

BAB V

PENUTUP

5.1 Kesimpulan

Penelitian ini berhasil mencapai tujuan penelitian, yaitu untuk mengetahui efektivitas penerimaan aplikasi Quizizz dan faktor-faktor yang mendukung penerimaan aplikasi Quizizz pada siswa SMA dan SMK di Maumere. Model penelitian ini menggunakan model TAM sebagai model penerimaan teknologi dan model SCEQ untuk melihat hubungan keterlibatan siswa. Variabel yang paling kuat berpengaruh terhadap penerimaan teknologi adalah kegunaan yang dirasakan (PU), diikuti variabel keterlibatan emosi (EE) yang berpengaruh melalui kegunaan yang dirasakan (PU). Sedangkan variabel kemudahan pengguna (PEU) tidak berpengaruh signifikan terhadap niat menggunakan (BI). Variabel Keterlibatan Keterampilan (SE) berpengaruh signifikan negatif terhadap kegunaan yang dirasakan (PU) dan niat menggunakan (BI).

Hasil penelitian menunjukkan bahwa dari 6 hipotesis yang diusulkan 1 ditolak (H6) dan 5 diterima (H1, H2, H3, H4, H5). Dari hasil tersebut dapat disimpulkan bahwa penerimaan terhadap aplikasi Quizizz pada SMA Negeri 1 Maumere, SMA Negeri 2 Maumere dan SMK Negeri 3 Maumere sudah terbilang baik. Hasil kajian penelitian menemukan bahwa perlu adanya pelatihan lebih lanjut bagi tenaga pendidikan untuk dapat menggunakan fitur-fitur yang disediakan pada aplikasi Quizizz. Para pendidik juga perlu memberikan materi dan kuis yang lebih menarik dan interaktif untuk dapat meningkatkan perasaan positif siswa terhadap pembelajaran.

Bagi para pendidik, hasil penelitian ini menunjukkan, aplikasi akan tetap digunakan jika siswa menganggap aplikasi Quizizz berguna dan bermanfaat untuk meningkat kinerja dan hasil belajar siswa. Oleh sebab itu, pendidik diharapkan dapat memberikan visi yang jelas untuk memahami penggunaan aplikasi Quizizz. Dengan adanya manfaat yang dirasakan (PU), upaya untuk meningkatkan perasaan positif siswa (meningkatkan hasil belajar, menerapkan pembelajaran dan kehidupan sehari-hari, dan menjadikan proses belajar menarik) secara tidak langsung menjadi faktor pendukung dalam meningkatkan penerimaan aplikasi Quizizz.

5.2 Keterbatasan Penelitian dan Saran

Dari hasil analisis data dan pembahasan, agar dapat meningkatkan penerimaan aplikasi Quizizz ditingkat SMA dan SMK perlu dilakukan pelatihan penggunaan aplikasi Quizizz bagi guru sehingga banyak fitur yang disediakan dapat dimanfaatkan dengan baik dan memudahkan guru untuk menggunakan aplikasi Quizizz. Jumlah responden pada penelitian ini cukup terbatas, sehingga diharapkan dalam melakukan penelitian di masa depan, bisa meningkatkan jumlah responden sehingga memperoleh hasil yang lebih akurat lagi. Variabel yang digunakan pada penelitian ini juga masih terbatas dengan jumlah pertanyaan yang masih kurang, diharapkan penelitian seperti ini dapat menggunakan variabel yang lebih banyak lagi dengan menganalisis indikator lain yang dapat meningkatkan penerimaan teknologi seperti kepercayaan (trust), kepuasan pengguna (satisfaction), .

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