

DEVELOPMENT OF GAMIFICATION-BASED E-LEARNING USING CLASSCRAFT TO IMPROVE STUDENT ENGAGEMENT AND LEARNING OUTCOMES

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ABSTRACT

Online learning due to the Covid-19 pandemic has caused several learning problems. One that is very pronounced is the problem of student involvement during learning, so that which has an impact on low student learning outcomes. The objectives of this research are: (1) Producing Gamification-based E-Learning using Classcraft, which has the eligibility to be applied in lectures (2) Testing the practicality of Gamification-based E-Learning using Classcraft for use in lectures (3) Testing the effectiveness of Gamification-based E-Learning using Classcraft in increasing student involvement in lectures, (4) Testing the effectiveness of Gamification-based E-Learning using Classcraft in improving student learning outcomes in the cognitive domain.

The type of research used is Educational Research and Development (R&D). Borg & Gall stated that educational research and development, R & D, is a process used to develop and validate educational products. The development procedure used in this study refers to the R&D Model developed by Borg & Gall. This model consists of ten development steps, namely 1) Research and information collecting, 2) Planning, 3) Developing preliminary form of product, 4) Preliminary field testing, 5) Main product revision, 6) Main field testing, 7) Operational product revision, 8) Operational field testing, 9) Final product revision, 10) Dissemination and implementation. In the process, this research will use the Focus Group Discussion (FGD) method, Field Trials with the research design one group pre-test-post test design and a non-equivalent control group design. The instruments used were expert validation sheets, practitioner response sheets, student involvement observation sheets in learning, and student learning outcomes test questions. Expert assessment and practitioner responses were analyzed using Aiken's V formula, and field test data were each tested using paired sample t-test and independent sample t-test.

The results of this study are 1) Gamification-based E-Learning using Classcraft has been produced, based on an expert judgment it is stated to have the eligibility to be applied in classroom learning, 2) Gamification-based E-Learning using Classcraft based on the assessment of practitioners (teachers), users (students) and limited field tests are declared practical for use in learning.

Kata Kunci: *E-Learning, Gamification, Engagement, Learning Outcomes*