Unlocking Student's Speaking Potential: The Role of Quizizz Interactive Learning Media in English Language Development

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Introduction

- English is an international language, important in science and global communication. In the era of globalization, learning English, especially speaking, is crucial for students. However, many junior high school students face challenges, such as shyness and fear of making mistakes when speaking, which hinder their progress. These problems are worsened by traditional methods like textbooks and slides, which are less engaging. Students also struggle to understand lessons through conventional media. Technology in education continues to evolve and plays an important role in making learning more effective. English learners need frequent practice in listening, speaking, reading, and writing. Technology supports independent learning and collaboration, encourages problem-solving, and allows for learning anytime and anywhere. Teachers must adapt to these developments to create active and enjoyable classrooms.

- Speaking is a key skill involving fluency, vocabulary, grammar, and pronunciation. It builds confidence and supports other English skills. Activities like discussions and role plays help students speak more naturally, especially when topics match their interests. One effective learning tool is Quizizz, a game-based platform offering interactive quizzes. It has features like video answers and real-time feedback, helping students practise speaking in a fun way. Quizizz can be accessed from various devices, prevents cheating, and increases motivation. Although used in some schools, it has not been fully optimised for speaking activities. This study explores how Quizizz helps improve students' speaking skills through video responses.

Research Question

- How does the speaking performance of junior high school students, as reflected in their video responses on Quizizz?

Methods

- This study employed a qualitative content analysis method, focusing on students' speaking performance as shown in their video responses submitted via Quizizz. Content analysis was used to interpret patterns, themes, and linguistic features in students' oral language, focusing on four aspects: fluency, vocabulary, grammar, and pronunciation. The aim was not to measure statistical change but to understand students' speaking characteristics in depth.

- Data were collected from Class 8D at SMPN 6 Sidoarjo, a school that supports the integration of technology-based learning. The class was chosen due to its active use of digital platforms and students potential in English. Each student completed a 2-minute narrative speaking task via Quizizz, with instructions given in essay format and 15 minutes to prepare and submit.

- **Data collection steps included**:

- **Task Administration**: Students received and responded to speaking prompts via Quizizz.

- **Speaking Video Collection**: All video responses were gathered through the platform.

- **Observation & Documentation**: Videos were analysed based on four predefined categories. Assessment criteria were adapted from **Lisnawati (2020)** to evaluate qualitative speaking components and identify areas for improvement.

This method enabled the researcher to deeply explore students' speaking abilities and how Quizizz supported their language use.

Findings

- **1. Overview of Content Analysis Results**

This study employed a content analysis approach to evaluate the speaking skills of eighth-grade students at SMPN 6 Sidoarjo through the Quizizz interactive platform. Four speaking aspects were analysed: **fluency**, **vocabulary**, **grammar**, and **pronunciation**. A total of 20 students participated by recording two-minute video responses using the **video answer feature** in Quizizz. These recordings were transcribed, labelled (Very Good, Good, Needs Improvement), and analysed qualitatively.

- **2. Speaking Performance Results**

Fluency: Some students performed very well, speaking smoothly with confidence and few hesitations. Most students fell under the "Good" category, though occasional pauses were observed. A few struggled with fluency, often hesitating or unable to complete sentences.

Vocabulary: Most students used topic-relevant vocabulary at a basic to intermediate level. Although variety was limited, words were generally appropriate. Some students still had difficulties choosing the right words, affecting clarity.

Grammar: This was the weakest aspect overall. Many students made frequent errors in sentence structure, verb tenses, and word order, which sometimes hindered understanding.

Pronunciation: Most students were understandable and could pronounce words fairly clearly, although some struggled with final consonants, vowel sounds, and stress. A few students showed major pronunciation issues, making their speech difficult to follow.

Findings

- **3. Quizizz Features Supporting Speaking**
- Quizizz's **video answer** feature allowed students to prepare and record responses in a low-pressure environment. This helped build confidence and improved fluency, especially for shy students. Its simple interface enabled students to record easily, replay their videos, and self-correct pronunciation and sentence structure. Gamification elements (e.g., avatars, leaderboards) also enhanced student engagement. However, technical issues such as blocked camera access showed the importance of teacher support during implementation.

Discussion

- The findings reveal that Quizizz can effectively support the development of speaking skills, especially in terms of fluency and confidence. The opportunity to record answers independently reduced anxiety and encouraged more active participation. Students were more willing to express ideas compared to traditional classroom speaking tasks.

- In addition, the gamified elements in Quizizz contributed to higher motivation, even among students who were previously less engaged. The platform allowed students to identify and correct mistakes by reviewing their own videos, promoting self-awareness and improvement in pronunciation and sentence construction.

- However, the grammar and vocabulary aspects still need improvement. The limited variety of words and frequent grammatical errors indicate that while Quizizz supports speaking practice, it does not replace the role of direct teacher instruction, especially for a deeper understanding of language rules.

- In conclusion, the video response feature in Quizizz helps unlock students' potential by providing a more flexible and personalised speaking experience. It enables students to perform better than they might in live classroom settings. Nevertheless, the platform should be used alongside structured language support and teacher guidance to address students' grammatical and lexical weaknesses.

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Keys Findings

- **Fluency Improved Through Quizizz Video Feature**
Some students demonstrated fluent and confident speaking with minimal hesitation, while most spoke clearly but with occasional pauses. The video response feature helped reduce speaking anxiety, allowing students to prepare and express ideas more smoothly.

- **Grammar Remains the Most Challenging Aspect**
Grammar was the weakest area, with frequent errors in tense use, sentence structure, and subject-verb agreement. This suggests that while Quizizz increases motivation, it does not significantly improve students' grammatical accuracy without further instructional support.

- **Quizizz Helps Build Confidence and Engagement**
The combination of video recording and gamified elements (like avatars and power-ups) encouraged participation, especially among shy or passive students. Students became more confident in speaking when allowed to record responses independently.

Research Benefit

This research is expected to provide the following benefits:

- **For Teachers:**

The results of this study provide insight into how interactive platforms such as Quizizz can be used not only as an evaluation tool but also as a learning medium that can improve students' speaking skills. Teachers can use it to design more interesting and student-centred speaking activities.

- **For Students:**

The video response feature on Quizizz provides a more comfortable and less stressful environment, helping students build confidence, reduce anxiety when speaking, and improve fluency and pronunciation. Students also become more active in participating in speaking tasks.

- **For Schools :**

This research supports the integration of digital technology in English language learning. Schools can adopt media such as Quizizz to strengthen the learning process, especially for skills that require direct practice such as speaking.

- **For Future Researchers:**

This research can serve as a reference for future studies related to the use of game-based learning platforms (gamification) in language skill development. This research also opens opportunities for further studies with different methods or scopes.

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