

GAMIFICATION FOR CLASSROOM INTERACTION

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ABSTRACT

Gamification has become one of the innovative approaches in education to improve classroom interaction and student engagement. This study discusses the implementation of gamification in classroom learning activities and its impact on students' motivation, participation, and collaboration. Gamification refers to the application of game elements such as points, badges, rewards, leaderboards, and challenges in non-game contexts, especially in education. The method used in this paper is descriptive qualitative through literature review and observation of classroom learning activities. The findings indicate that gamification can create a more interactive and enjoyable learning environment. Students become more active in discussions, more enthusiastic in completing assignments, and more cooperative in group activities. In addition, gamification also helps teachers manage classroom interaction effectively by increasing students' attention and reducing boredom during learning sessions. However, challenges such as limited technological facilities and teachers' lack of understanding of gamification strategies may hinder its implementation. Therefore, teachers need proper preparation and creativity in integrating gamification into classroom learning. Overall, gamification provides positive contributions to improving classroom interaction and learning experiences.

Keywords: Gamification, classroom interaction, student engagement, learning motivation, educational technology.

ABSTRAK

Gamifikasi telah menjadi salah satu pendekatan inovatif dalam pendidikan untuk meningkatkan interaksi kelas dan keterlibatan peserta didik. Penelitian ini membahas implementasi gamifikasi dalam kegiatan pembelajaran di kelas serta dampaknya terhadap motivasi, partisipasi, dan kolaborasi siswa. Gamifikasi mengacu pada penerapan unsur-unsur permainan seperti poin, lencana (badges), penghargaan, papan peringkat (leaderboards), dan tantangan dalam konteks nonpermainan, khususnya pendidikan. Metode yang digunakan dalam penelitian ini adalah deskriptif kualitatif melalui studi literatur dan observasi terhadap kegiatan pembelajaran di kelas. Hasil penelitian menunjukkan bahwa gamifikasi mampu menciptakan lingkungan belajar yang lebih interaktif dan menyenangkan. Peserta didik menjadi lebih aktif dalam diskusi, lebih antusias dalam menyelesaikan tugas,

serta lebih kooperatif dalam kegiatan kelompok. Selain itu, gamifikasi juga membantu guru dalam mengelola interaksi kelas secara efektif dengan meningkatkan perhatian siswa dan mengurangi kejenuhan selama proses pembelajaran. Namun, terdapat beberapa tantangan dalam penerapannya, seperti keterbatasan fasilitas teknologi dan kurangnya pemahaman guru mengenai strategi gamifikasi. Oleh karena itu, guru memerlukan persiapan yang matang serta kreativitas dalam mengintegrasikan gamifikasi ke dalam pembelajaran. Secara keseluruhan, gamifikasi memberikan kontribusi positif dalam meningkatkan interaksi kelas dan pengalaman belajar peserta didik.

Kata Kunci: Gamifikasi, interaksi kelas, keterlibatan siswa, motivasi belajar, teknologi pendidikan.

A. Introduction

In the modern educational era, teachers are required to create learning environments that are not only informative but also interactive and engaging for students. Traditional teaching methods that mainly focus on lectures and one-way communication often make students feel bored and less motivated to participate actively in classroom activities. As a result, classroom interaction becomes limited, and students may struggle to maintain concentration during the learning process (Sailer & Sailer, 2021). Therefore, educators need innovative strategies that can improve student participation, motivation, and communication in the classroom. One of the most popular and effective approaches used in recent years is gamification (Muharram & Widani, 2021).

Gamification refers to the use of game elements and game design techniques in non-game contexts, especially in education. It involves integrating features such as points, badges, rewards, leaderboards, challenges, and levels into classroom activities to encourage student engagement (Ariyanti Nurningtias & Majid, 2022). Through gamification, learning activities become more enjoyable and meaningful because students experience learning as an interactive process rather than a passive obligation (Ram, 2026). This approach helps transform traditional classrooms into dynamic learning environments where students are motivated to participate actively (Mohamad Diyan Romadoni et al., 2025).

Classroom interaction is one of the most important aspects of

successful learning. Effective interaction between teachers and students, as well as among students themselves, can improve understanding, communication skills, and collaborative learning experiences (Garcia & Lopez, 2024). However, many students are often reluctant to ask questions, express opinions, or participate in discussions because they feel shy, afraid of making mistakes, or simply uninterested in the lesson (Kumar & Patel, 2025). Gamification provides a solution to this problem by creating a supportive and enjoyable atmosphere that encourages students to communicate and collaborate with others (Duggal et al., 2021).

The rapid development of technology has also contributed to the growth of gamification in education. Digital learning platforms such as Kahoot!, Quizizz, Duolingo, and Classcraft are commonly used to support gamified learning activities (Sari & Hartono, 2025). These platforms allow teachers to create quizzes, competitions, and interactive challenges that attract students' attention and maintain their interest during lessons. In addition, gamification aligns with the

characteristics of modern students who are highly familiar with digital technology and interactive media (R et al., 2025).

Several studies have shown that gamification positively affects students' learning motivation, participation, and academic performance. Students tend to become more enthusiastic, focused, and cooperative during gamified learning activities (Hidayat & Lestari, 2024). Besides improving engagement, gamification also helps students develop teamwork, problem-solving, and communication skills. Therefore, gamification can be considered an innovative and effective strategy to improve classroom interaction and create a more active learning environment.

B. Method

This study used a descriptive qualitative method to analyze the implementation of gamification in classroom interaction. The data were collected through literature review and classroom observation. The literature review involved books, journals, and previous studies related to gamification, student engagement, and interactive learning strategies.

Meanwhile, classroom observations were conducted to identify students' participation, motivation, communication, and collaboration during gamified learning activities. The collected data were then analyzed descriptively to understand the benefits and challenges of using gamification in educational settings and its impact on improving classroom interaction.

C. Findings and Discussion

The results of this study show that gamification has a positive impact on classroom interaction and student participation. Based on classroom observations and literature analysis, students became more active and enthusiastic during learning activities that applied game elements such as points, rewards, quizzes, and group challenges. Compared to traditional learning methods, gamified activities created a more enjoyable classroom atmosphere and encouraged students to interact more frequently with teachers and classmates.

One of the main findings was the increase in students' motivation to participate in classroom discussions and assignments. Students showed greater interest when teachers used

interactive platforms such as quizzes and competitions. The reward system also encouraged students to complete tasks on time and participate actively in classroom activities. Students who were usually passive became more confident in answering questions and sharing opinions because the learning environment felt less formal and more supportive.

Another important result was the improvement of collaboration among students. Group-based games and team challenges encouraged students to communicate and cooperate with each other. They learned to exchange ideas, solve problems together, and support their teammates during activities. This collaborative atmosphere strengthened social interaction in the classroom and helped students develop teamwork skills.

In addition, gamification helped teachers maintain students' attention during lessons. Students appeared more focused and concentrated because learning activities were designed in a fun and interactive way. Teachers also found it easier to manage classroom participation since students were more willing to engage in activities. However, several

challenges were also identified, such as limited internet access, lack of technological devices, and teachers' difficulties in designing effective gamified learning activities. Some students also became overly competitive, which occasionally reduced cooperation within groups.

Overall, the findings indicate that gamification can improve classroom interaction, increase student engagement, and create a more active learning environment. Although some challenges still exist, gamification has strong potential to support effective and enjoyable learning processes.

The findings of this study demonstrate that gamification is an effective strategy for improving classroom interaction and student engagement. The integration of game elements into learning activities can increase students' motivation because students feel more interested and emotionally involved in the learning process. Traditional teaching methods often make students passive, while gamification transforms learning into an interactive experience that encourages participation and communication (Rahman & Ismail, 2024).

One of the most significant advantages of gamification is its ability to create enjoyable learning environments. Students generally prefer activities that involve challenges, rewards, and competition because these elements make learning less stressful and more entertaining. As a result, students become more willing to participate in discussions, answer questions, and collaborate with classmates. This supports the idea that emotional engagement plays an important role in improving learning outcomes and classroom interaction (Zhang & Lee, 2024).

Gamification also promotes student-centered learning. In gamified classrooms, students are not only listeners but also active participants in learning activities. They interact with peers, solve problems collaboratively, and take responsibility for completing tasks. This learning approach helps students develop important skills such as communication, teamwork, creativity, and critical thinking. Furthermore, the immediate feedback provided in gamified activities helps students evaluate their understanding and improve their performance continuously (Smith & Doe, 2025).

Technology plays an important role in supporting gamification implementation. Digital platforms such as Kahoot! and Quizizz provide interactive features that attract students' attention and encourage active participation. These platforms are especially effective for modern students who are familiar with digital technology and online interaction. However, schools with limited technological resources may face difficulties in implementing digital gamification effectively. In such situations, teachers can use non-digital gamification strategies such as role-playing, classroom competitions, and reward systems (Poon & Ng, 2022).

Despite its benefits, gamification also presents some challenges. Teachers need sufficient creativity and preparation to design activities that align with learning objectives. If game elements are not properly balanced, students may focus more on winning rewards than understanding the lesson material. Excessive competition can also create pressure for some students and reduce the collaborative atmosphere in the classroom. Therefore, teachers should ensure that gamification

supports cooperation, inclusiveness, and meaningful learning experiences (Al-Malki, 2021).

Gamification has significant potential to improve classroom interaction and student engagement. It encourages active participation, strengthens collaboration, and creates enjoyable learning environments. Although there are challenges in its implementation, proper planning and creative teaching strategies can maximize the effectiveness of gamification in education.

E. Conclusions

Gamification is an innovative learning strategy that can significantly improve classroom interaction, student motivation, and participation in learning activities. By integrating game elements such as points, rewards, challenges, and teamwork into the learning process, students become more enthusiastic, active, and collaborative in the classroom. Gamification also helps create a more enjoyable and interactive learning environment that supports communication and engagement among students and teachers. Although there are challenges such as limited technology and the need for

teacher creativity in designing activities, gamification remains an effective approach for supporting student-centered learning and improving the overall quality of education.

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