

## **Bibliometric Analysis: The Use of Quizizz Paper Mode Application to Increase Student Learning Motivation**

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### **Abstract**

Technological advancements in education have encouraged innovation in learning methods, including Quizizz paper mode as an interactive assessment tool. This study aims to determine the effectiveness of the Quizizz paper mode application in increasing student learning motivation and to examine the development of Quizizz paper mode over the last 5 years (2020–2024). The type of research used is descriptive quantitative with bibliometric analysis using VOSviewer software. The results and discussion show that Quizizz paper mode positively influences student learning motivation through a fun, effective, and innovative interactive method that supports the learning process. The development of Quizizz paper mode in the last five years has seen a significant increase in 2023 and 2024, reflecting strong interest from researchers in the topic of using Quizizz paper mode to boost learning motivation. It is expected that this research can serve as a reference for future studies in exploring the role of interactive, game-based technology like Quizizz paper mode and assist in designing its effective use in educational settings.

**Keywords:** Quizizz, Quizizz paper mode, Learning Motivation, Bibliometrics

### **Abstrak**

Kemajuan teknologi dalam pendidikan mendorong inovasi dalam metode pembelajaran, termasuk Quizizz paper mode sebagai alat penilaian interaktif. Tujuan penelitian ini untuk mengetahui keefektifan aplikasi Quizizz paper mode dalam meningkatkan motivasi belajar siswa dan melihat dampak perkembangan aplikasi Quizizz paper mode selama 5 tahun terakhir (2020–2024). Jenis penelitian yang dipakai yaitu deskriptif kuantitatif dengan menggunakan analisis bibliometrik berbantuan software VOSviewer. Hasil dan pembahasan menunjukkan bahwa Quizizz paper mode berpengaruh terhadap peningkatan motivasi belajar siswa melalui metode interaktif yang menyenangkan, efektif, dan inovatif dalam menunjang proses pembelajaran. Perkembangan aplikasi Quizizz paper mode selama 5 tahun terakhir mengalami peningkatan yang sangat signifikan pada tahun 2023 dan 2024, hal ini mencerminkan tingginya ketertarikan penulis terhadap topik tentang Quizizz paper mode dalam meningkatkan motivasi belajar. Penelitian ini diharapkan dapat menjadi acuan bagi penelitian selanjutnya dalam mengkaji peran teknologi interaktif berbasis game seperti *Quizizz paper mode*, serta membantu merancang strategi penggunaannya secara efektif di lingkungan pendidikan.

**Kata Kunci:** Quizizz, Quizizz paper mode, Motivasi Belajar, Bibliometrik

### **Introduction**

Education is very important for the full development of individuals in order to enlighten and advance the nation's life. It is a conscious and planned effort to develop human character, changing behavior, knowledge, and skills within families, communities, and nations.

Education is a crucial foundation that prepares students not only in knowledge but also in attitudes and skills (Azizah et al., 2023). It occurs through interactions between educators and students in a learning environment (Mansur & Rafiudin, 2020). To improve the quality of education, teachers and students are expected to keep up with advancing technology.

Technological systems play a key role in the world of education. Technology serves as a source of knowledge, information, and learning support that assists the educational process (Nurillahwaty, 2021). It influences how educators, like teachers, work and how students learn in schools (Saputro et al., 2024). The development of technology and information in learning greatly helps teachers in preparing lessons. Therefore, technological progress in education is essential for both students and teachers.

Through technology, teachers can make learning easier to understand for students (Anggraeni et al., 2023). The education sector must innovate by providing electronic devices that support the learning process, ensuring that schools don't fall behind in technological advancement. Learning activities will be more effective and efficient when supported by adequate facilities and infrastructure (Maritsa et al., 2021). The learning process plays an important role in fostering students' learning motivation. A common issue in schools is low learning motivation, which makes it difficult for students to absorb knowledge, resulting in poor academic performance (Fahlifi et al., 2023).

Motivation is positively related to engagement; the higher the motivation, the greater the learning engagement (Yu et al., 2021). Efforts to increase student interest and motivation include using engaging and need-appropriate learning media (Husna & Supriyadi, 2023). Meaningful learning occurs when supported by media that make the learning process more effective and efficient in achieving learning objectives (Rini et al., 2024). Game-based learning media are also highly effective, as they help teachers create more engaging and meaningful lessons due to the element of fun involved (Halim et al., 2020). The goal of using such media is to make it easier for students to understand and master the designated learning competencies (Salim et al., 2020).

Besides being used during material delivery, supporting media are also needed for formative, summative, or initial assessments. Many educational games are used in assessments to make students more active participants, one of which is Quizizz (Sarmila, 2023). By using Quizizz in the learning process, students can see their quiz results and rankings, motivating them to focus and understand the lesson in order to achieve good results.

Quizizz is an innovative learning evaluation tool that offers various features. It includes multiple-choice, short answer, and essay questions. Additionally, the app can be accessed from anywhere (Pusparani, 2020). Quizizz is an interactive, attractive, and easy-to-use platform that helps teachers analyze student scores (Az zafi, 2015).

Quizizz became popular during the COVID-19 pandemic due to online learning. However, after the pandemic, when face-to-face learning resumed, many schools prohibited students from bringing phones. In elementary schools, the Ministry of Education and Culture (Kemendikbud) banned students from bringing or using electronic devices like smartphones due to their negative impacts on children's morals (Kurniawan et al., 2019). As a result, it became difficult to implement Quizizz in classrooms. Moreover, younger students often lack the skills to use phones or computers. To address this, Quizizz introduced a new feature that allows offline use—Quizizz Paper Mode.

Quizizz Paper Mode is an interactive quiz done offline using paper sheets with QR codes (Q-Cards). According to (MKM et al., 2023), QR codes are two-dimensional matrices that store data. They are used to quickly deliver and access information, including in education.

Quizizz's Paper Mode uses printed QR codes on paper, enabling offline interactive learning without smartphones (Winarsih & Nisa, 2023). It facilitates face-to-face, innovative quiz-based learning. This feature provides a more engaging and interactive experience using

paper, allowing direct interaction between teachers and students. It is also beneficial for students who don't own smartphones (Mulyana & Rahma, 2024).

There are two main principles in implementing Quizizz Paper Mode: (1) the teacher prints QR cards for each student with unique codes based on attendance, and (2) the teacher needs to download the Quizizz app on a smartphone and sign in using the same email as on their laptop. This simplifies assessment and makes learning more enjoyable (Ernawati et al., 2024).

Advantages of Quizizz Paper Mode (Rini & Zuhdi, 2021) include: (1). It can be used without gadgets or internet. (2). Teachers only need to prepare and scan barcodes; answers are instantly identified as correct or incorrect. (3). Barcode sheets can be reused across classes. (4). Each student receives a unique barcode sheet, minimizing cheating. However, there are some disadvantages: 1. Teachers need two devices – smartphone and laptop, 2. Teachers must download the Quizizz app on their phones, and 3. This feature only supports multiple-choice questions.

Based on this background, the authors conducted a bibliometric analysis related to the use of Quizizz Paper Mode to enhance student learning motivation. Supporting tools used in this study include Publish or Perish to find relevant articles based on keywords and Mendeley to complete article data such as authors, keywords, abstracts, etc. The purpose of this article is to determine the effectiveness of the Quizizz Paper Mode application in boosting student motivation and to explore its development over the past five years (2020–2024).

## Method

The type of research used is descriptive quantitative, employing bibliometric analysis. Reuters (2008:3) as cited in Widiyanto (2023) states: *"The bibliometric method involves using statistical techniques to measure literature, which includes the use of quantitative analysis."* This statement means that the bibliometric method is a way to analyze and measure information from literature—such as books, journals, or articles—using statistical techniques. In other words, this method uses quantitative analysis (based on numbers and data) to observe patterns, trends, or relationships in the literature, such as the number of citations or the connections between research topics.

The scope of the data consists of accredited scientific publication articles, selected using the keywords "Quizizz," "Quizizz paper mode," and "Learning motivation." The article search was conducted using the Publish or Perish (PoP) software, limited to 300 documents within the timeframe 2020–2024. This limitation was set to ensure that the data analyzed remains relevant to the most current conditions, allowing for a more focused, in-depth, and organized analysis. As a result, the final sample of this research consists of 239 filtered articles.

Bibliometric analysis provides an efficient way to map out research. This method allows researchers to cover a larger body of literature, saving time and resources, and offers a more objective approach in selecting and analyzing the available scientific work (Hernández-Torrano et al., 2022). In other words, bibliometrics helps identify patterns and trends in research without having to read each piece of literature individually, making the process more systematic and measurable. In this study, the researchers used VOSviewer software to conduct co-occurrence analysis and to visualize the structures formed from the analysis.

VOSviewer is a software used to build and display bibliometric networks (Suntoro & Setyaningsih, 2022). VOSviewer offers three main types of visualizations that are useful for bibliometric analysis: network visualization, overlay visualization, and density visualization (Widiyanto, 2023). Several studies have noted that bibliometric analysis typically follows five steps, as described by Candrawati et al., (2025); Haryandi et al., (2021); Ria (2024); Satria (2023); Setyaningsih et al., (2018) as illustrated in Figure 1.



Figure 1 Framework of Bibliometrics Analysis

Source: Data compiled by the researchers, 2025

#### 1. Defining Keywords

Literature searches were conducted in February 2025 using the keywords “Quizizz,” “Quizizz paper mode,” and “Learning motivation.” Google Scholar was chosen as the data source due to its wide range of scholarly publications from various fields. The search process was assisted by the Publish or Perish software.

#### 2. Initial Search

The search focused on articles published within the past five years (2020–2024). From the initial search, 300 relevant articles were found. All data were saved in RIS format for further processing.

#### 3. Filtering Search Results

Articles were then filtered based on the field of education, specifically those discussing Quizizz, Quizizz paper mode, and learning motivation, resulting in 239 articles. The filtered results were again saved in RIS format, and the selected data were imported into Mendeley Desktop.

#### 4. Organizing Data

Mendeley Desktop helped check the metadata of each article, and any incomplete data—such as missing keywords—were corrected. All modifications were saved in RIS format.

#### 5. Analyzing Data

The corrected data were analyzed using VOSviewer. This software helps visualize the connections between articles, research trends, and provides deeper insights into the topics of Quizizz, Quizizz paper mode, and learning motivation.

### Results and Discussion

The VOSviewer data results revealed 392 keywords, with 58 keywords meeting the threshold criteria. After analysis, the data were grouped into 8 clusters, each consisting of interrelated keywords. The results of the VOSviewer analysis are shown in the cluster Table 1.

Table 1. Keywords Representing Each Cluster

<b>Cluster 1</b>	Gamification, Kahoot, Learning Media, Learning Motivation, Problem-Based Learning, Elementary School, Wordwall
<b>Cluster 2</b>	Interest in Learning, Active Learning, Learning, Evaluation, Learning Interest, Differentiated Learning, Quizizz Paper Mode, Students
<b>Cluster 3</b>	Elementary School, Cognitive, Mathematics, Quizizz
<b>Cluster 4</b>	Discovery Learning, Effectiveness, Learning Outcomes
<b>Cluster 5</b>	Classroom Action Research, Formative Assessment, Learning Outcomes
<b>Cluster 6</b>	Learning, Online Learning
<b>Cluster 7</b>	Project Based Learning
<b>Cluster 8</b>	Assessment

Source: Data from VOSviewer Software, 2025

The network visualization in VOSviewer illustrates the relationships between keywords and the published articles. The different colors in the visualization indicate that the keywords or articles belong to different clusters (Ji et al., 2023). In other words, these colors help group together related topics or research fields. The figure below shows the result of the visualized data analysis using VOSviewer, making the patterns of relationships among keywords and articles easier to understand.

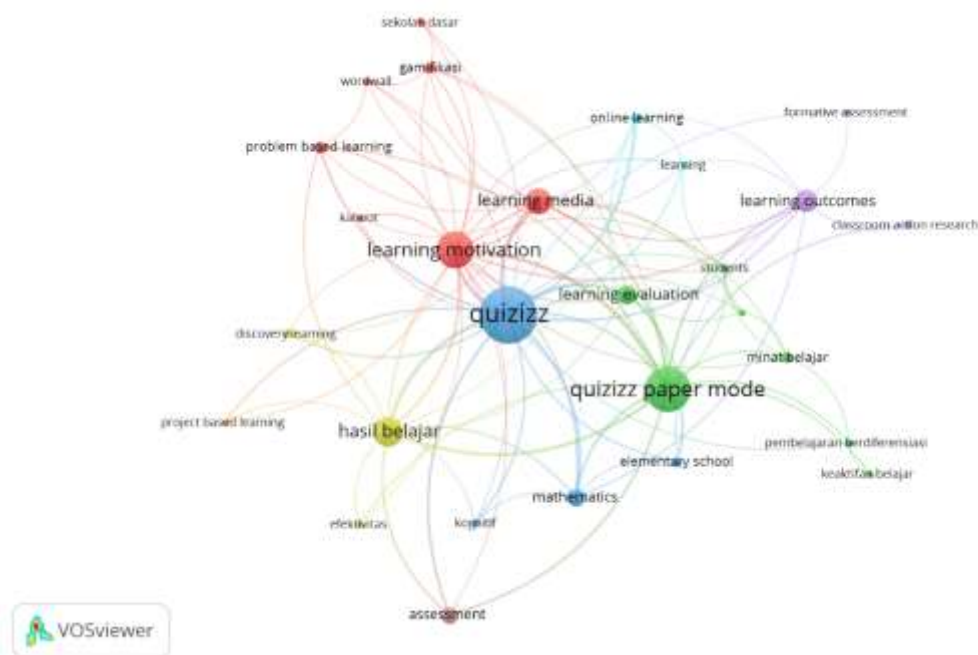


Figure 2 Visualization of Network with the Keywords of Quizizz, Quizizz

Source: Data of Network Visualization from VOSViewer, 2025

In Figure 2, there is a strong connection between the keywords Quizizz, Quizizz paper mode, and learning motivation. Quizizz is a quiz-based learning platform widely used to enhance student engagement through gamification elements such as scores, rankings, and instant feedback. These advantages make Quizizz a tool that can significantly boost student

motivation by offering a more engaging and interactive learning experience. Meanwhile, Quizizz Paper Mode is a feature that allows assessments to be conducted in printed form, offering greater flexibility, especially for learning environments that still require print formats.

The relationship between these three keywords suggests that innovations in assessment methods, whether digital or print-based, can contribute to increased student motivation. This aligns with the study by Andini et al., (2025) which found that the Quizizz Paper Mode application provides quick feedback and creates a more enjoyable classroom environment. This tool supports the assessment process by helping teachers understand students' cognitive development and offering feedback to improve the learning process. Raihan et al., (2024) also argue that the use of Quizizz Paper Mode in assessments is an educational innovation that makes learning more effective while fostering student motivation and enthusiasm. It also allows teachers to more easily identify student needs and shortcomings during the learning process.

The keyword learning motivation is closely related to learning media, gamification, and problem-based learning, indicating that student motivation is greatly influenced by the use of game-like elements in learning. Learning motivation refers to the internal drive that compels students to actively engage in learning and achieve academic goals. One factor that can enhance learning motivation is the use of interactive and innovative learning media, especially those based on technology. A proven strategy to increase motivation is gamification, or the application of game elements to the learning process. In this context, tools like Quizizz and its Paper Mode feature are highly relevant, as elements such as scoring, ranking, rewards, and immediate feedback help boost student engagement, making them feel more challenged and motivated to learn.

The overlay visualization illustrates the evolution of publications based on keywords. Yellow-colored terms indicate keywords that appear more frequently in recent publications, while blue-colored terms represent keywords that were more dominant in older publications. In Figure 3, the keywords Quizizz Paper Mode, learning outcome, and learning media appear in yellow, showing that these terms are widely used in the latest research.

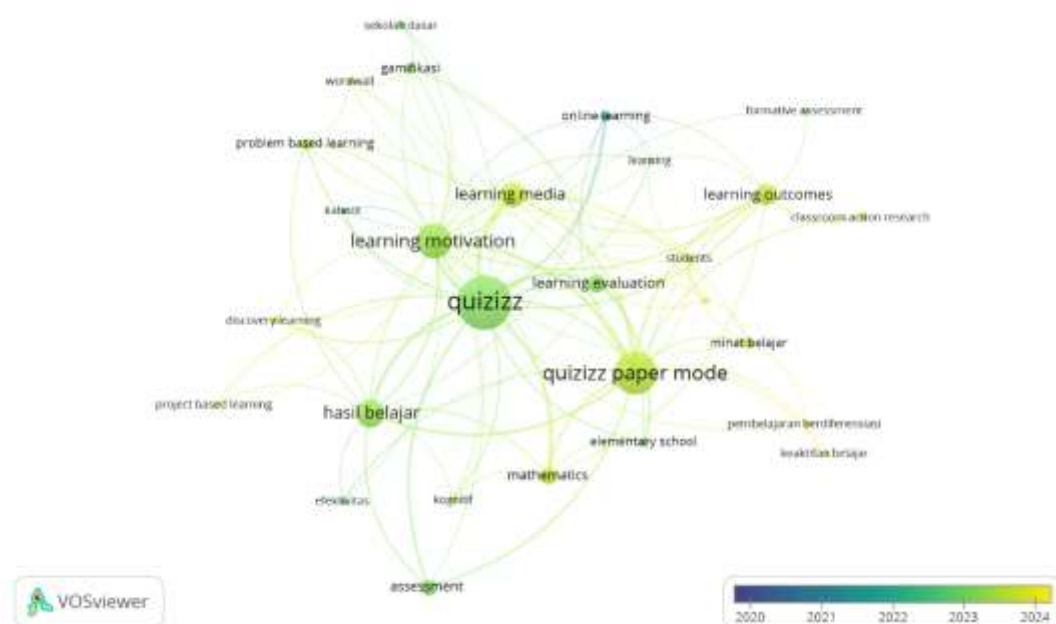
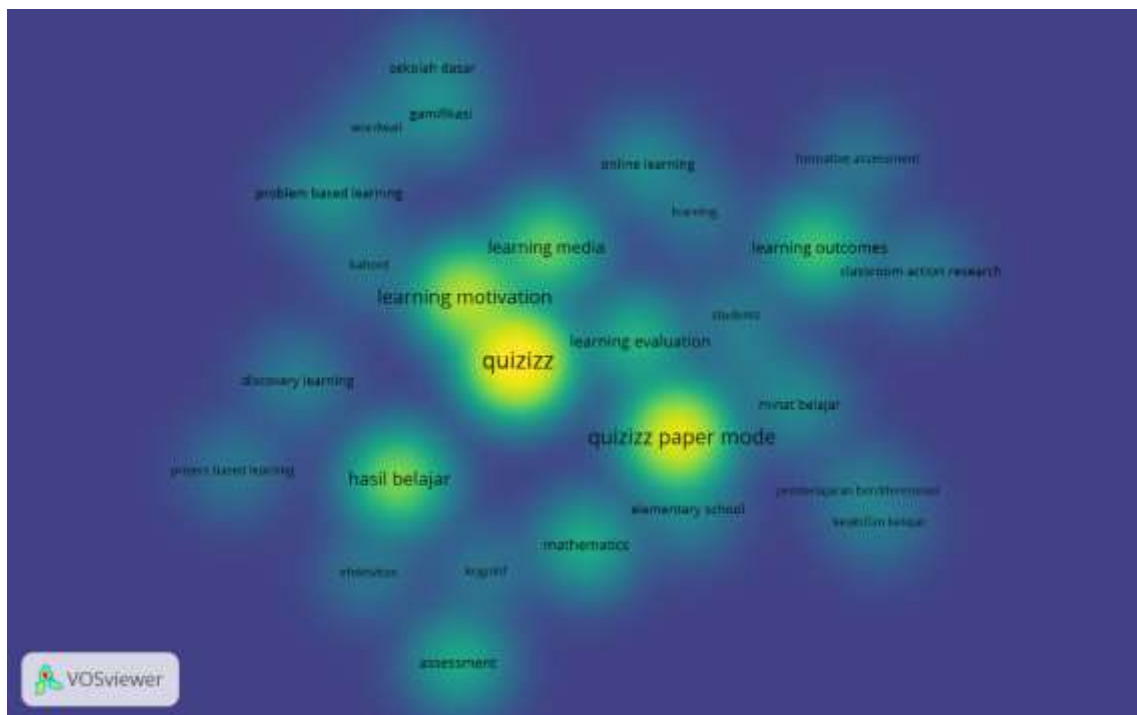


Figure 3 Overlay Visualization of the Keywords of Quizizz, Quizizz Paper Mode and Learning Motivation

Source: Data of Network Visualization from VOSViewer, 2025



The density visualization highlights keywords that frequently appear together across various publications or studies. The more frequently a term appears and is connected to others, the brighter (more yellow) its color appears.



In Figure 4, the brightest-colored terms such as “quizizz,” “quizizz paper mode,” and “learning motivation” indicate that these three are central topics and the most frequently

discussed in the analyzed scientific publications. The term “quizizz” is at the center, signaling that the platform is the primary research object – whether in its use as an interactive learning tool, assessment method, or as an innovation in tech-based education.

Meanwhile, “learning motivation” appears nearby and very brightly colored, showing that many studies utilize Quizizz to measure or boost students’ motivation. This suggests that Quizizz is not only seen as an ordinary learning tool, but also as a means to create more enjoyable, competitive, and engaging learning experiences. Learning motivation is a key variable that is frequently linked to the use of game-based learning features provided by the platform.

The term “quizizz paper mode” also appears brightly, indicating that this specific feature is heavily studied in educational contexts that are not fully digital. This means the feature is very relevant in environments with limited device access or internet connectivity, while still enabling tech-based assessment and analysis. The Paper Mode offers engaging question designs, non-monotonous quiz presentations, and a test-taking experience that differs from traditional exams—sparking curiosity and enthusiasm in students, ultimately contributing positively to their learning motivation.

Paper Mode allows teachers to continue using Quizizz in printed (offline) form, with results that can later be scanned and analyzed in the system. This shows the flexibility of Quizizz, making it a relevant and practical research topic across different school settings.

These three terms (quizizz, quizizz paper mode, and learning motivation) not only appear frequently on their own but are also strongly interrelated, forming a supportive topic network. Overall, this visualization illustrates that Quizizz, particularly with its Paper Mode feature, is often studied in connection with learning motivation, and serves as a key part of adaptive digital learning strategies suited to various educational contexts.

In the search for articles about “Quizizz,” “Quizizz Paper Mode,” and “learning motivation,” the analysis identified the top 10 authors with the most citations. These authors focused their studies on the use of the Quizizz application, its Paper Mode feature, and learning motivation.

Table 1 Top Ten Authors with the Most Citations

Author	Year	Total Citations	Publication Type
H Solikah	2020	169	Article
R Wijayanti	2021	97	Article
DN Rahmawati	2022	88	Article
G Al Haddar	2021	75	Article
W Wahyuni	2020	61	Article
A Rulyansah	2022	48	Article
R Fauziah	2023	44	Article
S Pengambean	2020	41	Article
DA Susanto	2022	35	Article
DMA Puspitayanti	2020	32	Article

Source: Data from Publish or Perish, 2025

According to Pramugita et al., (2023) learning motivation can be improved by choosing interactive, engaging, and innovative media. The implication of this research is that teachers should provide varied learning media to create a more engaging and less monotonous classroom environment. The Quizizz application and its Paper Mode feature are among the tools that can help increase students’ learning motivation. Solikah (2020), one of the most cited authors, stated that Quizizz has engaging features that help boost student motivation.



The use of Quizizz has had a significant and positive impact in school settings, appreciated by both students and teachers. Teachers find this application helpful, as it makes learning more interesting by incorporating game elements. This aligns with the study by Rahmawati et al., (2022), which states that Quizizz is easy to apply, and its features and interface are both fun and appealing. The application is supported by creative and innovative elements that help foster positive motivation among students.

In another study, Fauziah & Hadi (2023) discussed the features of the Quizizz application, particularly Quizizz Paper Mode. This feature helps students understand lessons better, and students enjoy using it because it is interactive and boosts both motivation and engagement in the learning process. Quizizz Paper Mode provides an enjoyable experience and represents an effective learning innovation. Its use as a learning medium is considered modern and aligned with technological advancement. This view is supported by (Lesviza et al., 2025) who argue that Quizizz Paper Mode can enhance students' learning motivation. Its interactive features make students more interested and active, thus creating a more enjoyable and effective learning experience.

According to Abadi et al., (2023) using Quizizz Paper Mode makes students appear enthusiastic, active, and focused during learning activities. Students feel motivated and excited when learning with the help of Quizizz Paper Mode. This aligns with findings by (Nafi'ah et al., 2024) who note that the use of Quizizz Paper Mode in answering questions can foster learning motivation, making the learning process more enjoyable and engaging. (Putra, 2023) also supported this, stating that Quizizz Paper Mode is fun, exciting, challenging, and highly engaging, as students only need to show and rotate their QR cards. In the assessment process, the use of Quizizz Paper Mode is very effective and efficient in boosting enthusiasm, energy, and motivation to participate in lessons. Students also feel challenged to answer questions with the hope of achieving first place on the leaderboard.

## **Conclusion**

The Quizizz application, particularly its Paper Mode feature, has proven effective in enhancing students' learning motivation. Quizizz Paper Mode provides a more enjoyable and interactive learning experience that increases student motivation, making them more active and enthusiastic in the learning process. It represents an attractive innovation to implement in education. Teachers also benefit from it, as it helps deliver more varied and efficient learning experiences.

The impact of Quizizz, Quizizz Paper Mode, and learning motivation is evident from the rising trend in research publications over the past five years. From 2020 to 2024, the number of studies on this topic has significantly increased – from 9 articles in 2020, 18 in 2021, 22 in 2022, 69 in 2023, to 121 articles in 2024. This sharp rise reflects widespread acceptance of this innovation from both students and educators, affirming that game-based learning technology continues to grow and become more integrated into educational settings.

Recommendations for future research include expanding data sources by utilizing broader academic databases such as Crossref, Scopus, and Web of Science. Using diverse databases is expected to provide a more comprehensive view of developments in similar research across various contexts. Additionally, studies on the use of Quizizz Paper Mode to enhance learning motivation should further focus on measuring its actual impact on student learning outcomes – not only on motivation but also on how effectively the application improves content understanding and active student engagement in the learning process.

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