

# IMPLEMENTATION OF THE QUIZIZZ METHOD IN ENHANCING STUDENTS' LEARNING MOTIVATION IN ISLAMIC RELIGIOUS EDUCATION (PAI) FOR CLASS X.11 AT SMAN 3 PURWAKARTA

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## Abstract:

Learning media plays a crucial role in both conventional and digital teaching and learning processes. In today's digital era, digital platforms offer significant potential for improving the quality of Islamic Religious Education (PAI) learning, yet their utilization at SMAN 3 Purwakarta is not yet optimal. This study aims to analyze the use of digital platforms in Islamic Religious Education (PAI) learning at the school, identify the challenges and opportunities faced, and formulate recommendations for increasing their effectiveness. The research methods used were direct observation, interviews, and documentation studies. The results indicate that although digital platforms have significant potential to make Islamic Religious Education (PAI) learning more engaging, interactive, and effective, obstacles remain, such as a lack of digital literacy among teachers and students, and suboptimal utilization of digital platform features. This study also identifies opportunities to enhance the use of digital platforms in Islamic Religious Education (PAI) learning, such as training, digital literacy, the development of engaging digital learning content, and the use of digital platforms for learning evaluation. Based on the research findings, recommendations are formulated, which are expected to provide input for teachers, schools, and digital platform developers to improve the quality of Islamic Religious Education (PAI) learning in the digital era.

**Keywords:** digital platform, islamic education learning, challenges, opportunities

## Abstrak:

Media pembelajaran memiliki peran krusial dalam proses belajar mengajar baik, yang bersifat konvensional maupun digital. Di era digital saat ini, platform digital menawarkan potensi besar untuk meningkatkan kualitas pembelajaran PAI, namun pemanfaatannya di SMAN 3 Purwakarta belum optimal. Penelitian ini bertujuan untuk menganalisis pemanfaatan platform digital dalam pembelajaran PAI di sekolah tersebut, mengidentifikasi tantangan dan peluang yang dihadapi, serta merumuskan rekomendasi untuk meningkatkan efektivitasnya. Metode penelitian yang digunakan adalah observasi langsung, wawancara, dan studi dokumentasi. Hasil penelitian menunjukkan bahwa meskipun platform digital memiliki potensi besar untuk membuat pembelajaran PAI lebih menarik, interaktif, dan efektif, namun masih terdapat kendala seperti kurangnya literasi digital guru dan siswa, serta belum optimalnya pemanfaatan fitur-fitur platform digital. Penelitian ini juga mengidentifikasi peluang-peluang yang dapat dimanfaatkan untuk meningkatkan pemanfaatan platform digital dalam pembelajaran PAI, seperti pelatihan, literasi digital, pengembangan konten pembelajaran digital yang menarik, serta pemanfaatan platform digital untuk evaluasi pembelajaran. Berdasarkan temuan penelitian, dirumuskan rekomendasi-rekomendasi yang diharapkan dapat menjadi masukan bagi guru, sekolah, dan pengembang platform digital untuk meningkatkan kualitas pembelajaran PAI di era digital.

## INTRODUCTION

Islamic Religious Education (PAI) plays a crucial role in the national education system, not only as a means of transferring religious knowledge but also as a foundation for shaping students' character and noble morals. The achievement of PAI learning objectives is highly dependent on students' active participation and learning motivation. However, challenges in the current digital era indicate that conventional teaching methods, which tend to be monotonous and teacher-centered, often fail to attract students' interest. This phenomenon results in low learning motivation, characterized by a lack of enthusiasm, minimal participation, and a tendency for students to become passive in the classroom. This condition is a major concern, particularly for senior high school (SMA) students who are in a phase of rapid development and are highly influenced by technological advancements.

To address these issues, innovation in learning methods is required methods that are capable of integrating technology in a positive way and are relevant to students' lives. One promising solution is the use of game-based learning platforms, such as Quizizz. Quizizz is an educational application that transforms the evaluation and learning process into a more interactive and enjoyable experience through quizzes, points, rankings, and instant feedback. As stated by Muhammin et al. (2023), the use of game-based learning media can effectively enhance students' enthusiasm and engagement in the learning process. The elements of healthy competition and an attractive interface in Quizizz are believed to be capable of changing students' perceptions of PAI from a boring subject into one that is challenging and enjoyable.

Several relevant studies in Indonesia have demonstrated the effectiveness of Quizizz in improving various aspects of learning. Research conducted by Kartika et al. (2024) shows that students exhibit high enthusiasm and greater motivation when Quizizz is used as an evaluation medium in PAI learning. This finding is in line with the study by Ayunda and Huda (2024), which concludes that gamification features in Quizizz, such as leaderboards and instant feedback, significantly increase students' motivation and active participation. The use of Quizizz not only creates a more dynamic learning atmosphere but also assists teachers in delivering material and conducting assessments in a more efficient and engaging manner.

Based on initial observations conducted in class X.11 of SMAN 3 Purwakarta, indications of low student learning motivation in PAI lessons were found. Students appeared less enthusiastic and tended to be passive when learning activities were conducted using the lecture method. Therefore, the researcher was motivated to implement the Quizizz method as an effort to create a more conducive and participatory learning environment. This classroom action research aims to determine the extent to which the implementation of the Quizizz method can enhance the learning motivation of students in class X.11 in PAI subjects at SMAN 3 Purwakarta.

## RESEARCH METHOD

This study employed the Classroom Action Research (CAR) method. CAR is a form of research conducted by teachers to improve existing instructional practices in order to gain a more comprehensive understanding of the teaching and learning process. It involves a careful examination of activities that are deliberately designed and implemented within a classroom setting. CAR is carried out by observing learning activities in which specific actions are intentionally applied in the classroom with the aim of solving problems or improving the quality of learning in that class.

This research was conducted in two cycles, from September 8 to September 15, 2025. Each research cycle consisted of four stages: planning, implementation, observation, and reflection. The study was carried out in class X.11 of SMAN 3 Purwakarta, involving 36 students.

## FINDINGS AND DISCUSSION

This research was conducted in class X.11 of SMAN 3 Purwakarta through direct classroom observation during Islamic Religious Education (PAI) lessons that utilized the digital platform Quizizz. The observation was carried out for 120 minutes, in accordance with the allocated time for PAI instruction. Learning media are regarded as one of the factors that can enhance the effectiveness of the learning process, as they play strategic roles and functions that can directly or indirectly influence students' motivation, interest, and attention in learning. In addition, media are able to visualize abstract material, thereby facilitating students' understanding. Media also help make learning clearer and enable the manipulation and presentation of objects that are otherwise difficult for students to access.

The benefits of using learning media are as follows:

1. Improving accessibility to learning materials. Through digital media, students can access materials anytime and anywhere, so learning is no longer limited to the physical classroom. Moreover, digital media allow for more interactive and visual presentation of content, which can increase students' interest and learning motivation (Mulia, 2018).
2. Supporting differentiated learning. Digital learning platforms enable teachers to provide materials that suit different learning styles among students. For example, students who prefer visual learning can use videos, while those who favor text-based learning can utilize e-books or online articles (Nugroho & Santoso, 2019).
3. Enhancing learning effectiveness and efficiency. Digital platform-based learning materials can be accessed anytime and anywhere through various devices and make it easier for teachers to create quizzes, assignments, and assessments.

One of the key roles of learning media in the teaching and learning process is to facilitate smooth interaction between teachers and students, making learning more interactive. The learning process is essentially a communication process between teachers and students. Teachers play a vital role in this process; without their presence, learning cannot take place. In the current era, science and technology are developing rapidly, and students are no longer limited to learning only in classrooms, but can learn anytime and anywhere (Ani Daniyati et al., 2023).

The use of learning media also requires careful preparation prior to implementation to minimize potential obstacles. Similarly, effective teaching and learning activities can only be achieved when they are well planned in advance. Before conducting the learning process, teachers are required to prepare a Lesson Plan (RPP) that includes learning objectives, materials, methods, and learning media/tools.

Learning media are important not only for students' understanding of the material, but also for helping teachers deliver content more effectively. Teaching methods also greatly influence learning outcomes. Currently, learning media are no longer limited to textbooks; various technologies can now support learning more practically, enabling access to information anytime and anywhere. Therefore, it is crucial for educators to be able to design and select engaging and enjoyable media that suit students' needs, so that learning materials can be delivered effectively and understood well by students.

One learning medium that has proven effective in PAI instruction is the Quizizz application. Quizizz is a popular digital platform in education used to create interactive quizzes and enjoyable learning experiences. Integrating Quizizz into PAI learning provides variation and innovation in material delivery, thereby increasing students' interest and motivation to learn. The use of Quizizz in PAI learning aims to enhance students' learning motivation, deepen their understanding of the material, facilitate learning evaluation, create active learning environments, and provide instant feedback after students answer questions.

The results of observations in class X.11 of SMAN 3 Purwakarta show a high level of enthusiasm among students during PAI lessons that used the Quizizz digital platform. This can be seen from students' active participation in completing tasks, involvement in discussions, increased learning motivation, and positive interactions between students and teachers throughout the learning process. Students felt comfortable asking questions or discussing learning materials with the teacher. However, despite its success, the use of Quizizz also presents both advantages and limitations that should be noted.

The advantages of Quizizz include:

1. Attractive and interactive. Students feel as though they are playing a game while learning, which increases their motivation and makes learning enjoyable.
2. Increasing students motivation and active participation through healthy competition using leaderboards, points, and badges.
3. Instant feedback. After answering questions, students immediately receive feedback indicating whether their answers are correct or incorrect, helping them better understand the material.
4. Ease of assessment for teachers. Teachers can view quiz results individually or collectively, allowing them to identify materials that need to be reviewed or re-explained.
5. Flexible and easy to use. Quizizz can be accessed through various devices such as computers, tablets, or smartphones, and teachers can easily create and customize quizzes according to students' needs.

The limitations of Quizizz include:

1. Dependence on internet connectivity. Quizizz requires a stable internet connection; disruptions can hinder the learning process.
2. Limited assessment scope. Quizizz is more suitable for measuring students' cognitive understanding (knowledge) and cannot effectively assess affective (attitudes) or psychomotor (skills) domains.
3. Requirement of digital devices such as computers, tablets, or smartphones to access the platform.

## CONCLUSION

The development of PAI learning media using the digital platform Quizizz (mastery peak) has proven to be effective in increasing students' learning motivation and learning outcomes. This platform provides an interactive and enjoyable learning experience, making students more interested in participating in the learning process. Features such as quizzes, instant feedback, challenges, and leaderboards encourage students to learn actively and independently. In addition, Quizizz assists teachers in evaluating students' understanding and identifying learning materials that have not yet been fully understood by students.

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