

ABSTRACT

The majority of schools in the world teach mathematics as one of the basic subjects that all students must master. But many junior high school students still don't like mathematics because mathematics are difficult to understand and there is a lack of motivation from junior high school students to learn them. Video games are digital games that serve to entertain. Almost everyone has played games at some point, including middle school students. Gamification is the phenomenon of incorporating elements from games into something familiar. One implementation of gamification is gamification for education. In this final assignment, research was conducted on junior high school students using a gamification system to learn mathematics, especially in the topic of linear equation in one variable. The research results reveal that gamification of the algebra mathematics learning system can increase junior high school students' understanding of math.

Keywords: junior high school students, gamification, one variable linear equations, learning systems, images, e-learning