

Analysis on the Effects of Gamification on Senior High School Students: Gamification in Learning and Teaching Tools Used in Online Classes During Covid-19 = Analisis pada Efek Gamifikasi Terhadap Siswa Sekolah Menengah Atas: Gamifikasi di Alat Bantu Mengajar dan Belajar yang Digunakan di Kelas Daring Selama Covid-19

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Abstrak

Pandemi COVID-19 telah mengubah kehidupan kita sehari-hari yang dulu kita anggap membosankan dan biasa saja menjadi sesuatu yang kita rindukan. Aktivitas duniawi seperti bekerja di kantor dan belajar di sekolah telah dipindahkan ke lingkungan online sesuai dengan aturan social distancing. Namun, dengan keterbatasan infrastruktur dan sumber daya, pembelajaran daring memiliki keterbatasan dan kekurangan. Sementara banyak guru telah mengadopsi alat pengajaran dan pembelajaran yang bersifat gamified ke dalam pelajaran mereka, masih ada beberapa yang belum dan masih mengajar dengan cara tradisional. Sementara itu, pembelajaran daring hadir dengan banyak gangguan dan sebagian besar dilakukan dalam penyampaian satu arah. Hal ini kemudian menciptakan lingkungan belajar yang tidak efektif. Oleh karena itu, analisis pengaruh gamifikasi pada siswa SMA dilakukan dalam penelitian ini dengan menggunakan metode structural equation modeling (SEM). Studi ini secara khusus dianalisis berdasarkan platform Quizizz dan Kahoot, yang merupakan beberapa alat dan wadah yang bersifat gamified yang umum digunakan oleh guru untuk menilai siswa mereka. Sebanyak 286 tanggapan diperoleh. Berdasarkan hasil pengolahan data, faktor motivasi belajar, kecemasan belajar, beban kognitif, dan prestasi akademik dipengaruhi oleh gamifikasi. Berdasarkan analisis lebih lanjut atas hasil tersebut, maka dirumuskan seperangkat strategi dengan menggunakan metode why how laddering kemudian divalidasi dengan ahli dengan menggunakan strategy to mission matrix, sehingga diperoleh seperangkat strategi yang diprioritaskan untuk dijadikan rekomendasi bagi sekolah-sekolah dan lembaga pendidikan.

.....The COVID-19 pandemic has altered our daily lives that we once consider as normal have become something that we take for granted. Mundane activities such as working in the office and studying in school has been moved to online environments in accordance with the social distancing regulation. However, with limited infrastructure and resources, online learning had its limitations and shortcomings. While many teachers have adopted gamified teaching and learning tools into their lessons, there are still some that have not and are still teaching the traditional way. Meanwhile, online learning comes with many distractions and is mostly carried out in a one-way delivery. This then creates an ineffective learning environment. Thus, analysis on the effects of gamification on senior high school students is conducted in this study by using the structural equation modeling (SEM) method. The study was specifically analysed based on the platforms Quizizz and Kahoot, which are some of the commonly used gamified tools and platforms by teachers to assess their students. A total of 286 responses were obtained. Based on the results of the data processing, factors learning motivation, learning anxiety, cognitive load, and academic performance were affected and influenced by gamification. Based on further analyses on the results, a set of strategies were formulated using the why how laddering and then validated with experts using the strategy to mission matrix, eventually obtaining the set of prioritised strategies to be used as recommendations to schools and educational

institutes.