

## ABSTRACT

Kethy Pasande' (01101170002)

### **GAMIFICATION IN THE ENGLISH SYNCHRONOUS ONLINE LEARNING: THE BENEFITS AND CHALLENGES**

(xi + 26 pages; 3 figures; 2 tables; 6 appendices)

In the early 2020, all the unit schools have to change the learning system to the online system to prevent the spread of the COVID-19 pandemic. One of the private schools in SDH Kupang also applied the online learning system for every subject in the school, including the English subject. The English subject class is held synchronously through Microsoft Teams as the online platform. The new system brings many challenges and does not make the students enjoy the learning process. The situation that is happening with the new system of education requires the Christian teachers as the human that are given the ability to think creatively by God to be more creative and keep improving their skills to help the students learn better during the synchronous virtual class. The implementation of gamification in the synchronous virtual class brings benefits, but it also has some challenges. The purposes of this paper are to show the benefits and challenges in implementing gamification during the synchronous virtual class. Furthermore, this paper will also discuss the way to implement the gamification concept through teaching and learning tools. The research method of this paper is qualitative research.

**Keywords:** benefits, challenges, core drives, gamification, synchronous class

References: 51 (1932-2020).