

GAMIFICATION'S EFFECT ON THE LEARNING MOTIVATION: DISTANCE LEARNING STUDENTS

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Abstract: Gamification is a teaching approach that incorporates game aspects with the goal of motivating students to participate in games while still learning, resulting in an engaging and fun learning experience. Since its emergence in 2019, the Covid-19 pandemic has had a significant influence on many sectors of the global economy. One of them is the education sector, which requires distance learning to keep up with the virus's rise in cases. Distance learning is typically done without the use of engaging learning techniques. A study was undertaken to investigate the impact of gamification on enhancing students' motivation to learn in distance learning. As a result, we require a method for increasing student motivation during the learning process. One way is to use the gamification paradigm to improve distance learning. This study uses the qualitative method and totaling of 35 students were included in the study. The participants were second-semester of English Education Department students in State Islamic University of North Sumatera Medan. The findings of this study showed that using gamification to apply a learning technique can enhance students' learning motivation by bringing up interactions between students and teachers. As a result, gamification as a learning approach has emerged as an intriguing new way to study, particularly in English.

Keyword: gamification, learning motivation, distance learning

INTRODUCTION

The Covid-19 pandemic that has emerged since 2019 is still a hot topic of discussion in the community. Severe 2 (SARS-COV-2) or commonly referred to as the corona virus is an infectious disease originating from the city of Wuhan, China. This corona virus can cause mild disorders of the respiratory system, severe lung infections, and even death. This virus continues to spread and spread to almost all countries, including Indonesia. In Indonesia, the corona virus was first identified in March 2020. Thus, the government implemented a policy with Large-Scale Social Restrictions (PSBB) to minimize activities that could pose a risk.

With the enactment of the PSBB, all activities carried out outside the home must be stopped and carried out indoors. This virus has had a major impact on various sectors, including the education sector. In the education sector, the government implemented a policy of closing schools and giving students a day off. This government policy aims to break the chain of covid 19. Thus, learning activities that are usually carried out in classrooms must be carried out online (in a network) or commonly referred to as Distance Learning (PJJ). The online learning method is an effective solution in distance learning. The distance learning process between teachers and students generally takes place face-to-face using a platform provided by the school or using a platform that is controlled by the teacher. The teacher only conveys the material to students by means of lectures and discussions, then the teacher gives practice questions as a form of assignment. This of course makes students feel bored with the learning process that takes place.

With the use of inappropriate learning methods, students lose their motivation to learn. So, the teacher must be able to maintain and even increase the motivation to learn students. Therefore, teachers are required to be able to use various methods in the learning process so that learning objectives can be achieved even in a pandemic and learning is done online. In

choosing a teaching method, teachers must consider many things, in a pandemic situation like this, teachers are required to use teaching methods that use technology in its implementation.

Along with the rapid development of technology and information, it is possible that education will develop according to its time. Currently, technology plays an important role in the world of education. The distance learning process requires both teachers and students to have technological literacy skills. This technology can facilitate teachers and students in carrying out the learning process. The use of technology in education can make the learning process more interesting and increase student learning motivation. One example of the use of technology in today's learning is the provision of material through the WhatsApp Group application, zoom meetings or using Google Forms to carry out daily competency exams and even semester end exams.

At the time before the covid-19 pandemic, students' learning motivation was higher or it could be said that students were more enthusiastic in learning. This is due to the existence of supporting factors, both the environment and peers. Students are more enthusiastic about learning because of the motivation that appears around students. Meanwhile, during the COVID-19 pandemic, students became more limited in carrying out activities. Therefore, the lack of motivation that arises in students is caused by limited activities. In the learning process, teachers and media play a very important role in increasing students' learning motivation. By using the right learning media, students will show more enthusiasm in learning.

METHOD

Researchers conducted interviews with research subjects regarding their experiences about the effectiveness of the gamification method in online learning. Interviews were conducted by distributing questionnaires to 31 students. Data obtained from the results of a questionnaire given to the second semester of English Education Department students at the State Islamic University of North Sumatra Medan. Students are given 2-3 days to fill out the questionnaire. After the results of the questionnaires were collected, the researchers got the data from the questionnaires that had been filled in. This research was conducted at the State Islamic University of North Sumatra, which is located at Jl. William Iskandar Pasar V Medan Estate. This research was conducted from April 2022 to June 2022.

The research subject is the whole object where there are several sources and informants who can provide information about problems related to the research to be carried out. So, the subjects in this study, namely second semester of English Education Department students at State Islamic University of North Sumatra Medan.

RESULTS AND DISCUSSION

Technological advances have a major impact on development education, educators use it to facilitate the teaching and learning process and improve the quality of education.

The following are students' views on the effectiveness of online-based learning:

1. Most students feel that online learning is not effective, because in practice, the teacher is more dominant in giving assignments, not in explaining the material.
2. Students feel there are advantages and disadvantages in online implementation, like:

Advantages:

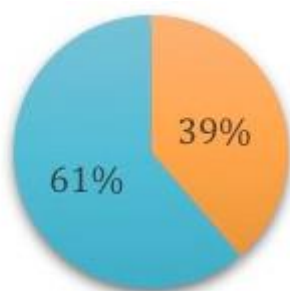
- Students feel more relaxed and happier
- Students feel they have more time at home with their families
- Students feel they have more time to rest and relax
- Students feel more relaxed and less tense

Deficiency:

- Students feel wasteful because the quota runs out quickly
 - Students find it more difficult to understand the material delivered by teacher
 - Students find it difficult to communicate with teachers and friends
 - Students feel that social activities with their friends are hampered
3. Most students feel that online learning is more fun, because it is more relaxed and efficient.
 4. Students hope that the application of online learning activities can be improved, such as student recommendations, namely the explanation of learning materials through videos and the use of other technological advances.

The result of the discussion on the questionnaire given from the researcher are as follows:

a. Is the gamification learning method effective enough to motivate the students?



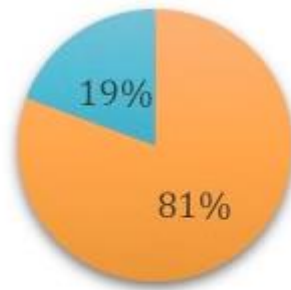
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The method is considered less effective, because according to the results of the questionnaire, only 39% (12 people) agreed. and 61% disagree. This is demonstrated by the student:

“I don’t agree because this requires me to buy a lot of internet packages. And I become less focused on studying because there will be notifications that enter my cellphone” (LM. student 1: Questionnaire).

Some of students though that Gamification also can't be stated as an effective learning approach because the use of gamification is an innovation in technology that is still rarely used by teachers and so many obstacles. Gamification presents game-based material and uses technology, so this approach is appropriate to use in distance learning to improve learning outcomes, familiarize students with using technology in a positive way and avoid feeling boredom felt by students when the learning process takes place. With the use of gamification, teachers can more optimally prepare teaching materials to achieve learning objectives.

b. Is the gamification learning method fun?



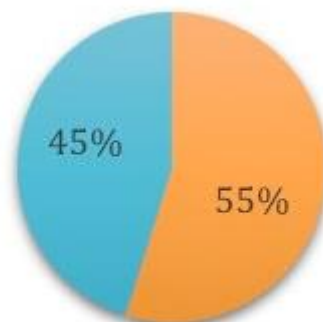
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This method is considered sufficient to make students comfortable in learning, because 81% (25 people) agreed. As one of student said:

“I really support the technology used in learning. With gamification learning is no longer boring and make us really want to learn.” (KR. Student 2: Questionnaire)

As stated, before that Gamification is a game-based learning model that requires students to play an active role on the learning process and the teacher only as a learning facilitator. This can encourage students' learning motivation in the learning process. Based on research conducted by Putri and Asrori (2019), it shows that the use of gamification can build active interactions between students and teachers, as well as students and other students. Some students look very enthusiastic in participating in the learning process using gamification.

c. Is the learning method easy to understand?



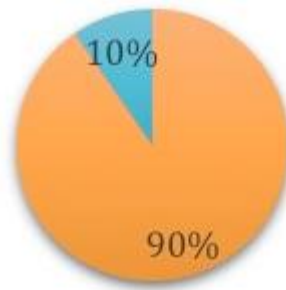
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This method is considered quite easy to understand, because 55% (17 people) agreed, and 45% disagree.

“Many learning applications that use mobile phones are very easy for us to understand.” (MN. Student 3: Questionnaire)

Learning that takes place interactively can make the learning atmosphere more lively and not boring. This learning occurs when there is communication between students and teachers who interact with each other. This interaction can be built in several ways, such as asking questions and discussing. Therefore, the application of gamification will provide changes to the learning atmosphere between teachers and students.

d. Is this method easy to access?



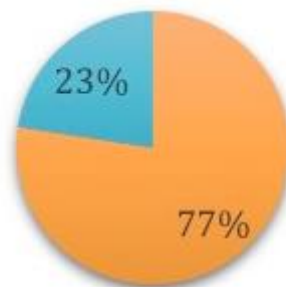
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This method is considered quite easy to access because 90% (28 people) agree, and 10% disagree.

“We can use the application with the help and explanation of the teacher easily.” (MR. Student 4: Questionnaire)

Gamification can be used in various subjects in school. Gamification is generally used at the elementary school level. Teaching materials are presented as attractively as possible so that students do not experience boredom when learning takes place. It can be concluded that this gamification is a very appropriate alternative to be used in the distance learning process by delivering interesting, fun, and effective material.

e. Does this method drain a lot of quotas when implemented?



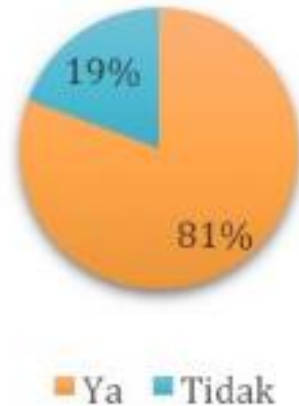
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This method is considered quite draining the quota of students, because 77% (24 people) answered yes.

“yes, even though there is a government quota. But it’s not enough for us, we even must spend personal money for the internet package per month.” (SR. Student 5: Questionnaire)

The distance learning process between teachers and students is carried out by utilizing technology and information. Learning that takes place online certainly has its own obstacles one of them is an internet package. Teachers are required to be able to understand the situation and create an effective yet fun distance learning atmosphere.

f. Does this learning method increase your enthusiasm for learning?

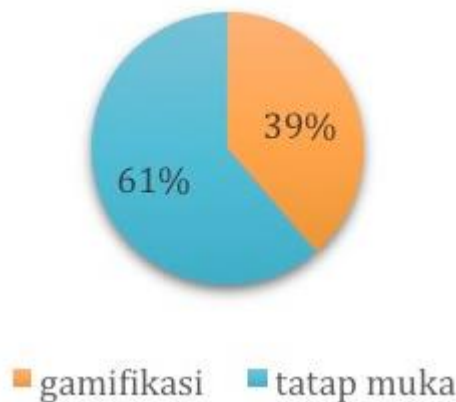


This method is considered sufficient to increase students' enthusiasm for learning, because 81% (25 people) agreed.

“although there are advantages and disadvantages, in my opinion, using gamification learning will develop and progress, because we are already using technology in learning” (RK. Student 6: Questionnaire)

This learning can increase the success rate because the presentation of material that is different from usual can attract the attention of students, so that students can better understand the material presented by the teacher. This is evidenced by research conducted by Winatha and Setiawan (2020) with results showing that there is a significant increase in learning achievement with an increase of 8.25 points and 29.93 points, respectively.

g. Which learning method are you more interested in, online or face-to-face gamification methods?



The face-to-face learning method is more attractive to students because 61% (19 people) choose the face-to-face method.

“For me, both of them are balanced, no matter how sophisticated the technology is, we will always need teacher explanations and face-to-face learning, but it is undeniable that gamification is also important to our learning motivation.” (SA. Student 7: Questionnaire)

Researchers conducted interviews with research subjects regarding their experiences about the advantages and disadvantages of online-based learning with the gamification method. The

experience felt by students regarding the advantages and disadvantages of the gamification method is very varied, including:

Advantages:

- a. Students feel more relaxed and happier.
- b. Students feel they have more time at home with their families
- c. Students feel they have more time to rest and relax
- d. Students feel more relaxed and less tense

Deficiency:

- a. Students feel wasteful because the quota runs out quickly
- b. Students find it more difficult to understand the material presented by the teacher
- c. Students find it difficult to communicate with teachers and friends
- d. Students feel that social activities with their friends are hampered

Researchers conducted interviews with research subjects regarding their experiences about the atmosphere they felt during online-based learning. As a result, 10 respondents stated that learning with the Gamification method was not too good fun, because they feel some obstacles such as signal interference during learning and do not really understand the application used in this gamification method. While 21 other respondents stated that online learning was more fun, they felt that online learning was more efficient to implement.

CONCLUSION

Innovation needs to be carried out in the learning process both face-to-face and online so that learning objectives can be achieved optimally. The use of technology which was originally an option has now become an obligation in the distance learning process which is required to be used as a solution in motivating students to continue to like teaching materials. Given the important motivation to have in each individual student. In the learning process using the Gamification method as an alternative to make the learning process more interesting, fun, and effective. The application of gamification in the distance learning process is used as the right choice of method to increase students' learning motivation. In the application of gamification students are required to be active when the learning process takes place, because of the interactive presentation of material. So that gamification is appropriate to use in the distance learning process while still paying attention to the learning motivation obtained by each individual student.

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