

ABSTRACT

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THE IMPLEMENTATION OF GAMIFICATION TO PROMOTE TEAMWORK AND COLLABORATION IN ONLINE ENVIRONMENT

(ix + 25 pages: 1 figure)

Individualistic values and practices continue to surge and prohibit students to collaborate effectively as they become more self-centered. Considering the purpose of education, which is not merely producing students with good cognitive, yet students with good affective and reflecting godly behavior in daily basis. Hence, to overcome this behavioral issue, Gamification is introduced as a promising solution to help the teachers to condition the students' behavior by suppressing their ego and fulfilling the individuals' need of acknowledgement. The author puts a method of leaderboard concept as a gamified activity which represents the *Accomplishment* within the Gamification Framework. Furthermore, this research paper also aims to confirm why teamwork and collaboration are essential and relevant to student's life, explaining steps of implementing gamification, listing out the advantages and disadvantages, as well as confirming how efficient gamification is to condition a preferred behavior sustainably. However, Gamification relies much on extrinsic motivation, the absence of that stimulus will more likely make the students' behavior becomes unsustainable. With that in mind, Christian educators should redeem its stimulus and the students' response, hence they may live up their lives accordingly and not depending too much to that vainglorious stimulus yet the abundant grace of Jesus Christ.

References: 50 (1938-2020).