

Pembangunan Aplikasi Edukasi Pendidikan Karakter Anak di SDN Palumbonsari 1 dengan Metode Gamifikasi

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Abstract

This study developed and evaluated the Educational Character Development Application for Children (AEPKA) to support the teaching of character values among elementary school students. The application was designed to address the lack of interactive and accessible tools for teaching these values by providing learning materials in the form of animated videos and quiz games. This topic is important because character education is a crucial component of the national curriculum, yet existing tools fall short in fostering interactive student engagement. There is currently a scarcity of applications that effectively combine gamification elements to enhance student interest and involvement in learning. The proposed solution is the development of AEPKA, a mobile application that incorporates gamification to teach values such as honesty, independence, and cooperation. The application was tested on nine students, with evaluations of effectiveness, efficiency, and satisfaction using methods such as success rate, time-based efficiency, and the System Usability Scale (SUS). The evaluation results showed that the application is effective, with a success rate of 91%, a task completion time efficiency of 19.11 seconds, and an average SUS score of 86, placing it in the "acceptable" category. This research contributes by providing an effective and efficient application for supporting character education in elementary school students.

Keywords: educational application, character education, gamification, usability testing, System Usability Scale (SUS)
