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## Penggunaan Gamifikasi Pada Pembelajaran Daring di Masa Pandemi Covid-19

### The Use of Gamification in Teaching and Learning during Covid-19 Pandemic

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**Kata Kunci :**

Gamifikasi; Pembelajaran Daring; Pandemic Covid-19

**ABSTRAK**

Kegiatan pengabdian ini bertujuan untuk meningkatkan pemahaman dan pengetahuan dosen tentang penggunaan gamifikasi dalam pembelajaran pada masa pandemic Covid-19. Selain itu, program ini juga memberikan sosialisasi model game apa saja yang bisa digunakan untuk mendukung perkuliahan e-learning dikampus, contohnya menggunakan aplikasi pembelajaran seperti Quiziz dan Kahoot atau dengan menerapkan model pembelajaran yang bersifat permainan seperti role playing, NGT dan lain-lain. Adapun target khusus yang ingin dicapai adalah meningkatnya kreatifitas dosen dalam merancang dan menggunakan gamifikasi pada pembelajaran masa pandemic Covid-19 sehingga pembelajaran daring menjadi lebih menyenangkan. Metode yang digunakan dalam pelaksanaan Pengabdian ini berupa metode penyuluhan, dan tanya jawab.

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**Keywords :**

Gamification; Online Learning; Covid-19 Pandemic

**ABSTRACT**

*This service activity aims to increase the understanding and knowledge of lecturers about the use of gamification in learning during the Covid-19 pandemic. In addition, this program also provides socialization of what game models can be used to support e-learning lectures on campus, for example using learning applications such as Quiziz and Kahoot or by implementing game learning models such as role playing, NGT and others. The specific target to be achieved is to increase the creativity of lecturers in designing and using gamification in learning during the Covid-19 pandemic so that online learning becomes more fun. The method used in the implementation of this service is in the form of counseling methods, and question and answer.*

## INTRODUCTION

Gamification is a product, way of thinking, process, experience, design method and system, which is also involved, uses game elements to solve non-game problems. In the world of education, gamification can also be said to be the process of changing existing learning activities or activities and creating content such as games (Marisa et.al, 2020). Gamification is a learning approach using elements in games or video games with the aim of motivating students in the learning process and maximizing feelings of enjoyment and engagement with the learning process, besides this media can be used to capture things that interest students and inspire them. to continue learning (Jusuf, 2016). Then, according to Pambudi et al., gamification in education is defined as a problem-solving process by using the mind and game mechanisms to engage users in a motivating way (Pambudi, Sukardiyono, & Surjono, 2018). Furthermore, gamification in the educational domain is also explained as an activity to model a non-game (non-game) system by integrating game components into a system (Akhriza & Mumpuni, 2019).Based on this opinion, it can be concluded that gamification is a learning process by applying game elements to increase motivation in learning activities.

The emergence of the Covid-19 outbreak in early 2020 in Indonesia has caused almost the entire fabric of people's lives to change. One of the most affected is educational institutions. Which causes all levels of education from elementary to tertiary level to be required to carry out online learning or better known as distance learning. This condition is certainly a scourge, moreover, every teaching staff is required to have high creativity in creating a learning atmosphere that is still fun even though it is done online.

In connection with this, STKIP Singkawang and STKIP Pamane Talino carried out community service activities with the target of lecturers of the Dian Nuswantoro University Faculty of Health Study Program to provide socialization about the use of gamification in learning during the Covid-19 pandemic. This program provides socialization of what game models can be used to support e-learning lectures on campus, for example using learning applications such as Quiziz and Kahoot or by implementing game learning models such as role playing, NGT and others. Munir (2017: 84-85) states that game-based techniques or gamification, when used properly have the power to engage, inform, and educate. According to Zichermann (2011) gamification is the process of thinking games and game mechanics to engage users and solve problems. After participating in this activity, it is hoped that the lecturers of the Faculty of Health Udinus Semarang will be able to answer the challenges of online learning during this pandemic. This activity is also integrated with the Activities of the Institute for Research and Community Service of STKIP Singkawang.

## METHOD

The activity was carried out for one day by utilizing media zoom to socialize some material related to the use of gamification in online learning during the covid-19 period. Such as materials related to gamification steps in learning, the influence of games in learning, gamification steps and the advantages and disadvantages of gamification. The distribution of socialization activities by the STKIP Singkawang lecturer team and STKIP Pamane Talino was divided into 3 sessions.

1. First, the presentation of material from the STKIP Singkawang lecturer team



**Picture 1.** Presentation of material from the Singkawang STKIP team

2. Second, the presentation of material from STKIP lecturer Pamane Talino



**Picture 2.** the presentation of material from STKIP lecturer Pamane Talino

3. Third, questions and answers. In the question and answer session, many participants gave positive responses from the service that had been carried out.

## RESULTS AND DISCUSSION

Ofcourse it is a challenge for Lecturers in online learning so that they can still create a conducive and fun learning atmosphere. Therefore, the community service provider conducts outreach to help partners through the idea of using gamification in learning. Servant strives to help partners through socialization activities on the Use of Gamification in Teaching and Learning during the Covid-19 Pandemic. This activity is carried out by carrying out several stages starting from coordination to the implementation stage.

### 1. Coordination

The coordination referred to in this activity is the preparation of the survey team and the presentation team. The survey team coordinated with Udinus Semarang regarding the implementation of activities such as taking care of activity permits, determining the schedule for service implementation, distributing materials to be delivered by resource persons. The presentation team also prepares materials for presentation.

### 2. Implementation.

The process of socializing the Use of Gamification in Online Learning during the Covid-19 Pandemic was carried out online by the team through the Zoom Meeting application. The socialization of the use of gamification in teaching and learning during the Covid-19 pandemic has been carried out in three

stages, namely the presentation of the initial material by the STKIP Singkawang lecturer team, then continued with the presentation of material by the STKIP lecturer partner team Pamane Talino and ending with a question and answer session. Each of these activities is carried out directly through the speakers and participants' computers or laptops. The results of presenting the material, discussion and question and answer that have been carried out can be formulated as follows:

- a. In general the activity went very well. The lecturers were very enthusiastic and earnestly followed the training material presentation step by step that was presented by the speakers although there were some obstacles in the network, it did not reduce the enthusiasm of the participants.
- b. The activity participants stated that this activity was new and could increase their knowledge. This is shown by the consistency of the number of participants from the start of the activity until it was closed, from 08.00 - 12.00 WIB.
- c. At the end of the socialization activity, in addition to questions and answers about things that were unclear during the presentation of the material, participants also expressed feelings of satisfaction with the socialization regarding the use of this learning gamification and hopes that at another time, similar services related to gamification will be carried out again.

Based on the results of the dedication, it was found that the socialization of the Use of Gamification in Teaching and Learning during the Covid-19 Pandemic was able to make a positive contribution to the Lecturers of the Faculty of Health Study Program, Dian Nuswantoro University Semarang. So it can be said that the socialization of the use of gamification in learning during the Covid-19 pandemic was able to provide answers to the fun online learning challenges to the lecturers of Udinus Semarang, especially for lecturers of the Faculty of Health study program who were partners in this service.

## **CONCLUSION**

Socialization activities for the Use of Gamification in Teaching and Learning during the Covid-19 Pandemic were able to make a positive contribution to partner lecturers. This activity can also be said to be able to provide answers about fun online learning challenges to partners.

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