

## **Engaging Students With Game-Based Learning: Applying Quizziz And Quizwhizzer In Teaching Economics**

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### **Abstrak**

Modern educational practices include a wide range of innovative techniques that use technology, interactive learning, and individualized instruction to enhance the learning process. The use of interactive games that include educational content is an effective tool for engaging students. It makes learning entertaining while improving motivation, critical thinking, and problem-solving abilities. A dynamic and engaging learning environment can be produced by utilizing several game techniques, such as rewards, competition, and teamwork. Quizziz and Quizwhizzer are the two online assessment tools that have been applied to this innovation to encourage students' participation and commitment in the classroom while learning economics, r digitally or physically. Quizziz and Quizwhizzer are engaging educational game tools that can turn materials or questions into interactive games that can be used to build quizzes. These two web tools are also user-friendly and accessible from various devices with an internet connection. It also allows students to participate from different locations and devices. The unique features, such as self-paced learning, customization, points, and a leaderboard, have motivated students to actively participate in the quizzes. The findings show that more than 80% of respondents agree that using Quizziz and Quizwhizzer can help to create an interactive learning environment, increase engagement for teaching and learning purposes, and encourage visual participation in teaching and learning activities. Therefore, implementing game-based learning in the classroom is advised to increase student engagement and finally enhance students' results in learning economics in parallel with the Sustainable Development Goal (SDG) to achieve quality education.

**Keywords:** student engagement, game-based learning, quizziz, quizwhizzer, economics.

ENGAGING STUDENTS WITH GAME-BASED LEARNING: APPLYING QUIZZIZ AND QUIZWHIZZER IN TEACHING ECONOMICS

Abstract

Modern educational practices include a wide range of innovative techniques that use technology, interactive learning, and individualized instruction to enhance the learning process. The use of interactive games that include educational content is an effective tool for engaging students. It makes learning entertaining while improving motivation, critical thinking, and problem-solving abilities. A dynamic and engaging learning environment can be produced by utilizing several game techniques, such as rewards, competition, and teamwork. Quizizz and Quizwhizzer are the two online assessment tools that have been applied to this innovation to encourage student participation and commitment in the classroom while learning economics, whether it be digitally or physically. Quizizz and Quizwhizzer are engaging educational game tools that can turn materials or questions into interactive games that can be used to build quizzes. These two web tools are also user-friendly and accessible from various devices with an internet connection. It also allows students to participate from different locations and devices. The unique features provided, such as self-paced learning, customization, points, and a leaderboard, have motivated students to actively participate in the quizzes. The findings show that more than 80% of respondents agree that using Quizizz and Quizwhizzer can help to create an interactive learning environment, increase engagement for teaching and learning purposes, and encourage visual participation in teaching and learning activities. Therefore, implementing game-based learning in the classroom is advised to increase student engagement and finally enhance students' results in learning economics as in parallel with the Sustainable Development Goal (SDG) to achieve quality of education.

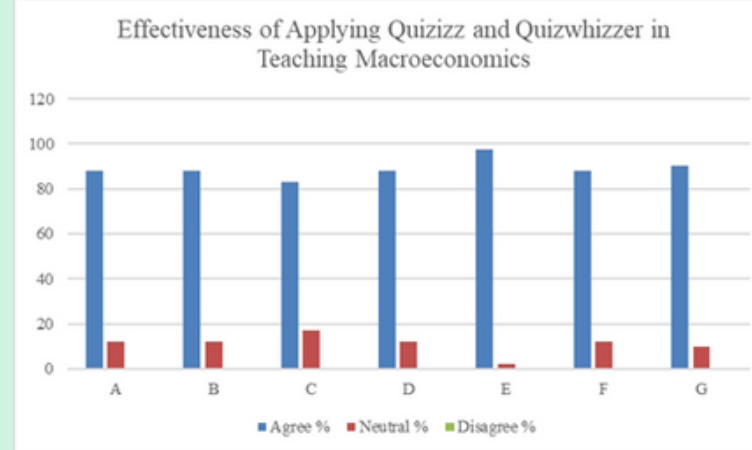
OBJECTIVES

To help educators teach economics effectively and interactively by using Quizizz and Quizwhizzer.

To enhance students' engagement in the classroom while learning economics by using Quizizz and Quizwhizzer.

To diversify economic learning methods that are more effective.

ADVANTAGES



- A - Quizizz and Quizwhizzer enables visual collaboration during learning session
- B - Quizizz and Quizwhizzer encourage visual participation in teaching and learning activity
- C - Quizizz and Quizwhizzer help to increase engagement for teaching and learning purpose
- D - Quizizz and Quizwhizzer able to develop an interactive learning environment
- E - Quizizz and Quizwhizzer are fun and enjoyable
- F - Quizizz and Quizwhizzer are easy to participate
- G - Quizizz and Quizwhizzer are beneficial tools to be applied in teaching and learning

On average, as many as 80% of students agree with the implementation of Quizizz and Quizwhizzer.

USEFULNESS

Enhance the quality of education, especially in the discipline of economics.

Teaching economics effectively and interactively.

Increase student engagement in class virtually or face-to-face.

Enhance students' results in economics subject.

NOVELTY

BEFORE USING GAME-BASED LEARNING TOOL

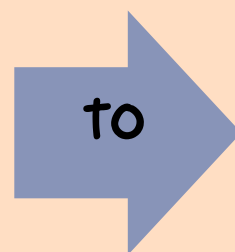
**MULTIPLE CHOICES**

1. The circular flow of income means one of the following propositions

- A. entrepreneurs pay wages to workers in return for their labour services.
- B. consumers spend money on consumption goods, thus paying to the producers; producers pay to factors of production for their services, thus generating income.
- C. government pays to the public as government expenditures and receives from the public in taxes.
- D. exports pay for imports

2. Leakages from the circular flow of income include

- A. investment, government expenditure and export.
- B. government expenditure and export.
- C. saving, taxes and imports.
- D. taxes and investment.



AFTER USING GAME-BASED LEARNING TOOL



QUIZZIZ



QUIZWHIZZER

COMMERCIALISATION

Can be generalize to another subject. Can be used as a formative test tool.

Can be commercialized to other institutions that offer the same subject such as matriculation and polytechnic.

INVENTORS



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Tuan,

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Kelulusan daripada pihak tuan dalam perkara ini amat dihargai.

Sekian, terima kasih.

“BERKHIDMAT UNTUK NEGARA”

Saya yang menjalankan amanah,

*Setuju.*

*27.1.2023*

**SITI BASRIYAH SHAIK BAHARUDIN**  
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