

**DIGITAL QUIZZES IN ONLINE LEARNING
OF ELT CLASSROOM
IN INDONESIAN HIGHER EDUCATION**

THESIS

Submitted in partial fulfillment of the requirements for the degree of
Sarjana Pendidikan Islam (S.Pd) in Teaching English



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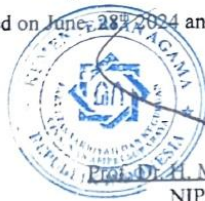
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ABSTRACT

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Supervisor I: Prof. Dr. Mohamad Salik, M.Ag.
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Key words: *Digital Quizzes, Online Learning, ELT Classroom, Indonesian Higher Education*

Emergency distance learning obligations due to the Covid-19 pandemic in Indonesia have resulted in limited implementation of effective and supportive learning processes in ELT of higher education level. One of the digital media, namely digital quizzes is considered capable of providing interactive teaching and learning with various features in it. Therefore, this meta-synthesis qualitative research of systematic literature review aims to find out (1) common digital quizzes found in online learning in ELT of Indonesian higher education research and (2) the use of digital quizzes in online learning in ELT of Indonesian higher education research. The data was taken from 10 selected research articles in the Google Scholar digital library by the selection using the PRISMA method and analyzed with qualitative data synthesis based on the dataset characteristic table. From the results of this study, it was found that (1) several digital quizzes such as Quizizz, Kahoot!, Socrative, Google Form, SpellingCity, Padlet, and Quizlet were used in online learning in ELT in Indonesian higher education with Quizizz being the most commonly found application. (2) In terms of the use, 5 articles did not state only using one digital quiz, so that the use of digital quizzes are grouped in a variety of lessons including TOEFL practice, grammar practice, vocabulary practice, listening and speaking practice, reading practice as well as another learning method such as communicative English courses, solo taxonomy, and autonomous learning.

ABSTRAK

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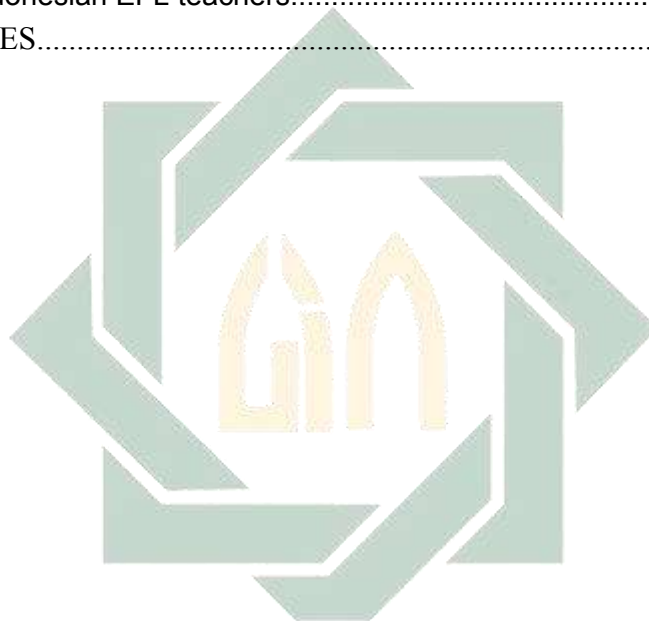
Kata Kunci: *Kuis Digital, Pembelajaran Online, Kelas ELT, Pendidikan Tinggi Indonesia*

Kewajiban pembelajaran jarak jauh darurat akibat pandemi Covid-19 di Indonesia menyebabkan terbatasnya pelaksanaan proses pembelajaran yang efektif dan mendukung dalam pembelajaran bahasa Inggris jenjang pendidikan tinggi. Salah satu media digital yaitu kuis digital dinilai mampu memberikan pengalaman pembelajaran yang interaktif dengan berbagai fitur yang tersedia di dalamnya. Oleh karena itu, penelitian kualitatif dengan metode tinjauan literatur sistematis ini bertujuan untuk mengetahui (1) kuis digital yang umum ditemukan pada pembelajaran daring dalam penelitian di perguruan tinggi di Indonesia dan (2) penggunaan kuis digital pada pembelajaran daring dalam penelitian di perguruan tinggi di Indonesia. Data diambil dari 10 artikel penelitian terpilih di perpustakaan digital Google Scholar dengan penyeleksian menggunakan metode PRISMA dan dianalisis dengan sintesis data kualitatif berdasarkan tabel karakteristik dataset. Dari hasil penelitian ini ditemukan bahwa (1) beberapa platform kuis digital seperti Quizizz, Kahoot!, Socrative, Google Form, SpellingCity, Padlet, dan Quizlet diterapkan pada pembelajaran daring bahasa Inggris di pendidikan tinggi Indonesia dengan Quizizz sebagai aplikasi yang sering dijumpai. (2) Dalam hal penggunaan, 5 artikel menyatakan tidak hanya menggunakan satu kuis digital, sehingga penggunaan kuis digital dikelompokkan pada topik pembelajaran antara lain *TOEFL practice, grammar practice, vocabulary practice, listening and speaking practice, reading practice* serta metode pembelajaran lain seperti *communicative english courses, solo taxonomy, dan autonomous learning*.

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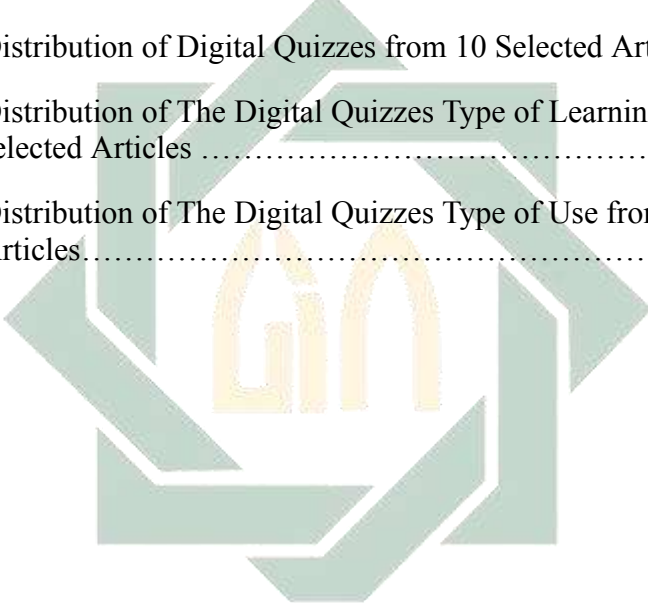
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