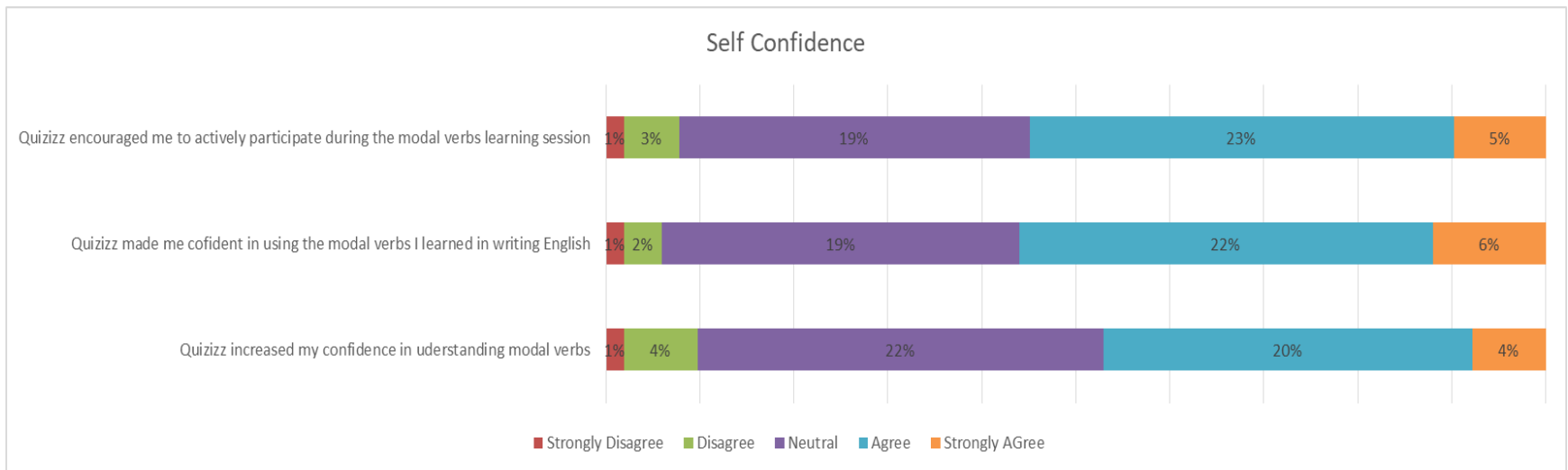
RESULTS

2. Anxiety: Students felt more relaxed and less fearful of making mistakes thanks to the secure, gamified environment.



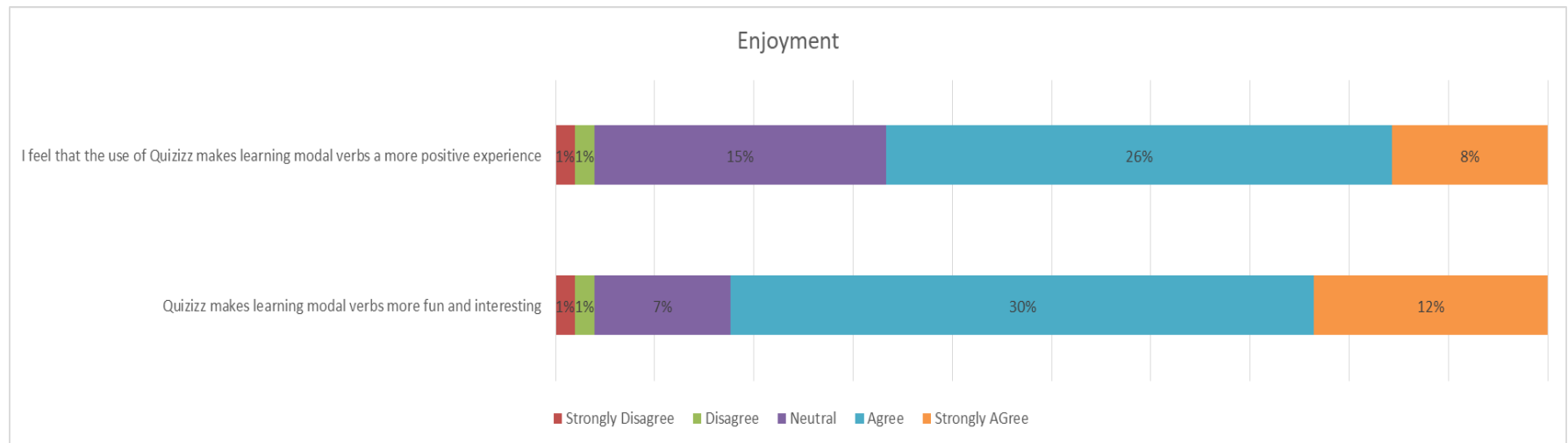
RESULTS

3. Self-Confidence: Quizizz improved students confidence in applying modal verbs, encouraged active participation in class activities.



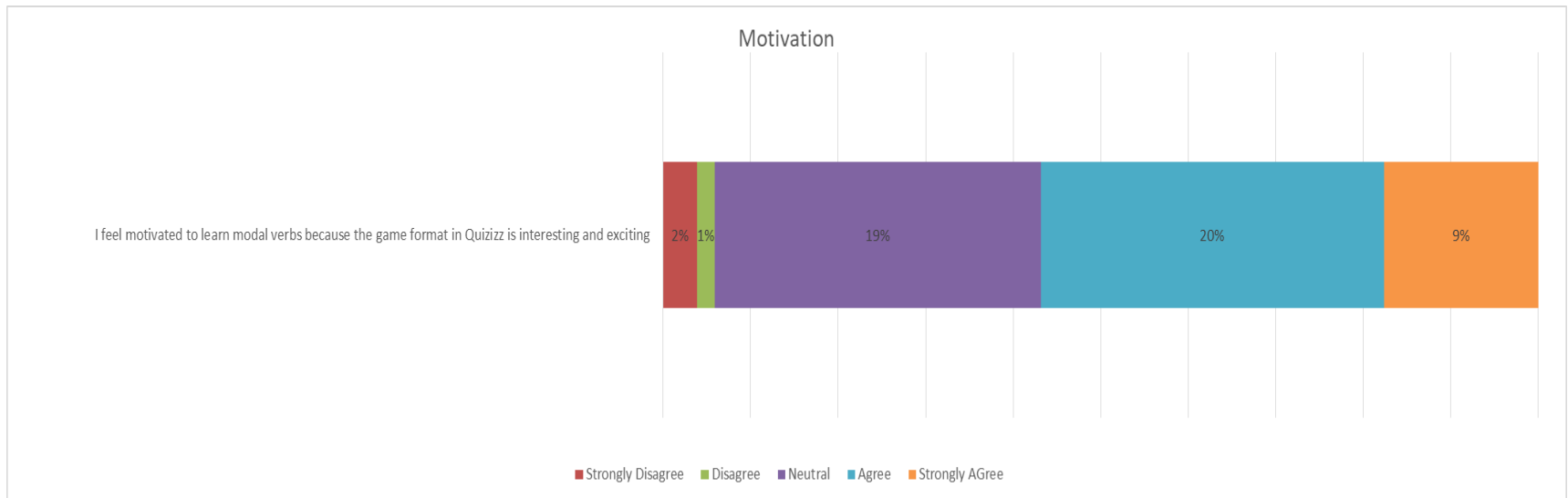
RESULTS

4. Enjoyment: Game features (timer, points, rankings) made learning more enjoyable.



RESULTS

5. Motivation: Majority felt more motivated to learn modal verbs through Quizizz than with traditional methods.



DISCUSSION

The results showed positive impacts across all five indicators. Quizizz helped students feel more confident, relaxed, and motivated, while also making grammar easier to understand and more enjoyable. These findings are aligned with key educational theories and supported by multiple previous studies in the field.

CONCLUSION

- **Conclusion:**

Based on the results of data analysis, it can be concluded that the use of Quizizz has a significant positive impact on improving students' understanding of modal verbs in English grammar.

- **Recommendation:**

for the future researchers consider using different research approaches or focus on other grammatical elements beyond modal verbs.

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