

GAMIFICATION IN EDUCATION: TRANSFORMING LEARNING TO BE MORE FUN AND EFFECTIVE

Perengki Yansah *

Pascasarjana IAI At-Taqwa Bondowoso, Indonesia

perengkiyansah@gmail.com

Ismail Fitroh

Universitas Negeri Gorontalo

ismaulfitroh@ung.ac.id

Moh. Imron Rosidi

Universitas Negeri Gorontalo

mohimronrosidi@ung.ac.id

Abstract

Gamification in education is an innovative approach that applies game elements and principles to the learning process. Its main goal is to increase student engagement and motivation, thus creating a more enjoyable and effective learning experience. In its implementation, gamification incorporates technology to provide an interactive learning environment that focuses on achievement and skill development. While it offers many benefits, gamification implementation also faces challenges, including the need for proper planning and adaptation according to the specific needs of the curriculum. This shows that when implemented correctly, gamification can be a powerful tool to advance pedagogy and improve student academic outcomes.

Keywords: Gamification, Education, Learning Process, Fun and Effective

Introduction

In today's digital era, technological developments have brought significant changes in various aspects of life, including in the field of education. The emergence of the concept of 'gamification', is an approach that uses game elements and mechanics in a non-game context with the aim of improving user engagement, motivation and experience (Maroukias et al., 2021). These elements can include the awarding of points, badges, leaderboards, challenges and rewards, which are adapted to encourage specific behaviours in a variety of fields, including education, business, health and others. By integrating the fun and competitive aspects of games, gamification seeks to make tasks that would normally be considered boring more interesting and enjoyable, thereby encouraging better participation and performance. Gamification aims to improve learners' engagement, motivation and learning outcomes in a more interactive and fun way (Abu-Hammad & Hamtini, 2023).

Conventional education is often criticised for its static and less interactive nature, which can reduce students' interest and motivation to learn. Traditional teaching methods, which are generally dominated by lectures and written assignments, are not