

Use of Quizlet in Education

Quizlet has been widely utilised by instructors and teachers as a game - based vocabulary learning game that improves student outcomes (Pham, 2022). Quizlet, an efficient web-based learning tool, was also found to be one of the most cutting-edge applications for language learners, according to a number of academics and educators that examined the data (Pham, 2022). There is no denying that the effectiveness of using Quizlet to learn vocabulary (Pham, 2022). According to Pham (2022), most of the participants agreed that Quizlet was a useful tool for learning new words because it was convenient and free. Students liked software or tools that offered them simple, no-cost access to its features (Pham, 2022). The Quizlet app works well for developing vocabulary material because it is a mobile application (Senior, 2022). Vocabulary "sets" that other users have contributed to the app may be found by learners, or they can build their own sets and display them as index cards or in a game context (Senior, 2022). Additionally, but with restrictions, students can create image representations of a word (Senior, 2022). With the capability to hear the words inside the app, there are additional learn and review options and there are a number of activities and a self-test option (Senior, 2022). Senior (2022) stated that Quizlet is simple to use and incorporates engaging class-level gamification through Quizlet Live, an interactive game for which teams of students compete against one another.

Students use the Quizlet app to work with flashcard sets created by teachers and students. Çağlar (2022) regarded that the Quizlet programme to be educational. Students might be assisted in creating a set regarding geography inside the course in order to take use of the application's educational component (Çağlar, 2022). For instance, a student who enjoys using the flashcards mode can be encouraged to create a collection of flashcards outlining the topics and ideas that are challenging for him or her (Çağlar, 2022). The produced flashcards can therefore be used by the learner as course material (Çağlar, 2022).

Additionally, one of the factors that affects pupils' success in acquiring vocabulary is motivation (Muhammad & Wiedarti, 2020). Teachers must thus give pupils with material that might inspire them and pique their interest in learning English vocabulary (Muhammad & Wiedarti, 2020). Therefore, Quizlet is a great app to help students get motivated to learn vocabulary. However, over the long term, the vocabulary acquired by such an app will need to be maintained, for instance by playing the Quizlet live game or periodically reviewing the vocabulary terms (Senior, 2022). Senior (2022) believed that the long-term memory of knowledge acquired through gamified programmes like Quizlet and the practical use of such learning may both suffer from this lack of depth. To establish the long-term usefulness of gamified learning applications

and solve any found gaps in their effectiveness, more research in the form of observational research are required (Senior, 2022). Therefore, Quizlet still has certain limitations.

Reference list

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