



SENARA I UMSIDA 2022

SEMINAR NASIONAL Riset dan
Pengabdian Masyarakat

DIREKTORAT RISET DAN PENGABDIAN MASYARAKAT
UNIVERSITAS MUHAMMADIYAH SIDOARJO

SEMINAR NASIONAL & CALL FOR PAPER RISET DAN PENGABDIAN MASYARAKAT

Peran Riset dan Abdimas dalam Mendukung
Merdeka Belajar Kampus Merdeka (MBKM)

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Learning Innovation Training Using Quizizz Based Google Meet for Elementary School Teachers

Pelatihan Inovasi Pembelajaran Menggunakan *Google Meet* Berbasis *Quizizz* Bagi Guru Sekolah Dasar

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Abstract. *This Community Service activity aims to (1) provide knowledge and understanding of elementary school teachers about the Quizizz application (2) provide training to elementary school teachers in making assessments using the Quizizz application and implementing learning using google meetings, (3) providing training on the Quizizz application for students to elementary school teachers. In training the delivery of material and practice using an andragogy approach. Participants consisted of teachers at SD Muhammadiyah 5 Porong totaling 14 people. The delivery of material and practice in this training is carried out through workshop activities. The workshop was held in two meetings, the first was the delivery of the Quizizz application in general. The second is the practice of creating an account for teachers, setting language, creating quizzes and materials, how to do quizzes, how to give homework and Quizizz's interaction with google meetings. And how to create accounts for students, how students join classes, and how students take quizzes. With this training, the understanding and knowledge of teachers has increased as evidenced by the evaluation results. Teachers have been able to create quizzes and implement them in learning by using google meetings, and teachers understand how to apply Quizizz for students.*

Keywords: *Innovation, Google Meet Based Quizizz, Elementary School*

Abstrak. Kegiatan Pengabdian kepada Masyarakat ini bertujuan untuk (1) memberikan pengetahuan dan pemahaman guru-guru SD tentang aplikasi *Quizizz* (2) memberikan pelatihan kepada guru SD dalam membuat penilaian menggunakan aplikasi *Quizizz* dan mengimplementasikan dalam pembelajaran menggunakan *google meeting*, (3) memberikan pelatihan aplikasi *Quizizz* untuk siswa kepada guru SD. Dalam pelatihan penyampaian materi dan praktik menggunakan pendekatan andragogi. Peserta terdiri dari guru di SD Muhammadiyah 5 Porong yang berjumlah 14 orang. Penyampaian materi dan praktik dalam pelatihan ini dilakukan melalui kegiatan workshop. Workshop dilakukan sebanyak dua kali pertemuan yang pertama penyampaian tentang aplikasi *Quizizz* secara umum. Kedua yaitu praktik tentang membuat akun untuk guru, pengaturan bahasa, membuat kuis dan materi, cara mengerjakan kuis, cara memberikan pekerjaan rumah dan interaksi *Quizizz* dengan *google meeting*. Serta cara membuat akun untuk siswa, cara siswa bergabung ke kelas, dan cara siswa mengerjakan kuis. Dengan adanya pelatihan ini pemahaman dan pengetahuan guru meningkat terbukti dari hasil evaluasi. Guru telah mampu membuat kuis dan mengimplementasikannya dalam pembelajaran dengan menggunakan *google meeting*, serta guru memahami cara aplikasi *Quizizz* untuk siswa.

Kata Kunci: *Inovasi, Quizizz berbasis Google Meet Berbasis, Sekolah Dasar*

Pendahuluan

Sejumlah negara bersiap mengakhiri pandemi dan memasuki fase endemi Covid-19, termasuk Indonesia. Satuan Tugas Penanganan Covid-19 menyatakan penetapan status endemi merupakan otoritas World Health Organization (WHO) atau Organisasi Kesehatan Dunia. Diperlukan penyesuaian kembali

disegala aspek kehidupan tidak terkecuali dalam aspek pendidikan. Pada saat ini era globalisasi masuk ke Indonesia dengan cepat, perkembangan teknologi menjadi semakin canggih, dunia kini memasuki era revolusi industri 4.0, yakni menekankan pada pola digital economy, artificial intelligence, big data, robotic, dan lain sebagainya. Sehingga diperlukan suatu inovasi.

Inovasi adalah memperkenalkan ide baru atau barang baru, pelayanan baru dan cara-cara baru yang lebih bermanfaat bagi kehidupan manusia. Inovasi pembelajaran sebagai suatu ide, gagasan atau tindakan-tindakan tertentu dalam bidang kurikulum dan pembelajaran yang dianggap baru untuk memecahkan masalah pendidikan [1]. Pembelajaran inovatif merupakan pembelajaran yang memiliki suatu proses yang bermakna baru, yang diketahui dengan adanya sesuatu yang berbeda dan memiliki perubahan nilai manfaat pada pembelajaran tersebut. Perubahan pada pembelajaran inovatif muncul dari usaha guru dalam memodifikasi beragam metode, aktivitas dan penilaian atau evaluasi pembelajaran yang selama ini digunakan. Upaya melakukan perubahan dan mencari suatu perbedaan tersebut bukan sesuatu yang mudah, sehingga perlu melakukan refleksi dan evaluasi dari proses pembelajaran yang telah dilaksanakan selama ini.

Kemendikbud telah mengeluarkan Surat Keputusan Bersama (SKB) 4 Menteri yang berisi tentang Kebijakan pelaksanaan pendidikan pada Masa Darurat COVID-19. Surat keputusan tersebut mengenai pelaksanaan pembelajaran di berbagai level pendidikan [2]. Dalam surat keputusan bersama tersebut dijelaskan bahwa pembelajaran dapat dilaksanakan sesuai dengan level daerahnya. Pembelajaran dapat dilaksanakan secara luring, daring, maupun Hybrid Learning. Pada PJJ (Pembelajaran Jarak Jauh) dilaksanakan secara daring dengan pelaksanaan evaluasi pembelajaran (berbentuk kuis) tentunya harus disesuaikan dengan model pembelajaran yang bersifat interaktif dan berbasis internet. Hal lain yang juga perlu diperhatikan bahwa software evaluasi pembelajaran tersebut harus memudahkan guru dalam melakukan penilaian, tampilan yang menarik serta navigasi yang mudah dipahami, sehingga siswa tertarik untuk menggunakannya [3]. Banyak sekali perangkat lunak pembelajaran ataupun platform telah disediakan oleh pihak Google, ada pula yang dapat diunduh melalui Google Play secara Cuma-Cuma juga berbayar. Beberapa perangkat lunak tersebut diantaranya seperti WhatsApp Group, Edmodo, Webex, Zoom, Google Classroom, Google Meet, Loom, Duolingo, Quizizz, [4]. Banyak penemuan ICT yang mampu dilakukan oleh pendidik salah satunya dengan Quizizz yang sesuai menggunakan karakteristik para peserta didik kini yang mengkombinasikan Game, Gadget serta pembelajaran. Google meeting serta Quizizz merupakan salah satu perangkat lunak yang gratis. Quizizz merupakan perangkat lunak pembelajaran semi games yang mampu menggabungkan intruksi, review dan evaluasi sekaligus [5]. Selain itu dalam Quizizz juga dapat melakukan *Adaptive learning*. Yang di maksud *Adaptive learning* adalah fitur yang memungkinkan setiap siswa mendapatkan soal yang berbeda-beda untuk setiap siswanya [6]. Terdapat beberapa perangkat lunak kuis otomatis secara online yang bisa digunakan buat mengukur peningkatan pemahaman peserta pelatihan yaitu: QMP; Padlet; Mentimeter; Edmodo; Today'sMeet; Kahoot; ThatQuiz; GoConqr; Quizizz; ClassMarker; Scorative, atau Google-Flubaroo [7].

Evaluasi pembelajaran merupakan suatu proses mengumpulkan data menemukan data sejauh mana, pada hal apa, dan bagian mana tujuan pendidikan telah tercapai [8]. Evaluasi pembelajaran diartikan sebagai suatu proses yang terus menerus tentang mengumpulkan dan menafsirkan informasi, dalam menilai (assessment) keputusan yang dibuat untuk merancang suatu sistem pembelajaran. Namun demikian, faktanya banyak sekali guru yang belum mengetahui dan menggunakan Quizizz dalam pembelajaran [9].

Berdasarkan latar belakang tersebut diperlukan pengabdian kepada masyarakat dengan melakukan pelatihan Inovasi Pembelajaran Menggunakan *Google Meet* Berbasis *Quizizz* Bagi Guru Sekolah Dasar. Pelatihan ini bertujuan untuk memberikan pengetahuan dan pemahaman guru-guru SD tentang aplikasi *Quizizz*, memberikan pelatihan kepada guru SD dalam membuat penilaian menggunakan aplikasi *Quizizz* dan mengimplementasikan dalam pembelajaran menggunakan *google meeting*, dan memberikan pelatihan aplikasi *Quizizz* untuk siswa kepada guru SD.

Metode

Kegiatan pelatihan ini dilakukan dalam rangka pengabdian kepada masyarakat. Mitra kegiatan pengabdian kepada masyarakat ini adalah SD Muhammadiyah 5 Porong. Kegiatan pelatihan dilaksanakan pada hari Rabu 21 dan 23 Februari 2022 di SD Muhammadiyah 5 Porong Jl. Raya Lajuk, Desa Lajuk, Kecamatan Porong, Kabupaten Sidoarjo. Sebanyak 16 Guru yang terdiri dari guru kelas dan guru bidang studi mengikuti kegiatan pelatihan. Kegiatan dilaksanakan secara tatap muka (Luring) dengan tetap mematuhi protokol kesehatan.

Metode kegiatan pengabdian kepada masyarakat yang pertama dengan memberikan materi tentang *Quizizz* mulai dari pendaftaran dalam aplikasi *Quizizz* untuk guru dan siswa, mengubah bahasa, cara membuat kuis, dan cara memberikan pekerjaan rumah kepada siswa. Metode kedua dengan memberikan praktik langsung kepada peserta pelatihan. Peserta mendapatkan modul untuk guru dan siswa sebagai panduan dalam menerapkan *Quizizz* dalam pembelajaran.

Tahapan dalam kegiatan pengabdian kepada masyarakat ini dilaksanakan dengan tiga tahapan, yaitu tahap persiapan, tahap pelaksanaan dan tahap evaluasi. Pada tahap persiapan terdiri dari berkoordinasi dengan sekolah mitra terkait jadwal kegiatan pelatihan. Selanjutnya melakukan observasi tempat kegiatan pengabdian, serta menyiapkan alat dan bahan yang dibutuhkan dalam kegiatan pengabdian kepada masyarakat. Tahap pelaksanaan terdiri dari penyampaian materi oleh narasumber ke 1 dilanjutkan penyampaian materi oleh narasumber ke 2 dan yang terakhir peserta melakukan praktik langsung menggunakan laptop atau smartphone. Dan pada tahap evaluasi kegiatannya adalah melakukan evaluasi terhadap kegiatan pelatihan di sekolah mitra.

Hasil Dan Pembahasan

Kegiatan pelatihan dilaksanakan dalam dua hari selama 2 jam dari mulai pukul 10.00 s/d 12.00 WIB. Terdapat 16 peserta yang mengikuti pelatihan yang terdiri dari 3 peserta laki-laki atau sebanyak 18,75%, dan 13 peserta perempuan atau sebanyak 81,25%. Pada saat pelatihan hari pertama kegiatan dipandu oleh MC. Kegiatan diawali dengan doa bersama dan dilanjutkan pembukaan oleh Ibu Kusnaini, M.Pd selaku kepala SD Muhammadiyah 5 Porong. Setelah pembukaan dilanjutkan sesi 1 penyampaian materi oleh narasumber 1 tentang pembelajaran abad 21 dengan menggunakan multimedia dan merdeka belajar. Dalam sesi 1 terdapat tanya jawab secara langsung dengan narasumber. Berikut dokumentasi pembukaan dan penyampaian materi oleh narasumber 1.



Gambar 1. Pembukaan kegiatan pelatihan



Gambar 2. Penyampaian materi narasumber 1

Kegiatan dilanjutkan oleh narasumber ke 2 menyampaikan tentang materi *Quizizz* secara umum, antara lain pengertian *Quizizz*, mengapa harus *Quizizz*, penampilan dalam aplikasi *Quizizz*, cara memilih kuis, pilihan kuis, fitur-fitur, dan hasil kuis dalam aplikasi *Quizizz*.



Gambar 3. Penyampaian materi narasumber 1

Pada hari kedua pelatihan dilaksanakan hari Rabu tanggal 23 Februari 2022. Peserta mendapatkan modul panduan guru dan modul panduan untuk siswa untuk memudahkan peserta pelatihan dalam menggunakan aplikasi *Quizizz* yang selanjutnya akan digunakan peserta pelatihan dalam pembelajaran menggunakan *google meeting*. Peserta akan mempraktekkan secara langsung. Pada pertemuan kedua ini acara diawali dengan berdoa yang kemudian dilanjutkan penyampaian oleh narasumber 1 praktik menggunakan laptop atau smartphone membuat akun pada *Quizizz*, mengubah bahasa, membuat kuis dan materi pembelajaran, cara mengerjakan kuis, memberikan pekerjaan rumah dan cara interaksi *google meeting* dengan *Quizizz*.



Gambar 4. Penyampaian praktik Quizizz untuk guru

Dalam kegiatan pelatihan ini peserta juga dibekali panduan penggunaan *Quizizz* untuk siswa yang disampaikan oleh narasumber ke 2. Dalam hal ini narasumber menyampaikan cara siswa menggunakan aplikasi *Quizizz* menggunakan laptop atau smartphone mulai dari membuat akun untuk siswa, cara siswa bergabung ke dalam kelas, cara siswa memulai mengerjakan kuis, dan cara berinteraksi *google meeting* dengan *Quizizz*. Narasumber mendemonstrasikan cara interaksi pembelajaran dengan *Google meeting* dan *Quizizz*.



Gambar 5. Penyampaian praktik Quizizz untuk siswa

Kegiatan dilanjutkan dengan mengontrol hasil kerja peserta dan membantu peserta pelatihan yang kesulitan dalam membuat akun dan juga membuat kuis. narasumber sebagai fasilitator menghampiri setiap peserta dan memastikan bahwa peserta telah mampu menggunakan *Quizizz*. Peserta secara serius dan bersemangat dalam kegiatan praktik ini. Sesekali peserta pelatihan bertanya kesulitan pada saat praktik.



Gambar 6. Kegiatan mengontrol peserta pelatihan dalam melakukan praktik

Diakhir kegiatan peserta pelatihan di sekolah mitra berkomitmen menggunakan aplikasi *Quizizz* dalam pembelajaran. Pelatihan selama dua hari berjalan dengan lancar dan tertib. Peserta antusias dalam mengikuti kegiatan pelatihan dan merasa senang. Pada saat pembelajaran daring, luring maupun hybrid learning guru sudah tidak kebingungan dalam melakukan penilaian akhir pembelajaran dengan adanya pelatihan ini. Pemahaman dan pengetahuan peserta tentang *Quizizz* meningkat dengan adanya pelatihan ini. Hal yang sama disampaikan bahwa pelatihan dapat meningkatkan pengetahuan dan keterampilan guru dalam penggunaan aplikasi *Quizizz* [10]. Hasil pengabdian kepada masyarakat ini juga sesuai dengan hasil pengabdian kepada masyarakat sebelumnya yang menyebutkan bahwa *Quizizz* layak digunakan untuk evaluasi pembelajaran [3]. Hal senada juga disampaikan bahwa *Quizizz* merupakan aplikasi yang dapat menjadi sarana bagi guru dalam berinovasi yang digunakan untuk evaluasi pembelajaran yang interaktif dan menyenangkan [11].

Kesimpulan

Berdasarkan hasil pengabdian kepada masyarakat dengan pelatihan ini dapat disimpulkan bahwa kegiatan pelatihan dapat membantu permasalahan di sekolah mitra, pemahaman dan pengetahuan guru tentang *Quizizz* meningkat. Guru telah mampu membuat akun *Quizizz*, mampu mengubah bahasa dalam aplikasi *Quizizz*, mampu membuat kuis dan materi pembelajaran. Selain itu peserta dalam kegiatan praktik mampu memberikan pekerjaan rumah dengan menggunakan aplikasi *Quizizz*, serta memahami cara aplikasi *Quizizz* untuk siswa agar peserta dapat menjelaskan kepada siswa. Dalam pelatihan ini peserta juga memahami cara mengimplementasikan *Quizizz* dalam pembelajaran dengan menggunakan *google meeting* yang telah didemonstrasikan oleh narasumber.

Saran pelatihan berikutnya yaitu memberikan pelatihan dengan aplikasi *Quizizz* dengan memanfaatkan fitur yang lain yang ada dalam aplikasi *Quizizz* tersebut. Selanjutnya diharapkan peserta yang mengikuti pelatihan ini dapat menerapkan *Quizizz* dalam pembelajaran baik secara daring, luring maupun *Hybrid Learning* secara konsisten.

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