The Effectiveness of The Gamification Model on Learning English in The Pandemic of Covid-19

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Abstract.   The problem of decreasing student participation during the pandemic also occurs in learning English at SMK Negeri 1 Metro. Based on these problems, innovation in learning activities has been creating, namely Gamification-based E-Learning. The purpose of the research is to determine how effective of gamification model improve students' English skills. This study is quantitative research using an experimental approach where the researcher deliberately evokes the emergence of an event or situation. Researchers interviewed research subjects regarding their experiences about the effectiveness of the gamification method using Quizziz and Kahoot applications in online learning. They gave a questionnaire through the google form link to 69 students of class XII Hospitality at SMK Negeri 1 Metro. It consists of 14 closed-ended questions in the form of multiple choice. Most of the students stated that learning using gamification was effective because it was related to the previous topics, fun, easy to understand, accessible, increased enthusiasm and interest for learning. It also did not spend a lot of internet data plans and time.

1.   Introduction

Since Covid 19, the lives of citizens around the world have experienced adaptations of activities in all fields. Terminology of Working from Home (WFH) and Learning from Home (LfH) is normal activities. Teachers, students, and all family members can adapt to online learning situations using IT and the Internet [1]

The lack of students' English skills indicates that online English learning in Senior Vocational Schools has not been effective.   That happens because there is not enough money to top up their phone, the internet signal is not stable, and students' participation in English learning activities has decreased. Some students are actively present during learning activities. They collected assignments on time, but some did not do that. Some students do jobs copying and pasting their friends' projects. Online learning activities using the zoom application to see student attendance and monitor students in carrying out assignments cannot be carried out continuously because they consume a lot of credit. In addition, the stability of the internet signal in each student area is different, so it affects the ability of students to take part in online learning and send worksheets according to the specified time limit. This condition makes students' activeness decrease in online learning. It also occurs in learning English at Metro Senior Vocational

School 1. Teaching English in SMK has an urgent role provide the basics of English because it prepares students who will work or continue to university after they graduate. The beginning of the implementation of learning activities through online media received positive responses from students and could be an alternative to offline learning. There are complaints from students who already feel bored because the learning methods are always the same [2]. Besides that, there is also a lack of clear information about the worksheets that students must do, and It causes to decrease in the level of students' participation in learning and working on worksheets.

Based on that, an application in online learning has been found, namely gamification-based E-Learning learning, which aims to increase the willingness and enthusiasm of students to participate in learning activities with interactive and exciting games, especially during the Learning from Home. Gamification is a learning activity using a system model that can create a pleasant atmosphere and even make system users want to do it many times when they end a non-game task. [3] The researcher intends to learn English with a gamification model so that students learn English by playing a fun game so that they don't get bored. Knowing that uses the internet so that students who need it can access it wherever they live. Therefore, researchers will use gamification to learn English so that students do not have difficulties.

This study adopts a gamification model using the Quizziz and Kahoot applications, which are more accessible by paying attention to students' conditions and learning objectives. In general, the principle of gamification is based on creating and supporting long-term relationships. This condition can be achieved by visually combining and linking game layers. it's designed to get people involved, even people who have never played the game [4]

Based on the background described, the problem can be formulated as follows, How is the effectiveness of the application of the gamification model to improve the English skills of Metro Senior Vocational School 1 students. The purpose of this research is to find out how effective learning to apply the gamification model to improve the English skills of Metro Senior Vocational School 1 students

2. Method

This research was conducted at Metro Senior Vocational School 1 from July to August 2021. It is quantitative research by applying an experimental approach. The researcher raises an event or situation deliberately. The subjects in this research were students of class XII Hospitality 1, 2, and 3 who took English lessons.

This research consists of 4 stages: Planning, data collection, data analysis, and making research reports. [5] For this research has good credibility, the author will use various data collection techniques, among others, by filling out observation sheets that are used to see all learning activities in the classroom, especially when observing online learning, and interviews by giving questionnaires. Data analysis in this study consists of three stages: reducing data, disclosing data, and making conclusions.

3. Results and Discussion

Interviews were carried out by giving 69 students of class XII Hospitality at Metro Senior Vocational School 1 a questionnaire through a google form link. Students are given 1-2 hours to answer the questionnaire. The questionnaire consists of 13 closed-ended questions in the form of multiple choice. The following are questionnaire questions and respondents' answers (Table 1).

Table 1. Questionnaire questions and respondents' answers

Questions	Yes (%)	No (%)

Is the gamification learning method (QUIZIZZ, KAHOOT)) easy to be understood?	89,9	10,1
Are gamification learning methods (QUIZIZZ, KAHOOT) easy to ob obtain?	88,4	11,6
Do you spend a lot of Internet data plans when using gamification learning methods (QUIZIZZ, KAHOOT)?	78,3	21,7
Are you easy to contact your teachers or friends when using this gamification learning method (QUIZIZZ, KAHOOT, and the like)?	79,7	20,3
Does this gamification learning method (QUIZIZZ, KAHOOT) increase your enthusiasm for learning?	89,9	10,1
Does this gamification learning method (QUIZIZZ, KAHOOT, and the like) spend a lot of your free time?	94,2	5,8
Do you want to continuously use this gamification learning method (QUIZIZZ, KAHOOT)?	81,2	18,8
Is this gamification learning method (QUIZIZZ, KAHOOT) fun?	88,4	11,6
Does this gamification learning method (QUIZIZZ, KAHOOT) increase your willingness to learn?	85,5	14,5
Is this gamification learning method (QUIZIZZ, KAHOOT) fun?	88,4	11,6
Do you want this gamification learning method (QUIZIZZ, KAHOOT) to be used in other subjects?	78,3	21,7
Are our online learning methods effective enough?	55,1	44,9
Do English Teachers use an attractive online learning method?	52,2	47,8

4. Conclusions

Based on the results of data analysis and discussion, it can be concluded several things as follows: Learning English with the concept of gamification is effective, this can be seen from the responses of students in the learning process with the idea of gamification, most of them are interested because it is something new for them, but it is fun, easy to be understood and accessible, does not spend a lot of Internet data plans, increases enthusiasm for learning, does not spend a lot of time and it is related to previous topics. Even though there are several obstacles encountered in this study: quota constraints and signal stability in answering questions on quizziz and kahoot, the majority of students stated that online learning was more interesting.

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