

Training on Developing Basic Service Media by Using Quizizz Media for Guidance and Counseling Teachers at Junior High Schools in Palembang City

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Abstract

The guidance and counseling teacher or counselor's adjustment to technological developments is something that is absolutely necessary to balance the development of lifestyles, especially the current education system, so that they are not further left behind by developed countries. This activity aims to identify the skills of guidance counselors/counselors in providing technology-based counseling services and improve the skills of guidance counselors/counselors so that they can provide optimal guidance and counseling services based on technology. The target of the activity is Palembang City Middle School Counselor/BK Teachers, the number of participants is 25 people. To measure the increase in participants' skills in this activity, participants' knowledge evaluation instruments were used. Data analysis using the Excel application. Training on the use of the Quizizz application for BK teachers succeeded in increasing their understanding and skills in compiling interactive basic service media. The evaluation showed that participants were able to apply the training material effectively, from creating an account to implementing media in BK services. The results of this research show that the use of technology, such as Quizizz, can increase creativity, effectiveness and innovation in guidance and counseling services at schools.

Keywords:

Preparation of basic service media, interactive media training, quizizz media, guidance and counseling teachers

Kata kunci:

Penyusunan media layanan dasar, pelatihan media interaktif, media quizizz, guru BK

Abstrak

Penyesuaian diri Guru BK atau Konselor terhadap perkembangan teknologi adalah hal yang mutlak dilakukan untuk keseimbangan perkembangan pola hidup terkhusus sistem pendidikan pada saat ini sehingga tidak semakin tertinggal dengan negara-negara yang telah maju. Kegiatan ini bertujuan untuk mengidentifikasi keterampilan Guru BK/ Konselor dalam menyediakan pelayanan BK berbasis teknologi dan meningkatkan keterampilan Guru BK/ Konselor sehingga dapat memberikan pelayanan BK secara optimal dengan berbasis teknologi. Sasaran kegiatan adalah Guru BK/ Konselor SMP Kota Palembang, jumlah peserta sebanyak 25 orang. Untuk mengukur peningkatan keterampilan peserta dalam kegiatan ini, menggunakan instrumen evaluasi pengetahuan peserta. Analisis data menggunakan bantuan aplikasi excel. Pelatihan pemanfaatan aplikasi Quizizz bagi guru BK berhasil meningkatkan pemahaman dan keterampilan mereka dalam menyusun media layanan dasar yang interaktif. Evaluasi menunjukkan bahwa peserta mampu mengaplikasikan materi pelatihan secara efektif, mulai dari pembuatan akun hingga implementasi media dalam layanan BK. Hasil penelitian ini menunjukkan bahwa penggunaan teknologi, seperti Quizizz, dapat meningkatkan kreativitas, efektivitas, dan inovasi dalam layanan bimbingan dan konseling di sekolah..

INTRODUCTION

One of professional supports in the field of education is guidance and counselling services. These services are provided by Guidance and Counselling Teachers (BK Teachers) or Counsellors to assist individuals and groups in optimizing their potential and overcoming various problems they face (Taher et al., 2021). A guidance and counselling teacher or counsellor must master four main types of competencies: personality, professional, social, and pedagogical competencies. Professional competence is particularly important because it requires educators to work professionally in accordance with their skill (Sari et al., 2021).

Guidance and counselling consist of a series of professional programs developed by counsellors/ guidance and counselling teachers (BK) to support clients in maximizing their potential. A comprehensive guidance and counselling program is designed to encompass all students, ensuring that every student has the right to receive these services (Subekti et al., 2019; Tanjung, 2019b, 2019a). Thus, the perception that guidance and counselling is only intended for students with problems will gradually diminish.

In guidance and counselling services, there are four main components, one of which is basic services. Basic services refer to the process of providing professional support by guidance and counselling teachers (BK) or Counsellors to help students develop attitudes, knowledge, and skills in personal, social, academic, and career areas. The aim is to ensure that students can optimally achieve their developmental tasks (Kurnianto, 2018). Additionally, basic services are defined as the process of providing assistance through structured experiences, both in group and classroom formats. These activities are systematically organized to support the long-term behavioural development of students based on the competency standards of independence. Consequently, students are expected to make appropriate choices and decisions in their lives (Puspitaningrum et al., 2013).

The implementation of basic services in schools aims to help students achieve normal development, maintain good mental health, and acquire basic skills for independent living (Subekti et al., 2019). To maximize the objectives of basic services, these services need to be delivered interactively to enhance students' interest and motivation in participating the guidance and counselling activities.

Quizizz is an online learning platform designed to be interactive and gamified-based. This platform allows educators to create quizzes, tests, and assessments that are interesting and enjoyable for students (Meizar et al., 2021). Quizizz is based on active learning theory and gamification principles, which suggest that students will be more engaged and achieve better learning outcomes when they actively participate in the learning process, especially when game elements are incorporated into their learning experiences.

Active learning encourages students to take an active role in their own learning process, and Quizizz supports this approach by providing features that allow students to answer questions, compete with classmates, and receive real-time feedback, thereby creating sustained learning engagement (Huda, 2022).

Training on the use of media is essential for guidance and counselling teachers (BK)/Counsellors as it can support the implementation of guidance and counselling services flexibly, without being limited to the classroom. According to Andari (2022), the education sector can currently utilize the advancements in internet technology to conduct learning processes and educational services anytime and anywhere.

In the context of implementing the independent curriculum, educators are required to understand the latest technological developments and be able to use various educational

applications in delivering services. It aims to ensure that the objectives of educational activities are achieved (Febrianningsih & Ramadan, 2023).

The use of various media becomes an effective solution for guidance and counselling teachers (BK)/Counsellors who do not have allocated time to enter the classroom. By utilizing media, services can be provided flexibly, attractively, and innovatively to increase students' interest and engagement (Kusumawardani et al., 2022).

RESEARCH METHOD

The type of research is descriptive quantitative. This study employs two steps: Step (1) Empowerment Training Model: training which is provided for guidance and counselling teachers (BK) at junior high schools in Palembang City who have an understanding of student development and the basic concepts of Guidance and Counselling. This empowerment training is conducted by using methods such as lectures, discussions, and question-and-answer sessions about the following topics: (a) the concept of basic services, (b) the relationship between basic services and artificial intelligence, (c) the basic concept of the Quizizz media, and (d) basic services using Quizizz media. Step (2) Focus Group Discussion (FGD), which involves discussions conducted by training participants (BK teachers) to discuss the following issues: (a) students' needs related to optimizing developmental tasks, (b) the content and substance of the basic service materials developed by the implementers, and (c) the preparation of the Program Design/RPL.

The target of this activity is aimed for 25 guidance and counselling teachers/counsellors from both public and private junior high schools scattered throughout Palembang City, South Sumatra Province. Data collection was conducted using a knowledge evaluation instrument created on Google Forms. Data analysis was done by using Excel software which was proceeded by looking at the N-Gain score.

RESULTS AND DISCUSSION

Results

Before the training activity, participants were asked to complete a pretest that had been provided. After completing the pretest, the training on developing basic service media using Quizizz media was conducted then a post test was conducted in the last session. The results of the pre-test and post-test can be seen in Table 1.

Table 1. Evaluation Results of Participants' Knowledge in the PKM Activity

Peserta	PRETEST	POSTTEST	Post-Pre	Skor ideal	N gain Score	N gain Score %
1	30	80	50	70	0,71	71
2	50	70	20	50	0,40	40
3	40	80	40	60	0,67	67
4	30	90	60	70	0,86	86
5	50	100	50	50	1,00	100
6	40	80	40	60	0,67	67
7	40	90	50	60	0,83	83
8	60	90	30	40	0,75	75
9	50	70	20	50	0,40	40
10	70	80	10	30	0,33	33
11	60	80	20	40	0,50	50
12	50	70	20	50	0,40	40
13	60	100	40	40	1,00	100
14	50	80	30	50	0,60	60
15	50	90	40	50	0,80	80
16	40	90	50	60	0,83	83
17	50	80	30	50	0,60	60
18	30	90	60	70	0,86	86
19	80	90	10	20	0,50	50
20	20	60	40	80	0,50	50
21	50	70	20	50	0,40	40
22	40	70	30	60	0,50	50
23	60	90	30	40	0,75	75
24	50	60	10	50	0,20	20
25	60	60	0	40	0,00	0
26	60	100	40	40	1,00	100
Mean	48,85	81,15	32,31	51,15	0,62	61,78

The data above indicates that there was an improvement among participants after attending the training on developing basic service media by using Quizizz media. This improvement can be seen from the difference between the pre-test and post-test scores, which is 32.31. Additionally, the N-Gain score obtained is 0.62, it indicates that the N-Gain falls into the medium category.

DISCUSSION

Basic services are a process of providing assistance for all clients through activities designed to offer structured experiences in either a classroom or group setting. These activities are systematically organized with the goal of helping clients develop long-term oriented behaviours (Tanjung et al., 2018). This development is adjusted to the stages of growth and the tasks that need to be achieved, which is formulated in the form of independence competency standards. This competency aims to strengthen clients' abilities to make wise choices and decisions when facing various aspects of their lives (Kurnianto, 2018; Puspitaningrum et al., 2013).

Media play an important role in supporting the success of guidance and counselling services, in addition to the methods used. These two elements are closely interconnected in achieving the objectives of basic guidance and counselling services. The selection of a particular method directly influences the type of media that will be used. The use of media in these services can enhance participants' motivation, stimulate activity, and provide positive psychological impacts for students (Bhakti & Dwi Astuti, 2018).

One of media that supports the implementation of basic services is Quizizz. Quizizz is an educational media in the form of quizzes and games that allow educators to create evaluation tools (Cristiyanda & Sylvia, 2021). Through this platform, questions are presented in a fun game format, creating a healthy competitive atmosphere among students (Pangestu et al., 2022).

Additionally, Quizizz is capable of capturing users' attention (Yolanda & Meilana, 2021) and can be used flexibly to deliver content, making it beneficial for both educators and students (Afifah & Hasanudin, 2023).

The Quizizz application has attractive and interactive characteristics. This media not only trains collaboration and communication skills but also encourages interaction among participants. Game-based, Quizizz can enhance students' motivation during activities (Salsabila et al., 2020). The use of Quizizz media allows users to easily add elements such as images and videos to the questions. The questions made can be in the form of multiple-choice, essays, polls, or questions with explanations in the form of images. Furthermore, users can set the time for answering each question, so the duration can be adjusted according to the difficulty level of each question (Anofa, 2023).

Guidance and counselling teachers (BK)/Counsellors must have the skills to utilize various media or applications which are available today to support the optimal implementation of counselling (BK) services. Additionally, they are also required to be creative in designing and implementing guidance and counselling activities. This is important in order that they can help students develop their potential optimally (Susilo, 2022).

CONCLUSION

This training provides guidance and counselling teachers (BK) with the understanding and skills in utilizing the Quizizz application to create interactive and interesting basic service media. The evaluation results indicate that participants were able to apply the training material effectively, from creating accounts and developing questions to implementing media in counselling (BK) basic services. This training is expected to enhance the creativity and effectiveness of guidance and counselling teacher (BK teachers) in providing services for students, as well as support the creation of technology-based learning innovations in the school environment.

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