

THE INFLUENCE OF 'QUIZIZZ' MEDIA WITH TEAMS GAMES TOURNAMENT MODEL ON DIGITAL LITERACY IN SOCIAL STUDIES

^{*1}Sri Agustini,²Erlina Wiyanarti,³Neiny Ratmaningsih

^{1,2,3}Social Studies Education Study Program, Faculty of Social Science Education
Universitas Pendidikan Indonesia, Bandung, Indonesia

Author's email:

^{*1}sriagstn@upi.edu;²erlina.wiyanarti93@gmail.com;³neiny@upi.edu

^{*}Corresponding author: sriagstn@upi.edu

Abstract. *Digital-native learners, well-versed in technology, require deliberate attention to equip them to navigate challenges in an increasingly complex technological landscape via enhanced digital literacy skills. This research was conducted to explain whether or not there is an effect of using E-Learning Media 'Quizizz' with the Cooperative Learning model: Teams Games Tournament on Students' Digital Literacy in Social Studies Learning at SMP Negeri 4 Setu, Bekasi. This type of research is experimental research with a quantitative approach. This research uses a one-shot case research model. Researchers anticipate a substantial impact on the digital literacy abilities of Grade IX students based on this research's sample. The research employed purposive sampling to gather data through questionnaires, tests, and documentation. Data analysis using the independent sample t-test yielded a significance value of 0.000, indicating a rejection of H_0 and acceptance of H_a , confirming the impact of E-Learning tool 'Quizizz' with the Cooperative Learning model Teams Games Tournament on students' digital literacy in social studies education.*

Keywords: Quizizz, Teams Games Tournament Model, ICT, Digital Literacy