

ABSTRACT

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THE IMPLEMENTATION OF GAMIFICATION METHOD INSIDE ONLINE CLASSROOM ACTIVITIES TO PROMOTE STUDENTS' BEHAVIORAL ENGAGEMENT

(x + 28 pages: 2 figures; 6 appendices)

Online learning has made massive development nowadays. Due to the spread of Covid-19, the government made a policy to prohibit physical meetings for schools' activities. However, this new approach caused a problem of engagement. During the lesson, students are giving slow and minimum responses to the teacher's instruction. Therefore, a solution to improve engagement in the class is needed. The implementation of the gamification method is one of the prominent ideas. With the right application, this method can be a powerful tool to educate and spread Biblical values in an online classroom which will result in the transformation of the whole education. The purpose of this research paper is to explain about gamification method in the classroom. The method of this research paper is qualitative. The result of this paper is already proven during the writer's field experience. Through gamification method, the engagement in online classroom is improving. The writer suggest for further researchers to also research about the impact of other engaging activities in the classroom.

References: 60 (1943-2020)