

ABSTRACT

Implementation of Gamification in the Learning Management System Linsafe Website-Based Adiputra Purwokerto Course Training Institute

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This research aims to implement gamification in the Learning Management System (LMS) based on the website of Adiputra Purwokerto Training Institute to increase motivation and engagement of participants in the learning process. The research method used is a case study with participants from the Adiputra Training Institute course in Purwokerto. During the research, it was found that course participants did not yet understand various materials related to learning at LPK because the current learning methods were still less effective. Therefore, this research exists to improve the understanding of course participants in understanding traffic materials, thereby increasing traffic compliance. Based on these problems, the researcher wants to implement gamification in the Linsafe Learning Management System at the Adiputra Purwokerto Training Institute based on the website. This research is expected to provide an important contribution to the development of technology-based education and the utilization of Learning. From the results of the usability testing conducted on the Linsafe Learning Management System website at the Adiputra Purwokerto Training Institute, a model of the LMS website that is of good utility has been obtained. This is in accordance with the results obtained from the evaluation, namely the effectiveness value with a completion rate calculation of 100%, the efficiency value with an Overall Relative Efficiency calculation of 100%, and the usability value with a system usability scale calculation of 75.53.

Keywords: *Gamification, Learning Management System, Linsafe, Training Institute.*