Daftar Pustaka

[1] R. S. Alsawaier. The effect of gamification on motivation and engagement. *International Journal of Information and Learning Technology*, 35(1):56–79, 2018.

[2] M. A. Camilleri and L. Falzon. Understanding motivations to use online streaming services: integrating the technology acceptance model (tam) and the uses and gratifications theory (ugt). *Spanish Journal of Marketing - ESIC*, 2020. ahead-of-print(ahead-of-print).

[3] V. Endramanto, G. Wang, and V. U. Tjhin. The use of gamification to improve knowledge sharing process in an utility company by using arcs model: Case study in an utility company. *Journal Of Theoretical And Applied Information Technology*, 99(21), 2021.

[4] M. A. Fathurrahman. Penerapan metode collaborative filtering untuk personalized learning content pada learning management system (lms). *Jurnal Media Informatika Budidarma*, 2022.

[5] J. T. Kim and W.-H. Lee. Dynamical model for gamification of learning (dmgl). *Multimedia Tools and Applications*, 74(19):8483–8493, 2013.

[6] J. Koivisto and J. Hamari. The rise of motivational information systems: A review of gamification research. *International Journal of Information Management*, 45:191–210, 2019.

[7] K.Trisno. Penggunaan tam (technology acceptance model) untuk keperluan penelitian. School of Information System Bina Nusantara University, 2016. Tersedia: `https://sis.binus.ac.id/2016/12/13/penggunaan-tam-technology-acceptance-model-untuk-keperluan-penelitian/`.

[8] G. P. Kusuma, E. K. Wigati, Y. Utomo, and L. K. Putera Suryapranata. Analysis of gamification models in education using mda framework. *Procedia Computer Science*, 135:385–392, 2018.

[9] L. Sardi, A. Idri, and J. L. Fernández-Alemán. A systematic review of gamification in e-health. *Journal of Biomedical Informatics*, 71:31–48, 2017.

[10] R. Scherer, F. Siddiq, and J. Tondeur. The technology acceptance model (tam): A meta-analytic structural equation modeling approach to explaining teachers' adoption of digital technology in education. *Computers & Education*, 2018.

[11] R. Smiderle, S. J. Rigo, and L. B. Marques. The impact of gamification on students' learning, engagement, and behavior based on their personality traits. *Smart Learning Environments*, 7(1):3, 2020.

[12] Y. Tjong, L. Sugandi, A. Nurshafita, Y. Magdalena, C. Evelyn, and N. S. Yosieto. User satisfaction factors on learning management systems usage. In *2018 International Conference on Information Management and Technology (ICIMTech)*, pages 1–5, 2022.

[13] M. Trinidad, A. Calderon, and M. Ruiz. Gorace: A multi-context and narrative-based gamification suite to overcome gamification technological challenges. *IEEE Access*, 9:65882–65905, 2021.