

**GAMIFICATION AS A LEARNING MEDIA STRATEGY TO STIMULATE
STUDENT ACTIVENESS AND OUTCOMES IN SCIENCE LESSONS
AT JUNIOR HIGH SCHOOLS IN BANDUNG REGENCY**

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ABSTRACT

This study aims to examine the use of learning media that has a positive influence on student learning completeness. The problems that occur in the field show that activeness is still very low, which can affect the learning outcomes of students in grade 7 science subjects in Bandung Regency Junior High School. The research method used is descriptive qualitative with a design thinking approach with the stages of empathize, define, ideate, and prototype. The sampling technique used to determine the subject was cluster random sampling and four junior high schools representing Bandung Regency were selected, namely Telkom Junior High School, PGRI Buahbatu Junior High School, Bina Taruna Junior High School and SMPN 1 Dayeuhkolot. Data collection was carried out using observation, questionnaires, interviews, literature studies and documentation techniques with data triangulation validation and FGD (focus group discussion). Analysis using matrix techniques and alpha generation education psychology. Problem solving using brainstorming. The purpose of this research is to find out the main problems that cause low student activeness and learning outcomes, want to know the effect of learning media used and recommended learning media design strategies for solutions to problems. The results showed that the learning media design strategy with a gamification approach to the type of board game roll and move game, namely Dyboga, can be a solution to support the stimulus of student activeness and learning outcomes, therefore this Dyboga learning media design can be a strategy recommendation for the application of learning media design in junior high school science subjects grade 7 in Bandung Regency.

Kata Kunci: *Dyboga, Gamification, Learning Media Strategy, Learning Outcomes, Student Activeness.*