The Use of Wondershare Quiz Creator Evaluation Media to Improve Student Learning Outcomes in Citizenship Education Courses

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A B S T R A K

Penelitian ini bertujuan untuk menganalisis penggunaan media evaluasi Wondershare Quiz Creator berbasis online. Penelitian ini menggunakan metode eksperimen yang terdiri dari dua kelompok yaitu kelompok Pre-test dan Post-test t group. Populasi penelitian ini berjumlah 40 siswa. Sampel dipilih dengan menggunakan teknik cluster random sampling. Metode pengumpulan data dalam penelitian ini adalah tes. Teknik yang digunakan untuk menganalisis data adalah statistik inferensial. Analisis data menunjukkan perbedaan yang signifikan antara hasil Pre-test dan Post-test t. nilai rata-rata Post-test lebih tinggi dari nilai rata-rata Pre-test kelompok eksperimen. Hasil penelitian di lapangan membuktikan bahwa ada pengaruh penggunaan evaluasi berbasis online dengan media evaluasi Wondershare Quiz Creator berbasis online. Penggunaan Wondershare Quiz Creator berbasis online lebih praktis bagi para penggemar kreatif yang dapat meningkatkan semangat dan hasil belajar siswa. Oleh karena itu, penggunaan media evaluasi Wondershare Quiz Creator berbasis online dapat menjadi solusi untuk meningkatkan hasil belajar siswa. Penggunaan Wondershare Quiz Creator berbasis online lebih praktis bagi para penggemar kreatif yang dapat meningkatkan semangat dan hasil belajar siswa. Oleh karena itu, penggunaan media evaluasi Wondershare Quiz Creator berbasis online dapat menjadi solusi untuk meningkatkan hasil belajar siswa. Penggunaan Wondershare Quiz Creator berbasis online lebih praktis bagi para penggemar kreatif yang dapat meningkatkan semangat dan hasil belajar siswa. Oleh karena itu, penggunaan media evaluasi Wondershare Quiz Creator berbasis online dapat menjadi solusi untuk meningkatkan hasil belajar siswa.

A B S T R A C T

This study aims to analyze the use of online-based Wondershare Quiz Creator evaluation media. This study used an experimental method consisting of two groups: the Pre-test and Post-test t groups. The population of this study amounted to 40 students. The sample was selected using a cluster random sampling technique. The data collection method in this research is the test. The technique used to analyze the data is inferential statistics. Data analysis showed a significant difference between the results of the Pre-test and Post-test t. the mean value of the Post-test was higher than the mean value of the Pre-test of the experimental group. The research results in the field prove that there is an effect of using online-based evaluations with online-based Wondershare Quiz Creator evaluation media. The use of online-based Wondershare Quiz Creator is more practical for creative fans that can increase student enthusiasm and learning outcomes. Therefore, the use of online-based Wondershare Quiz Creator evaluation media can be a solution to improving student learning outcomes. The use of online-based Wondershare Quiz Creator is more practical for creative fans that can increase student enthusiasm and learning outcomes. Therefore, the use of online-based Wondershare Quiz Creator evaluation media can be a solution to improving student learning outcomes. The use of online-based Wondershare Quiz Creator is more practical for creative fans that can increase student enthusiasm and learning outcomes. Therefore, the use of online-based Wondershare Quiz Creator evaluation media can be a solution to improving student learning outcomes.

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1. INTRODUCTION

Citizenship Education is expected to encourage students to be active, critical, and innovative. However, the problem that occurs today is that educators often deliver Citizenship Education material by means of conventional or old explanations with the assignment method and the delivery of material should be (Ambarita, 2017; Sihombing, 2018; Yonanda, 2017; Yulisari, 2013). In addition, learning evaluation activities are often not paid attention to by educators. Implementation of the evaluation usually uses several questions made by educators in writing or papers which are considered very boring for students (Basri, 2017; Yonanda, 2017). Thus, there is a need for innovation in evaluation media that is fast, easy to use and effective for educators to practice(Omundi & Okendo, 2018).The results of observations about the implementation of the evaluation of the Citizenship Education course in the Catering S1 class, Yogyakarta State University, are that educators use evaluations with media papers or regular assignments, even though learning innovation efforts must always be carried out and attempted by educators in Citizenship Education materials. Another problem is the tension or shyness between lecturers and students during conventional learning activities. Such conditions will eventually cause student learning outcomes to decline. Learning outcomes are generally determined by the act of evaluating learning by educators(Angga et al., 2020; Friantary & Martina, 2018; Sobri et al., 2020).

In the current digital era, it is very important to develop a learning evaluation using the e-learning method (Giofré, 2021; Seo & De Jong, 2015). E-learning is a learning activity using the internet (Ajinomoto, 2021; Ashwin & Guddeti, 2020; Nácher et al., 2021). Lecturers should be able to use technology as a complementary means of learning activities (Howard et al., 2021; Khatoony & Nezhadmehr, 2020). This is a challenge for educators to make changes and be able to take advantage of digital technology in developing Civic Education learning. Digital learning activities can also make students more interested and respond more positively, so as to increase student motivation (Ashwin & Guddeti, 2020; Nácher et al., 2021). E-Learning learning is often not fully implemented in the learning system, such as real problems in the field regarding the learning process in some subjects, especially Citizenship Education, which is still dominated by a conventional system oriented to students, thus affecting the evaluation results (Murtiningsih & Komalasari, 2017).If the learning method is not created in such a way as to be more attractive, then students can feel bored and not enthusiastic in attending the Citizenship Education class (Harahap et al., 2019).

The importance of developing learning media based on digital technology is one of the factors that determine the success of learning (Anggraeni et al., 2019; Kanti et al., 2018; Sudana et al., 2020). Learning media is everything that is useful for providing information in the form of material that can make it easier for students to get information, pay attention and grow (Lestari et al., 2021; Suarsana et al., 2018). Some of the weaknesses in using conventional or old test methods are that students can have the opportunity to cheat by cheating easily because students see the questions given are the same for the same number questions. This is mostly found in multiple choice or multiple choice questions. Educators can teach learning media to students (Iqbal et al., 2018).

Universities should use digital-based learning evaluation (Astalini et al., 2019; Lynch et al., 2021). One of the digital-based evaluation media that is very easy to use and effective in making questions that require a short time is the Wondershare quiz creator software media. Wondershare Quiz Creator evaluation media to create quiz questions or online tests (web-based) is very easy to use and has the advantage of not requiring difficult programming language skills to operate (Abdurrahman & Masor, 2019; Virgiawan et al., 2018). The results of questions, quizzes and tests created/prepared by this software can be saved in Flash format which can stand alone on the website and be accessed online (Virgiawan et al., 2018; Yuniar et al., 2020). The Wondershare Quiz Creator evaluation media utilizing computer facilities connected to the internet is the integration between using computers connected via the internet and entering the learning process. The findings of previous studies also state that the Wondershare Quiz Creator evaluation media can be used to evaluate student learning outcomes (Anggraini et al., 2020; Muchlisin, 2015). Other research findings also state *Wondershare Quiz Creator* effectively used as a learning evaluation tool(Sa'adah et al., 2019; Sangkala et al., 2019). Can be concluded that*Wondershare Quiz Creator*can be used as a learning evaluation media.This study aims to analyze the effect of using online-based Wondershare Quiz Creator evaluation media in improving learning outcomes. It is hoped that this media can help lecturers in evaluating student learning outcomes easily and quickly.

2. METHOD

This research uses descriptive quantitative method using inferential statistics through SPSS version 16.0 program. Inferential statistics are used to analyze the data and then describe it and the results are applied to the population. The population selected in this study was a Class S1 Catering with a total of 40 students. 20 students were selected for the pre-test and 20 students were selected for the post-test t in the

experimental group. The instrument used to collect data is practice questions that contain 20 Multiple Choices questions. The data is obtained from the answers of students who take the test at the online-based Wondershare Quiz Creator link. The data collection technique used in this research is the test method which is usually divided into three stages, namely: The first stage is to collect data on the initial ability of students which is carried out by giving an initial test (Pre-test). The second stage is done by giving treatment to the experimental group. The third stage is to give a final test (Post-test t) to determine student learning outcomes (Rismaningsih, 2016).

The data collection procedure for the experimental group and control group is as follows. First, the researcher conducted a pre-test by giving a pre-test to assess students' scores before giving treatment. The pre-test consists of questions given with the usual evaluation. Second, Experiment 20 Students in the experimental group for the Post-test t were given a procedure using Wondershare Quiz. Third, Post-test t which aims to get further treatment will be given Post-test t to the experimental group. The post-test t consists of 20 multiple choice questions. This process will show differences in learning outcomes that have used the software or not. Then the results of this study are strengthened by data analysis that will be used later. To see whether the difference in students' multiple choice learning outcomes using the Wondershare Quiz Creator software and without the Wondershare Quiz Creator software was significant or not, the researcher used a t-test formula. The following formula will be applied to the SPSS 16 version. The scoring classification guidelines used in this study are divided into several categories as follows: First, the Very Good category with a score of 85-100. Second, the Good category with a score of 80-85. Third, the Average category with a score of 75-80. First, the Very Good category with a score of 85-100. Second, the Good category with a score of 80-85. Third, the Average category with a score of 75-80. First, the Very Good category with a score of 85-100. Second, the Good category with a score of 80-85. Third, the Average category with a score of 75-80.

3. RESULT AND DISCUSSION

Result

Based on the results of data analysis, Interval scores, it is known that out of 20 students, there are 16 students who obtained scores in the classification of 50-74 in the below average category, equal to 80%, while other students obtained scores in the classification of 85-100 in the Very Good category and a score of 80-84 with a Good category of 10% each. So, it can be concluded that students who use regular evaluation get more scores below the average. Based on the results of data analysis, it is known that from 20 students, 7 students scored 80-84 in the Good category or 35%, while the other 6 students scored 85-100 in the Very Good category as much as 30%, 2 other students with a score of 75 - 79 with an Average category of 2% and 5 other students scored 50-7 4 with a Below Average category of 25%. It can be concluded that of the 20 students who took the Post-test who had used the Wondershare online-based quiz maker evaluation, the scores were mostly in the good and very good categories. The results of student quizzes received by researchers via email notifications are also known that the total time taken is 20, the total pass rate is 15, the graduation rate is 75%, the highest score is 95, the lowest score is 70, and finally average. the score is 79.5. So from these results it can be concluded that there is a significant increase in value by evaluating using Wondershare Quiz Creator on an online-based Post-test. The comparison of Pre-test and Post-test is presented in Table 1.

Table 1. Paired Sample Statistics

		mean	N	Std. Deviation	Std. Error Mean
Pair 1	**Pre-test**	69.30	20	7.027	1,571
	Post-test	79.50	20	7.416	1.658

Based on the results of the study from table 1. Paired Samples Statistics above shows that the Mean Post-test t is higher, namely 79.50 with a Standard Deviation of 7.416, while the Mean on the Pre-test is 69.30 with a Standard Deviation of 7.027. The basis for making the Paired Sample Test decision according to Hartono (2016) is if Sig. (2-tailed) < Alpha Research (0.05), then H0 is rejected and Ha is accepted. The significance value (2-tailed) above is 0.000 <0.05 according to the basis of decision making in the Paired Sample t Test, it can be concluded that there is a significant difference between the conventional method paper evaluation in the Pre-test and the evaluation using Wondershare Quiz Creator based online on the Post-test. The t-test and t-table decisions according to Hartono (2016) are if t-count > t-table, then H0 is rejected and Ha is accepted and if the t-count value is < t-table, then H0 is accepted and Ha is rejected. The t-count value is in table 5. Paired Sample Test above is 4.194, while t-table 19 = 2.093 on the probability

value and research alpha is 5% (0.05%). 5%/2 = 2.5% or 0.025. Thus the value of t-count > t-table 4.194 > 2.201, then H0 is rejected and Ha is accepted, so that there is a significant difference in the results of the value between the evaluation with conventional methods or ordinary paper on the Pre-test with evaluation using Wondershare Quiz Creator based online on Post -test.

Discussion

The use of online-based evaluation tools must always be developed along with the times (Aditya, 2015; All et al., 2021). The design of an online-based evaluation tool with Wondershare Quiz Creator was carried out with reference to the script design (storyboard) that had been made previously so that it would produce an initial design of an online-based evaluation tool that could be saved with .swf file types for online and .flash for offline tests. The form of the objective questions used in this test is a multiple choice or multiple choice question which consists of 20 questions. Then a design was made for the presentation of an online-based evaluation tool that was poured into the program script. The program script consists of the content to be displayed consisting of an opening, main menu, and closing. At the evaluation development stage, the production process or the making of questions in Wondershare Quiz Creator media is carried out, evaluation for product feasibility, and question analysis. In the process of producing questions, answers, tables, pictures, and graphs that have been created in the question script are entered into Wondershare Quiz Creator. The use of digital technology in evaluation media can simplify the learning process and have an impact on improving student learning outcomes (Astalini et al., 2019; Lynch et al., 2021; Winstone & Boud, 2020). This research develops Wondershare Quiz Creator to create interactive questions. This quiz maker is very useful for educators to evaluate learning quickly and is fun and interesting for students (Maison et al., 2020; Sorensen, 2013). Publication of test results also varies, from swf files, html files to exe files (Abdurrahman & Masor, 2019).The researcher chose the multiple choices feature in making multiple questions with a total of 20 items. The questions published online have been given a maximum processing time of 60 minutes and are equipped with a user password and are also limited to working on the questions only once, so students cannot repeat answers, but students are able to see the final score.

Wondershare Quiz creator is software that makes it easier for educators to write questions, quizzes or tests for students (Abdurrahman & Masor, 2019; Virgiawan et al., 2018). The Wondershare Quizcreator application is easy to use, so it will make students more creative and accustomed to mastering technology in facing exams or evaluations (Ainsyiyah & Ginting, 2020; Iqbal et al., 2018).*Wondershare quiz creator*isa software that is used to create various forms / levels of test questions to be an instrument for evaluating the learning output of students in the cognitive domain (Virgiawan et al., 2018; Yuniar et al., 2020). Wondershare Quiz Creatorcan also be used by teachers and lecturers to evaluate learning that is fast, concise, and certainly interesting for students. Wondershare Quiz Creator quiz maker evaluation media can help educators to get concrete grades and get grades quickly. Wondershare Quiz Creator is a software known as a question maker application, quiz or online test and is easy to use and does not require special skills in programming to run it (Saputra et al., 2020; Yuniar et al., 2020).

Other research findings also state*Wondershare Quiz Creator*effectively used as a learning evaluation tool (Sa'adah et al., 2019; Sangkala et al., 2019). Other research also states that*Wondershare Quiz Creator*liked by students as an evaluation medium(Anggraini et al., 2020; Muchlisin, 2015; Sangkala et al., 2019). Based on the description of several previous studies above, it can be concluded that the use of the Wondershare Quiz Creator evaluation tool can help improve student learning outcomes. This research adds to and strengthens the results of previous studies. Media Wondershare Quiz Creator conducted by online-based researchers and students who will take part in the evaluation only access the link that has been created by the researcher and after the link can be accessed there are questions that can only be done once per student email user, so that students cannot repeat working on the questions. Questions and the results of the evaluation can be seen directly by students and sent automatically to the researcher's email as an educator and maker of evaluation questions (Ario, 2019).

4. CONCLUSION

The results showed an increase in student scores after receiving treatment. There is a significant difference in student score results between the ordinary evaluation and media paper on the Pre-test and the evaluation using the online-based Wondershare Quiz Creator on the Post-test. It was concluded that the use of paper media in the Pre-test with evaluation using Wondershare was more effective than paper evaluation media. Wondershare Quiz Creator provides students with a learning experience and motivation.

5. ACKNOWLEDGEMENTS

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