

ABSTRAK

Model *Gamification* Aplikasi Kuis Digital untuk Meningkatkan Motivasi Belajar Siswa pada Mata Pelajaran IPAS (Studi Kasus Kelas V SDN 3 Cigorowong-Cisayong)

Nama Teti Karlina Wiantini, NIM 2125250002 Penelitian ini dilatarbelakangi oleh rendahnya motivasi belajar siswa kelas V SDN 3 Cigorowong pada mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS). Hal tersebut disebabkan oleh penyampaian materi yang kompleks dan abstrak, serta penggunaan metode evaluasi konvensional yang cenderung monoton. Penelitian ini bertujuan untuk mendeskripsikan proses, langkah-langkah, serta mengevaluasi dampak penerapan model gamifikasi melalui kuis digital sebagai solusi inovatif berbasis teknologi terpusat. Pendekatan penelitian yang digunakan adalah kualitatif dengan jenis studi kasus. Data dikumpulkan melalui teknik observasi terstruktur, wawancara mendalam, angket motivasi, dan studi dokumentasi. Pemilihan informan dilakukan menggunakan teknik *purposive sampling* yang terdiri dari 10 siswa kelas V sebagai informan utama dan guru kelas sebagai informan pendukung. Poin-poin temuan berdasarkan komponen instrumen penelitian menunjukkan bahwa arsitektur gamifikasi kuis digital (seperti *Quizizz* dan *Wordwall*) yang diintegrasikan via *Smart TV* berhasil memengaruhi perilaku belajar melalui tiga indikator utama: (1) Mekanika (*Mechanics*), penggunaan poin otomatis dan papan peringkat (*leaderboard*) memicu kompetisi yang sehat dan meningkatkan konsentrasi siswa; (2) Dinamika (*Dynamics*), pembungkusan materi lewat narasi petualangan dan fitur bantuan (*power-ups*) memberikan kebebasan untuk gagal sehingga melatih regulasi emosi dan strategi kelompok tanpa membuat siswa panik saat salah menjawab; (3) Umpan Balik (*Feedback*), respon instan sistem berupa warna visual serta sesi pembahasan pasca-kuis berhasil memotong rantai tunggu penilaian dan mereduksi miskonsepsi materi secara langsung. Evaluasi dampak memperlihatkan kenaikan signifikan rata-rata nilai kognitif siswa dari 64 menjadi 84, serta peningkatan aspek afektif di mana 8 dari 10 siswa menjadi lebih berani menjawab.

Kata Kunci: Model Gamifikasi, Mekanika, Dinamika, Umpan Balik, Kuis Digital, Motivasi Belajar.

ABSTRACT

Gamification Model of Digital Quiz Application to Increase Student Learning Motivation in Social Science Subjects (Case Study of Class V SDN 3 Cigorowong-Cisayong)

Name **Teti Karlina Wiantini**, NIM 2125250002 This research is motivated by the low motivation of students in grade V of SDN 3 Cigorowong in the subject of Natural and Social Sciences (IPAS). This is due to the delivery of complex and abstract material, as well as the use of conventional evaluation methods that tend to be monotonous. This study aims to describe the process, steps, and evaluate the impact of the application of the gamification model through digital quizzes as an innovative solution based on centralized technology. The research approach used is qualitative with the type of case study. Data were collected through structured observation techniques, in-depth interviews, motivational questionnaires, and documentation studies. The selection of informants was carried out using a purposive sampling technique consisting of 10 students in class V as the main informant and the class teacher as the supporting informant. The findings based on the components of the research instruments show that the gamification architecture of digital quizzes (such as Quizizz and Wordwall) integrated via Smart TV successfully influences learning behavior through three main indicators: (1) Mechanics, the use of automated points and leaderboards triggers healthy competition and increases student concentration; (2) Dynamics, the packaging of material through adventure narratives and power-ups provides the freedom to fail so as to practice emotion regulation and group strategies without making students panic when answering incorrectly; (3) Feedback, instant response system in the form of visual colors and post-quiz discussion sessions successfully cut the waiting chain for assessment and reduce material misconceptions directly. The impact evaluation showed a significant increase in the average cognitive score of students from 64 to 84, as well as an increase in the affective aspect where 8 out of 10 students became more daring to answer.

Keywords: Gamification Model, Mechanics, Dynamics, Feedback, Digital Quizzes, Learning Motivation.