

***Judul:***

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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Gamification -- Industrial applications; Educational games; Education, Higher -- Computer-assisted instruction

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