

**PENGEMBANGAN GAMIFIKASI PEMBELAJARAN SISTEM
EKSKRESI PADA MATA PELAJARAN IPA DI SMP NEGERI 2
KINTAMANI**

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ABSTRAK

Penelitian ini bermaksud ditujukan guna mengembangkan media pembelajaran berbasis gamifikasi pada materi sistem ekskresi terhadap siswa kelas VIII SMP Negeri 2 Kintamani. Rendahnya penguasaan materi oleh peserta didik, kompleksitas konsep sistem ekskresi yang sulit divisualisasikan, serta belum tersedianya sarana pembelajaran yang mampu meningkatkan keterlibatan belajar menjadi dasar dilaksanakannya pengembangan media ini. Penelitian mengimplementasikan pendekatan *Research and Development* (R&D) dengan acuan model Plomp, yang mencakup tahapan identifikasi kebutuhan, perancangan dan penyempurnaan prototipe, serta evaluasi produk. Data penelitian dikumpulkan melalui kombinasi observasi, wawancara, kuesioner, penilaian pakar, dan uji implementasi pada peserta didik. Media gamifikasi dikembangkan dengan mengintegrasikan elemen permainan seperti level, poin, badge, tantangan. Pengembangan media ini diharapkan sanggup menaikkan motivasi belajar, kontribusi siswa, beserta pemahaman konsep sistem ekskresi. Selain itu, media gamifikasi dapat menjadi alternatif pembelajaran berbasis teknologi yang mendukung penerapan pembelajaran mendalam (*deep learning*) dan menciptakan atmosfer belajar yang aktif, interaktif, serta mengasyikkan.

Kata Kunci: Sistem Ekskresi; Gamifikasi; Media Pembelajaran; Pendidikan IPA; Siswa Sekolah Menengah Pertama.

***DEVELOPMENT OF GAMIFICATION IN TEACHING THE EXCRETORY
SYSTEM IN SCIENCE CLASSES AT KINTAMANI PUBLIC JUNIOR HIGH
SCHOOL 2***

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ABSTRACT

This study focuses on developing gamification-based learning media for the excretory system topic intended for eighth-grade students at SMP Negeri 2 Kintamani. The development was initiated by the students' inadequate learning achievement, challenges in comprehending abstract excretory system concepts, and the limited implementation of interactive learning media during classroom activities. This research applied a Research and Development (R&D) approach based on the Plomp development framework, consisting of three stages: preliminary research, development or prototyping phase, and assessment phase. Data were obtained through observation, interviews, questionnaires, expert evaluations, and student testing. The gamification media was developed by incorporating game-based components, including levels, scores, badges, and challenges. The resulting media is expected to foster students' learning motivation, active participation, and conceptual mastery of the excretory system. In addition, the developed gamification media can be utilized as a technology-oriented learning alternative that supports deep learning implementation and encourages an active, interactive, and engaging educational atmosphere.

Keywords: Excretory System; Gamification; Learning Media; Junior High School Students; Science Education.