

ABSTRACT

DESIGN AND EVALUATION OF WEB-BASED APPLICATIONS FOR LEARNING TRADITIONAL GAMES WITH GAMIFICATION AND SYSTEM USABILITY SCALE METHODS

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Technological advances have changed the culture of playing in children, which then slowly began to shift traditional games with modern games on their gadgets. Even though the use of gadgets without good supervision by parents will certainly cause some problems and bad impacts on children. Initially, schools and educational institutions had issued regulations prohibiting playing gadgets in the school environment. However, now the use of gadgets is increasingly massive during the pandemic due to the demands of online learning. Compared to modern games on gadgets. Initially, traditional games were a play activity that usually involved physical activity and had many positive impacts including being able to in still character values of cooperation, togetherness, creativity, responsibility, democracy, confidence, commitment, honesty. So the Design of Web-Based Traditional Game Learning Media Applications With Gamification Method was drawn up. With the aim of being able to provide education to children with gamification methods that tend to be close to them, the end result is to maintain the existence of the traditional game itself. The study was conducted on 112 respondents using the System Usability Scale (SUS) method. And, out of 97.4% of them aged 8-12 years, they were able to give a very positive SUS score with good validity and reliability scores. This shows that the design of traditional game learning media can be used well from the user's side. It is hoped that this application can develop as a solution to the fading away of traditional games, where the application can become a medium for learning and discussion to continue to maintain the existence of traditional games.

Keywords: *Children, Games, Impact, Learning Media, Parents, System Usability Scale (SUS), Web*