

ABSTRACT

DESIGN A GAMIFICATION-BASED LEARNING SYSTEM TO IMPROVE UNDERSTANDING OF THREATS TO ENDANGERED ANIMALS

By

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The problem of increasing the number of endangered species is increasing, thus demanding effective conservation efforts to maintain the balance of ecosystems and biodiversity. This research examines the application of gamification and Gestalt principles in an effort to introduce elementary school students to the various threats facing endangered species. The purpose of this research is to explore how gamification elements and Gestalt principles can be utilized in learning media to increase student engagement and understanding, especially in the context of introducing threats to endangered animals. This research was conducted in three elementary schools with different accreditations, namely SDN Bojongsoang 1, SDN Bojongsoang 2, and SD Trikarsa. The method used was qualitative, through review analysis, direct observation, and questionnaires involving 79 students. This research concludes that the proper application of gamification and Gestalt principles has the potential to be an effective learning medium in modern education, especially in supporting the learning process at the elementary level about endangered species conservation. The presentation results at SDN Bojongsoang 1 reached 94.9%, at SDN Bojongsoang 2 94.06%, and at SD Trikarsa 87.45%, indicating positive acceptance of the developed learning media.

Keywords: System Learning, Gamification, Gestalt Principles, Endangered Animals