
**IMPLEMENTASI GAME EDUKASI QUIZIZZ SEBAGAI MEDIA
EVALUASI PEMBELAJARAN PAI DI KELAS 5 SD AL-BASYARIYAH
BANDUNG**

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ABSTRAK

Dalam perkembangan teknologi informasi dan komunikasi, penerapan Quizizz dalam proses evaluasi pembelajaran di bidang Pendidikan Agama Islam (PAI) tingkat kelima SD Al-Basyariyah membawa dampak positif. Aplikasi ini memainkan peran penting dalam membuat tujuan belajar lebih menyenangkan dan menarik bagi siswa. Metode evaluasi tradisional, baik secara lisan, tertulis, atau tes kertas, seringkali dianggap monoton oleh siswa karena kurangnya variasi dan kebosanan. Penelitian ini menggunakan pendekatan kualitatif dengan metode deskriptif, melibatkan seorang siswa kelas lima dan seorang guru Pendidikan Agama Islam sebagai informan penelitian. Pengambilan sampel dilakukan dengan metode penentuan informan. Metode pengumpulan data melibatkan dokumentasi, wawancara, dan observasi. Proses evaluasi menggunakan Quizizz di SD Al-Basyariyah terdiri dari empat langkah: perencanaan, implementasi, evaluasi, dan perbaikan. Hasil penilaian menunjukkan bahwa penggunaan Quizizz sebagai alat evaluasi membawa dampak positif terutama pada motivasi dan kegembiraan siswa. Ini termanifestasi dalam dua bidang, yaitu emosional dan psikomotor. Secara emosional, siswa melaporkan peningkatan motivasi dan kebahagiaan dalam belajar. Di bidang psikomotor, siswa menjadi lebih hati-hati, menyeluruh, cepat belajar, dan antusias, yang pada gilirannya dapat meningkatkan memori dan pemahaman mereka.

Kata Kunci: Quizizz, Teknologi, Permainan Pendidikan, Evaluasi.

ABSTRACT

In the development of information and communication technology, the application of Quizizz in the process of learning evaluation in the field of Islamic Religious Education (PAI), level fifth SD Al-Basyariyah, has a positive impact. This application plays an important role in making learning goals more enjoyable and interesting for students. Traditional evaluation methods, whether oral, written, or paper, are often considered monotonous by students due to their lack of variation and boredom. The study uses a qualitative approach with descriptive methods, involving a fifth-grade student and a teacher of Islamic religious education as research informants. Sampling is done by the informant determination method. Data

collection methods involve documentation, interviews, and observations. The evaluation process using Quizizz in SD Al-Basyariyah consists of four steps: planning, implementation, evaluation, and improvement. The evaluation results showed that the use of Quizizz as an evaluation tool had a positive impact, especially on the motivation and excitement of students. It's manifested in two areas: emotional and psychomotor. Emotionally, students report increased motivation and happiness in learning. In the psychomotor field, students become more careful, thorough, fast learners, and enthusiastic, which in turn can improve their memory and understanding.

Keywords: Quizizz, Technology, Educational Games, Evaluatio.

A. INTRODUCTION

Advances in information and communication technology are growing rapidly today, such as the use of the Internet in the educational process. ICT developments also have a significant impact on education. Basically, education is a communication process in which teachers share information with students. (Apriady, 2023). This information includes educational content and involves teachers as a source of information, the use of media to present ideas, and the active participation of students.

In modern times, many people take advantage of the comfort provided by digital technology. Smartphones are often used by people of all ages to help them in their daily lives. (Lestari, 2023). Using information technology in the education sector can address issues related to education. It is believed that the use of information and communication technology can result in high-quality education.

The use of the Internet in education can help instructors in the learning process, including serving as a platform for conducting learning evaluations or evaluation activities. Evaluation is a continuous and organized procedure for collecting data on student learning processes and outcomes. (Ariefky, 2023). According to Haryati, evaluation refers to a variety of approaches that are commonly used to evaluate students learning progress.

Assessment not only evaluates skills in a particular field but also covers skills, behavior, understanding, and principles. Regarding the evaluation system, teachers at SD Al-Basyariyah Bandung continue to use approaches such as oral and written assessments or paper-based tests. (Wijaksono, 2023).

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However, using this method requires an important factor to improve the evaluation process: students should be advised to harness the facility to its full potential and use it for interactive and effective evaluation activities. So, educators have a new approach to conducting learning evaluations. (Efendi, 2023). Therefore, there is a requirement for innovation that can help the effectiveness of evaluation procedures, enabling not only the use of existing techniques but also maximizing the use of available resources. In these situations, teachers should be able to assess students' accessibility, as evaluation is an important part of teaching and learning activities.(Suardipa,2023).

A variety of innovations and creative approaches are necessary in the evaluation process to enhance student involvement in classroom evaluation. One option to build a fun and stimulating environment is to integrate the use of game-based techniques throughout the learning evaluation phase, which can enhance student engagement in answering questions (Mawardi, 2023). Students want an exciting learning approach that uses modern technology to create the perception that learning is a fun endeavor, as it allows them to engage in games while acquiring knowledge.

Using games as a means of learning helps in the learning process by creating an environment that stimulates students' cognitive skills. Pleasant learning is characterized by a calm, secure, and exciting atmosphere in which children can freely do the activities they like, engage all their senses, and show enthusiasm for the task.

It's important to improve student learning evaluation, and the right media can support this process. One of the web-based educational applications that can facilitate such activities is Quizizz. Quizizz is an instructional game software that combines stories with flexibility to

engage participants (Setiawan, 2023). By bringing multiplayer into the classroom, Quizizz transforms it into an interactive training session.

Quizizz is a platform that can be accessed through a website, both in an educational and outdoor context. The app also includes exciting elements such as avatars and characters, as well as music that can serve as a source of entertainment for children during learning. In addition, Quizizz has the ability to turn physical activity into competition among students, with the ability of automatic rankings after completing a quiz or activity.

Various activities were carried out, including research by the writer at SD Al-Basyariyah Bandung. During the initial investigation, the author found that schools still used traditional assessment systems like written exams. In this context, the Quizizz program may be challenging and can be used by teachers to evaluate student learning progress in an easy, fast, and effective way.

By integrating information technology into education and using educational games like Quizizz, schools can create more innovative assessment systems that are in line with the developments of the times. This research is interested in exploring the use of Quizizz in the evaluation of learning Islamic religion education in SD V Class SD Al-Basyariyah Bandung, with the hope of helping to nurture individual attitudes and actions of students in the context of moral and ethical values embodied in everyday life.

B. RESEARCH METHOD

The purpose of this descriptive technique is to describe, illustrate, or present the current status of the research object based on the circumstances and conditions in which the research is carried out. Researchers use this describing technique to conduct research in a clear, comprehensive, and thorough manner based on all observable and audible aspects of the environment in which research is conducted.

Since this study is qualitative, the aim is to understand the events faced by participants, such as their behavior, by describing them using language and words in a natural environment and by using a variety of scientific methodologies. (Akbar, 2023). The research was conducted at the Basic School of Albasyariyah Bandung, located in Bandung. The researchers chose this location because it could provide the necessary data and enable them to find research problems.

Purposive sampling, as Sugiyono describes, is a technique for selecting data sources based on certain requirements. This technique selects informants based on their research

expertise, which allows researchers to study objects or social situations better. Research participants are regarded as the primary source of research information. They were considered to have knowledge and understanding of learning issues, especially Islamic Religious Education in the V class of SD Albasyariyah Bandung, so they were chosen. One teacher of Islamic Religious Education and three students of SD Albasyariyah are informants who can give in-depth insight into the educational process.

Observations, interviews, and documentation are used to gather data. As described in the book of Abraham, observation means looking at objects directly to understand truth, circumstances, conditions, contexts, places, and their meaning. The method of participatory observation is used in this study. The researchers are actively involved in the day-to-day activities of the research subject, i.e., in teaching and learning in the fifth grade that deals with PAI issues. To evaluate the learning process, they use Quizizz.

An interview is a specifically designed type of communication involving two parties (Zulia, 2023) the person who conducts the interview asks the question and the person interviewed answers the question. Moleong said that interviews were used to gather research data, especially in the early stages of research, to find research topics. By conducting interviews, researchers can better understand participants and the conditions and phenomena that occur.

In this study, we're going to ask the right people, including teachers and students, about how Quizizz, an educational game, is used as an evaluation tool in education. Meanwhile, documentation, according to Rifa'i Abubakar, is a technique to gather information by examining written sources such as books, papers, meeting protocols, diaries, and other related materials that can provide information to researchers. By using Quizizz, observation, which forms the foundation of science, is used to see directly how teachers teach PAI topics in the fifth grade.

To ensure the validity of the data, the triangulation procedure combines data from various data sources and other methods of collection. The recorded data is compared with the data obtained from interviews, as well as the results of interviews compared to relevant documents. It's not meant to identify the real phenomena, but to enhance their knowledge.

To focus research, data analysis methods used include the analysis of interactive data models, which include data reduction, data display, and inference. Data reduction also involves

data inspection and summary. To give a clear understanding, the data is presented using descriptive writing. The conclusion is made after verification and comparison with reliable and consistent evidence.

C. RESEARCH AND DISCUSSION

1) Implementation of Quizizz educational games as PAI learning evaluation process

In this study, the researchers describe the use of several supporting techniques, namely interviews, observations, and documentation. These techniques are selected with the aim of collecting data that is necessary and relevant to the research. The interview method used by researchers to obtain a direct source of information from the subject of the research involved religious teachers and three fifth-grade students as informants. Documentation is used to access uncollected data, such as school information, including SD geographic maps. Meanwhile, observations are used to get information directly from the field.

Quizizz was chosen as a medium to evaluate students' learning of Islamic religion education in the classroom. This application has never been used before in the learning evaluation process, and this research aims to maximize the data obtained through the use of the application. The research results are presented in narrative form after the data reduction process, so that they can be set in a relationship pattern that facilitates readers' understanding of the research.

Learning Implementation (RPP) aims to enable students to understand the topic "Let us know the apostles of God" in Islamic Religion Education. The researchers chose to use Quizizz, an educational game-based software, for the learning goal. This application is also chosen for the learning evaluation process because it is considered appropriate and helps students remember the materials they have been taught.

The results of the interviews showed that previous students had never used the Quizizz app for learning evaluation activities. S.D. Al-Basyariyah Bandung uses oral and written methods, with writing methods more often used by teachers of Islamic religion. Although this method has its advantages and disadvantages, the results of the research provide a deeper understanding of the learning practices carried out in the school. According to interviews with teachers, there are various benefits and drawbacks to the use of such methods. "Before this, depending on the situation and condition of the children, sometimes teaching was

done orally and sometimes through writing. If the children's environment and material allowed the use of oral methods, then the written methods would be used."

"Teachers, however, face some challenges. This is especially true when the child does not leave or does not give permission. If the oral method is used and some children are absent, replacing them the next day will take time. For example, if all children are finished that day and one child is not present, the teacher should ask for time for the next meeting. Although you can chase time if possible, schedule adjustments cannot be made if time constraints are not possible."

Written methods also face problems, especially with children who don't leave because of pandemics. Applying written methods can be difficult in situations where slightly sick children are prohibited from entering. Oral and written methods have often been used with high intensity. Therefore, it is important for teachers to adopt technology effectively in carrying out evaluations, not just relying on the traditional methods above.

In the context of education, technology can be a very valuable tool in the learning process in the classroom. In this study, the author introduced an application called Quizizz, which helps teachers understand the quick procedure for evaluating students through the use of games. "Quizizz offers a lot of flexibility, in my opinion. Therefore, we can use it in the classroom even when a student is not present because the design of the assignment allows access whenever it is convenient. In my opinion, this increases his flexibility because it doesn't take time for the next meeting."

He stated that Quizizz is a flexible tool and provides a narrative experience, so it can be used as an interesting and enjoyable learning evaluation method, as expressed in interviews with the instructor of Islamic Religious Education. Quizizz can contribute to improving students' skills, which can boost their enthusiasm in the learning process and improve their assessment of their learning achievements. This application is versatile because it can be accessed anytime and from anywhere. Quizizz should be used for broader purposes than learning evaluation. With proper use, Quizizz can provide quick evaluations.

The results of research conducted by Muhammad Nasir show that using the Quizizz app can significantly improve student enthusiasm and motivation to show their achievements. They became more obedient to the duties assigned by the teacher, and the performance of the students also improved.

Any instructor can benefit from using this quiz as an evaluation tool for their students. This makes it easy for teachers to quickly understand the benefits they have from being able to collect data directly through Quizizz. Students will also be more motivated to try new things if teachers have easier access to them. This naturally growing learning spirit can improve their judgment.

in an effort to improve the quality of education, teachers will act in the best interests of students, enabling them to learn while feeling happy. The game-based learning approach, although pleasant for students, is aimed not only at overcoming boredom but also at improving learning outcomes. According to Naimah DKK research, the game approach is expected to reduce the excess content presented and improve the learning environment during instruction by instructors.

The expected effect of using this game is excellent for students to evaluate their own learning, which can then exceed the maximum outcome. Considering the results of this research, the researchers implemented the Quizizz educational game as a fifth-level PAI learning evaluation procedure at Albasyariyah Bandung, West Java. The researchers have involved a number of steps in using the Quizizz instructional game, and this is expected to have a positive impact on learning.

a. Planning

A number of scientists have created a flow for education similar to RPP, which serves as a tool for formulating action to be taken. It matches the purpose of getting, preparing for, and sharing each other's learning plans, which apply to the individuals involved, and the problems that arise during the learning process that never stops. In this study, meetings are set to determine how much content will be delivered, and researchers are directly involved in the classroom to help the learning process.

The Prophet once said that researchers are currently developing learning strategies that can be implemented directly in classroom settings, creating direct bonds when instructing students or delivering content in class. RPPs are made by researchers in accordance with the school RPP, which sets the schedule of tasks to be completed for a specific purpose. The program is organized by considering every potential factor that may influence the evaluation process, making it more relevant to the learning objectives to be achieved.

This learning scheme involves students obtaining direct content from researchers, which will later be collected by researchers as information for student evaluation. After the question was asked, the researchers entered the data into the Quizizz program for further use. At the second and third meetings, students must access Quizizz online via email. To do this, students need to have an email address and an internet connection. The question on Quizizz is based on the theme "Let us know the apostles of God" from the fifth grade lesson, which is adapted from the book Religious Education and Budi Pekerti SD class V, as well as the RPP used by SD Al-Basyariyah Bandung.

b. Rancangan

The researchers then formulated the research question, adapted the question from the book Teaching Islamic Religion and Adaptation of the Workers of SD Class V, and produced material adapted for RPP. This scheme is considered an academic guide to be used as a reference when designing learning activities.

In an effort to ensure the success of the evaluation procedure, researchers must consider and prepare a number of tasks to ensure that the entire process runs effectively and efficiently. According to Juniriang Zendrato (2016), planning before teaching is very important. Teachers have an obligation to learn before following the Learning Implementation Plan (RPP) so that the teaching activities that are taught can be successfully completed and reach their goals. All these steps are taken for reasons behind the learning process.

c. Researchers use

Quizizz as a tool to test students' knowledge of learning materials. In the initial two sessions, the researchers provided educational material, starting with a pre-test to measure students' understanding of the content to be taught. After that, students were asked to reply to the content. The next meeting involved the maintenance of quizzes in the classroom, with students trying initial tasks about using Quizizz. The use of students' smartphones to participate in quizzes became the focus, and their score results were displayed on the laptop screen.

d. Evaluation

At the third meeting, students perform repetitions by practicing using Quizizz at home. The goal is to find out if the repetitions are effective. Student learning evaluations are

recognized to increase in a competitive environment, and students show increased motivation after completing their assignments. The evaluation process is also done using the Quizizz application, making it easier for researchers to see results and download information quickly.

With the advancement of technology, using Quizizz helps instructors see evaluation results easily and quickly. Moreover, using this app motivates students to achieve their learning goals because they can clearly see tasks on their smartphone screens.

Rifki Effendi and Enang Sodikin described evaluation as a structured procedure to assess the extent to which students succeeded in achieving learning goals.

2) Results of implementation of Quizizz educational game as PAI learning evaluation process

Making learning evaluations can be simpler with an understanding and recognition of the evaluative elements of the reverse learning action. It's seen as a step backwards from what has been done. In the category of learning outcomes used in the national education system, there are three general categories known as the Bloom Taxonomy, created by Benjamin S. Bloom, namely cognitive, emotional, and psychomotor.

a. In the emotional dimension,

a supportive environment is key to creating conditions that motivate students to achieve optimal learning goals. It involves understanding the attitudes and interests of students as well as evaluating the extent to which their emotional competence is realized. Research shows that using Quizizz triggers healthy competition among students, encourages active participation, and improves material understanding.

Quizizz is considered user-friendly and practical, giving enthusiasm to the participants as it is presented as a game. It has proven to improve students' concentration and motivate them to achieve the highest score, in line with their passion for education. These media help in educational evaluation by providing reliable tasks to measure student understanding.

A study conducted by Yoselia Alvi Kusuma showed that using Quizizz encourages students to learn more enthusiastically, as it can improve their skills and knowledge. The instructional games, as found in Hurd and Jenuings' research, provide conceptual growth and specialized learning that motivates students to participate more actively in evaluation activities. Students in Islamic religious education also showed a high interest in evaluation participation, especially with the use of Quizizz.

As shown by 5th grade student SD Al-Basyariyah, "During the repetition of Quizizz, I felt more enjoyable and understandable. It's more fun using Quizizz because there are elements of the game that make it more interesting. I think this is a pleasant way to keep grace and integrity in learning."

Interviews with students stated that Quizizz managed to create an interesting and challenging learning environment for them. Students feel more relaxed and not anxious when undergoing learning evaluations using Quizizz due to the game-based approach used by this program. This statement is in line with the view of the goddess, C.K., which states that the game has the potential to be an effective learning tool because it involves both verbal and visual elements. Therefore, the presence of elements of pleasure and involvement in learning through Quizizz seems to make learning evaluation more enjoyable and related to student learning success. In this context, students become motivated to follow the evaluation and remember the learning material more enthusiastically.

b. Psikomotorik

Anas Sudijono's psychomotor branch claims that the evaluation of the student's ability to act occurs in the domain of psychomotory (skills) after they have completed the learning experience through Quizizz. In the context of psychomotory, interviews with students show that they develop the ability to think critically after using Quizizz during the assessment process.

They also become more attentive, thorough, and motivated to interact with matter, which can enhance their memory and understanding. By using a daily, repetitive approach to evaluation, students can overcome the anxiety and fear that can lead to the loss of knowledge they have acquired. But with Quizizz as an assessment method, students gain a more positive experience. Playing in this context allows them to learn more effectively. As students develop, they become more calm and can focus on their tasks, avoid mistakes, and achieve high grades.

They quickly respond to requests and evaluate their learning outcomes. According to Kartika Sari, talking to yourself helps students achieve better learning outcomes when using Quizizz. Through collaboration and joint tasks, students can see their instruction and rankings, enhancing their competitive motivation. Quizizz provides a variety of features, such as avatars, themes, funny images, music, rankings, and other elements that entertain students during the game.

The rating board function helps students see early scores and triggers an interest in solving problems accurately and effectively. The integration of Quizizz into the student evaluation system has improved student learning outcomes, as recognized by a researcher who interviewed a religious teacher.

"The evaluation results of students using Quizizz in PAI learning are very positive. With this platform, students are more motivated to participate and show high enthusiasm during the evaluation sessions. They feel more engaged because the Quizizz game format makes the learning experience more enjoyable and exciting." The application of Quizizz in Islamic Education Learning (PAI) has a significant positive impact on student satisfaction and motivation to understand information. This app has proven to be very effective in its ability to make students feel enthusiastic about learning.

In using Quizizz, students feel driven to high achievement because every answer has to be given at a speed. Adjustable time limits give the teacher the freedom to adjust to the needs and wishes of the curriculum. Focus on the speed and accuracy of answers makes repetition an essential element in the learning process, creating an incentive for students to master the material quickly and accurately.

The ideas behind Quizizz, such as time constraints and repetitions, reflect the desire to make learning more enjoyable and relevant to the needs of students. Features such as color display and quick answers provide instant solutions and humorous elements that enhance the appeal of learning.

In addition to providing benefits to students, Quizizz also provides facilities for teachers to evaluate learning. With Quizizz's ability to generate student data and statistics quickly, teachers can directly evaluate student performance without difficulty. In addition, the ease of downloading evaluation results in PDF and Microsoft Excel formats speeds up the evaluation process and allows teachers to provide feedback more efficiently.

Implementation of knowledge games like Quizizz not only enriches the way teachers evaluate student learning but also has a positive impact on student motivation. A fun and interactive learning environment involves students more actively and improves the quality of learning. The integration of Quizizz into the learning ability evaluation procedure successfully creates a positive effect, increases student enthusiasm, and produces a positive repetition score after using this application.

Student repeat score result after using quizizz

no	Nama	nilai	presentase
	ABYASYAH MUHTAZUL ILMI	75	75%
	AIRA JASMINE RAHMADHIA	70	70%
	AIRA NUR FAIHA	100	100%
	ALGHNY SAKHA MUHAMMAD	80	80%
	ALVARO RAZZAQ PUTRA	85	85%
	ALYA NASYWA RAMADHANI	100	100%
	AMIRA RAIHAANUN	75	75%
	CUT ALYA NUR QOIRIN	95	95%
	DEANDRA NATHALYA KOMARA	30	30%
	DERIEL ZARFAN ZAIN HERMAWAN	60	60%
	EMIELY CARRISA	40	40%
	ERLANGGA BAGOES SAPUTRA	65	65%
	FADLAN MUAZZAM RISGUNADI	25	25%
	FAUZAN RAFI ADRIANI RUSMANA	75	75%
	FAZA FAUZAN PUTRA	80	80%

	HALIM		
	HIKAM ACHMAD FAUZY	60	60%
	KELVIN MARVILLO	40	40%
	KHAIRINI WULANDARI	85	85%
	MUHAMMAD FAUZAN SHIDIQQ	70	70%
	MUHAMMAD REVAN PERMANA	60	60%
	MUHAMMAD RIO FIRMANSYAH	85	85%
	NAFA KHOIRONNISA RAMADHANI	85	85%
	NAILA IZDIHAR	45	45%
	RAFAN KAYSAN MUSTHOFA	75	75%
	RAJA EL HAIKAL	70	70%
	RAVHANO DESANDRIO	95	95%
	RAYHAN MAULANA SANJAYA	55	55%
	SALWA FITRI ALUDIA	100	100%
	SITI ZARAAISYAH ZAKIAH JAMALUDDIN	40	40%
	ZAHERA RIZKIYYAH SURYANA	70	70%

The researchers adopted two methods of student learning evaluation in the study, both in the classroom and outside the classrooms. The evaluation was done to understand student learning implementation, both when working in class and at home.

Student learning is evaluated using two different approaches, namely when working alone at home and during face-to-face sessions in the classroom. The aim of this method is to gain a thorough understanding of how students apply learning in two different contexts.

During classroom learning, students are given the opportunity to work and collaborate with classmates. However, in situations where Quizizz is used, students have a time limit for answering questions, which is only 20 seconds. This time limit is intended to stimulate students' curiosity and motivate them to answer questions quickly without external help.

Quizizz is also accessible outside the classroom, allowing students to do homework (PR) from any location and at any time, according to a schedule set by the instructor. This gives students the flexibility to study in an environment of their choice and in accordance with the time that has been agreed upon with the instructor.

D. CONCLUSION

There are four phases involved in the use of Quizizz media as a learning evaluation tool in PAI topics at SD Albasyariyah class V: flow planning, planner, application, and evaluation. The effect of using Quizizz as a learning evaluation tool in PAI courses at S.D. Albasarayyah is clear in the emotional and psychomotor domains. It has been proven that Quizizz can increase the motivation and excitement of students to learn in the emotional field. Psychomotorally, students learn content faster, more carefully, and thoroughly, and are more interested in using Quizizz. As a result, it can benefit students by improving their knowledge and memory.

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