DESIGN AND DEVELOPMENT OF E-LEARNING BY IMPLEMENTING GAMIFICATION FEATURES IN THE LEARNING PROCESS

Student Name   : Suci Al Hanum

Student ID   : 6304211326

Advisor   : Fajri Profesio Putra, M.Cs

ABSTRACT

The development of digital technology has significantly transformed the education sector, particularly with the emergence of e-learning systems that enable more flexible and effective learning processes. However, a major challenge in implementing e-learning is the lack of student motivation and engagement when using e-learning platforms. Therefore, this study aims to design and develop an elearning system by implementing gamification features to enhance student participation and learning motivation. The development method used in this research is *Design Thinking*, which focuses on a user-centered approach. This method consists of five stages: *Empathize, Define, Ideate, Prototype,* and *Test*. This process enables the development of a more innovative system by deeply understanding users' needs and challenges. The gamification features implemented include engaging quizzes, a leaderboard system, and an average score graph designed to create a more interactive and enjoyable learning experience. Thus, this study is expected to contribute to the design and development of a more innovative and effective e-learning system to support digital learning processes.

Keywords: E-Learning, Gamification, Design Thinki