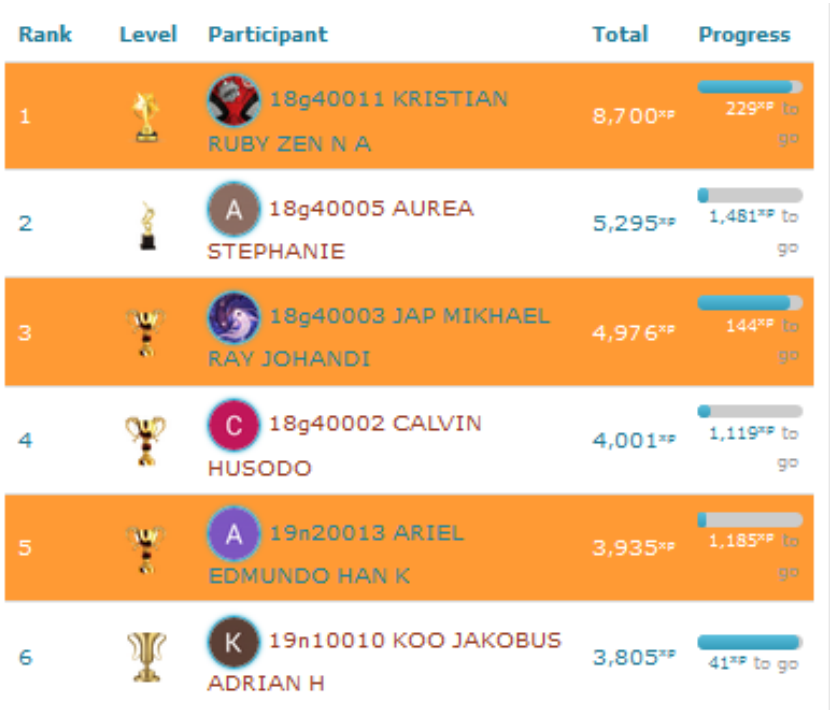
Gamifikasi di Moodle

Tim Cyber Unika

Mei 2020

Gamifikasi Level Mahasiswa

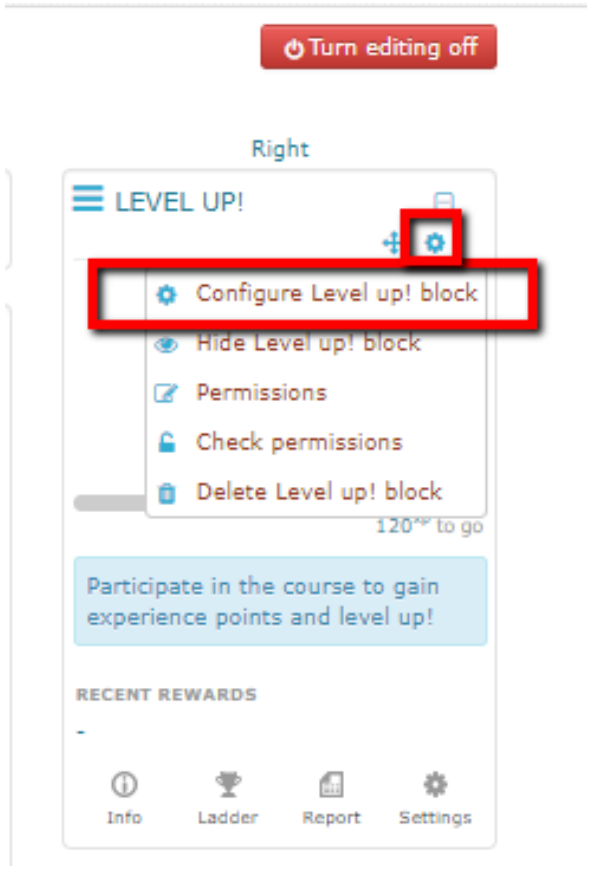
Salah satu jenis gamifikasi yang terdapat dalam Moodle dengan memberikan poin kepada mahasiswa yang mengikuti aktivitas dalam course/ mata kuliah. Elemen gamifikasi menunjukkan tingkatan kemajuan mahasiswa dalam mengikuti perkuliahan online.



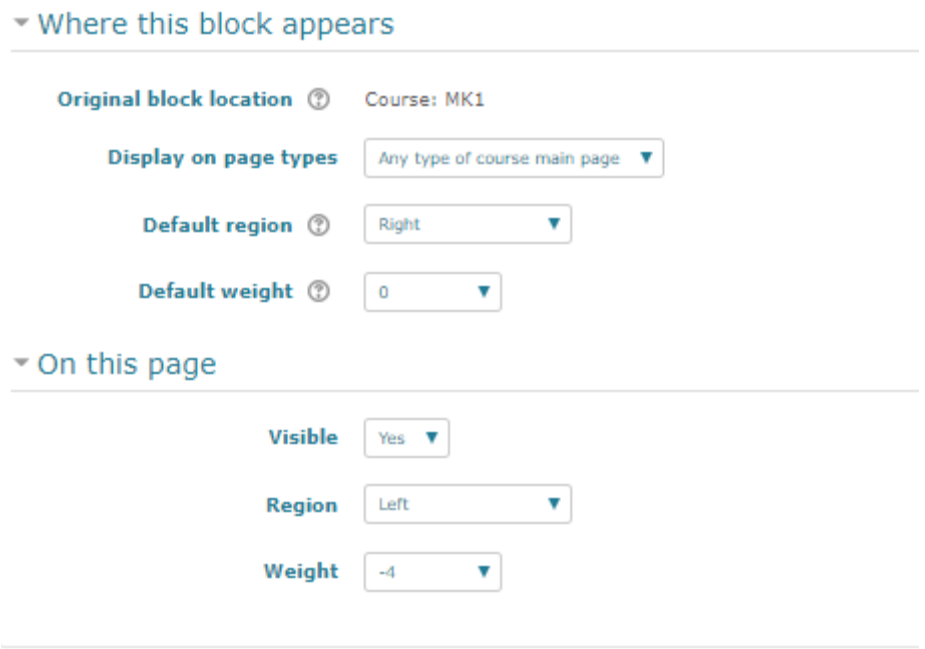
Rank	Level	Participant	Total	Progress
1		18g40011 KRISTIAN RUBY ZEN N A	8,700 XP	229 XP to go
2		18g40005 AUREA STEPHANIE	5,295 XP	1,481 XP to go
3		18g40003 JAP MIKHAEL RAY JOHANDI	4,976 XP	144 XP to go
4		18g40002 CALVIN HUSODO	4,001 XP	1,119 XP to go
5		19n20013 ARIEL EDMUNDO HAN K	3,935 XP	1,185 XP to go
6		19n10010 KOO JAKOBUS ADRIAN H	3,805 XP	41 XP to go

Tahapan Pembuatan Gamifikasi: Masuk ke Course pilih Turn Editing off, pilih Add kemudian Level Up

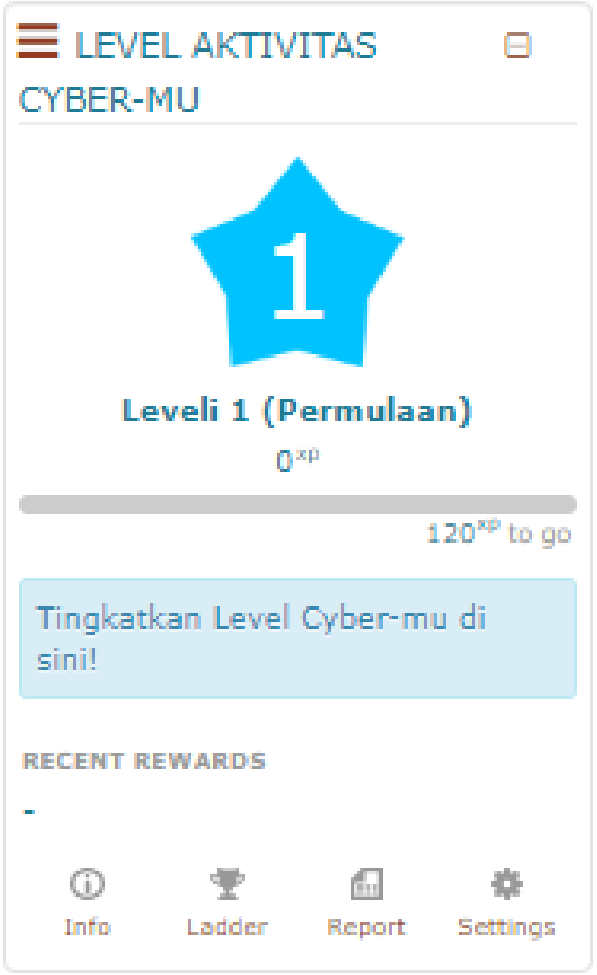
Pilih Action Menu kemudian Configure Level upblock



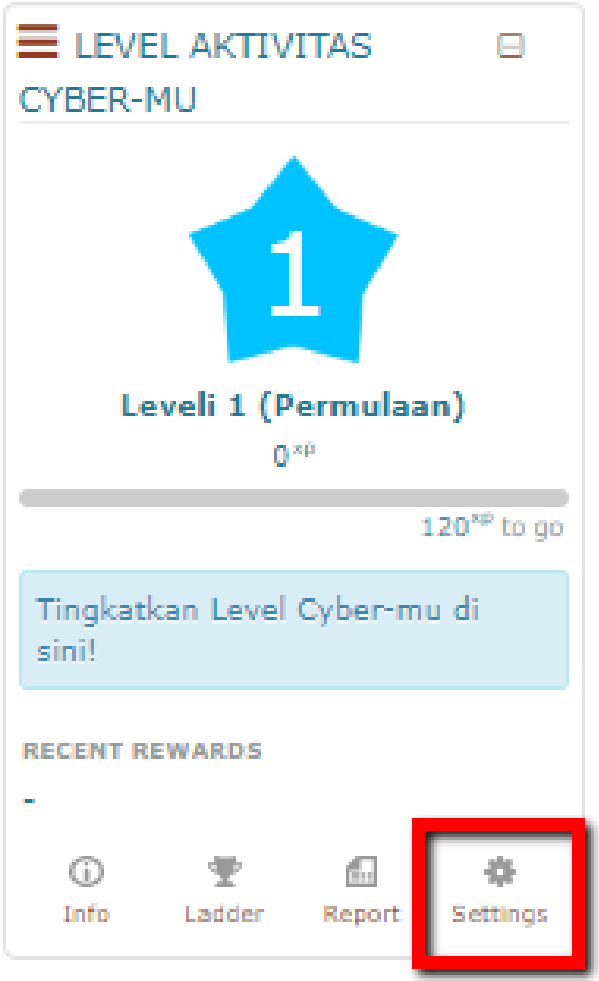
Isikan Title dan introduction, kemudian sesuaikan pengaturan untuk “where this block appears” dan “on this page”



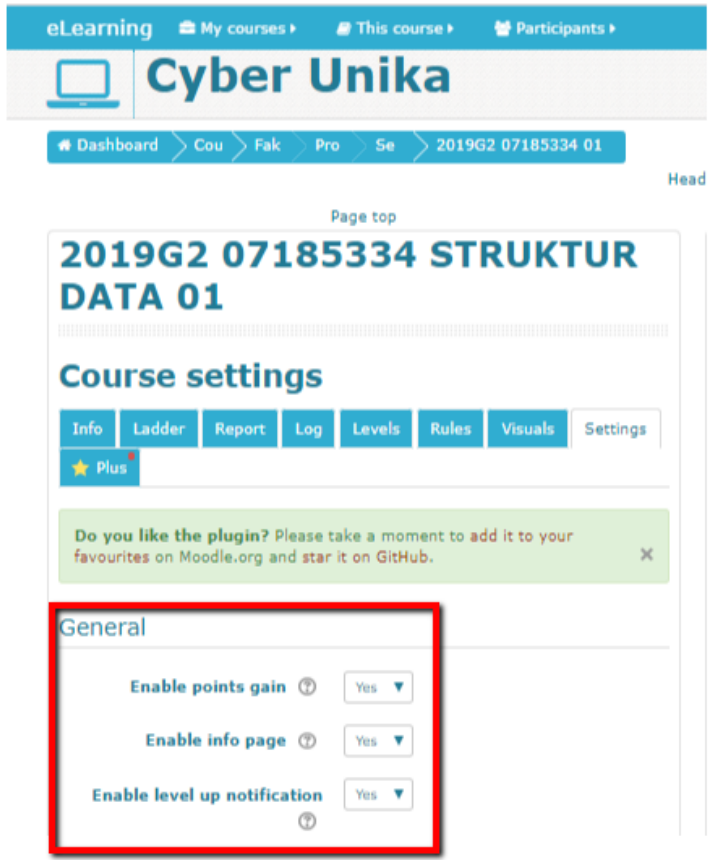
Tampilan Gamifikasi

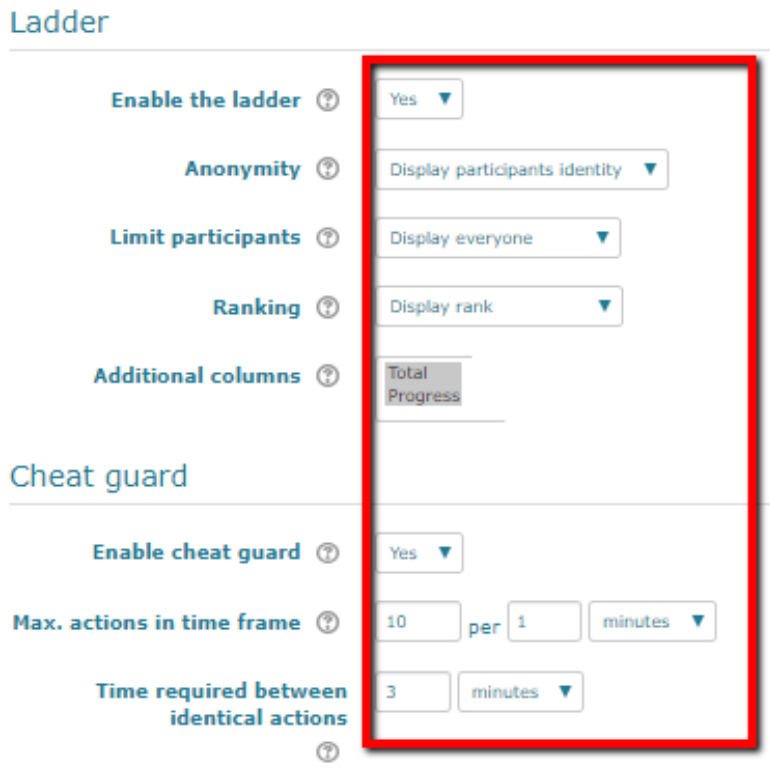


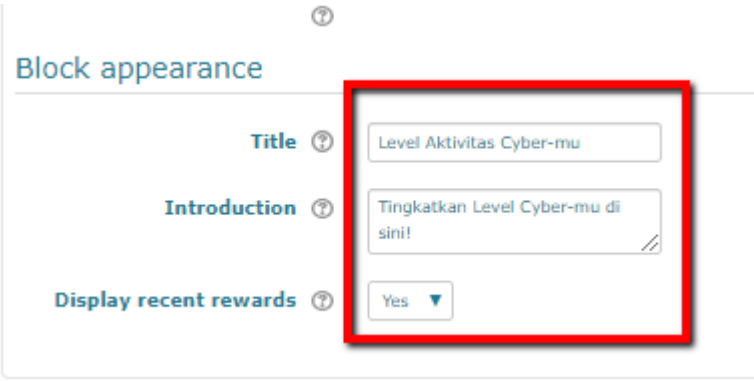
Pengaturan Gamifikasi, pilih Setting



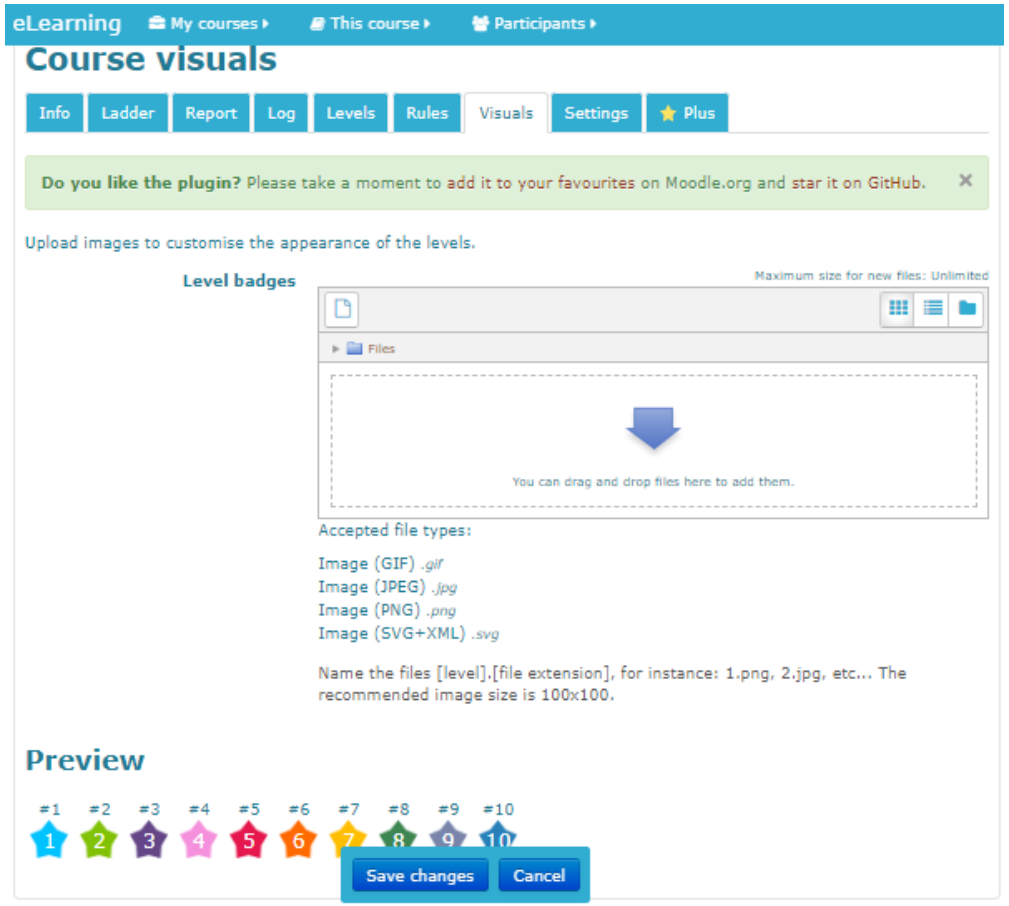
Setting: pengaturan gamifikasi dengan pilihan untuk diaktifkan atau non aktifkan



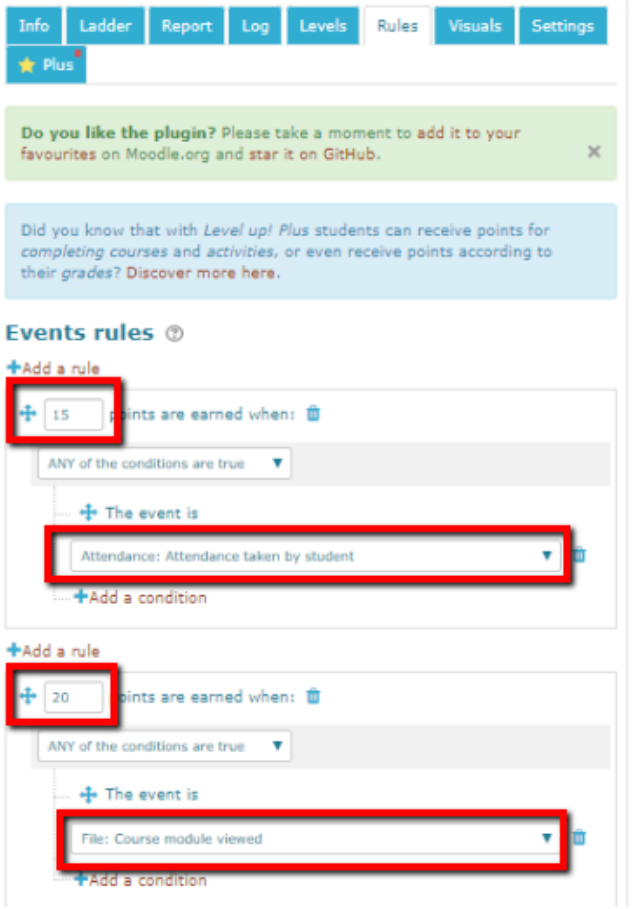




Pengaturan Visuals, logo visual bisa ditambahkan dengan logo visual yang diinginkan

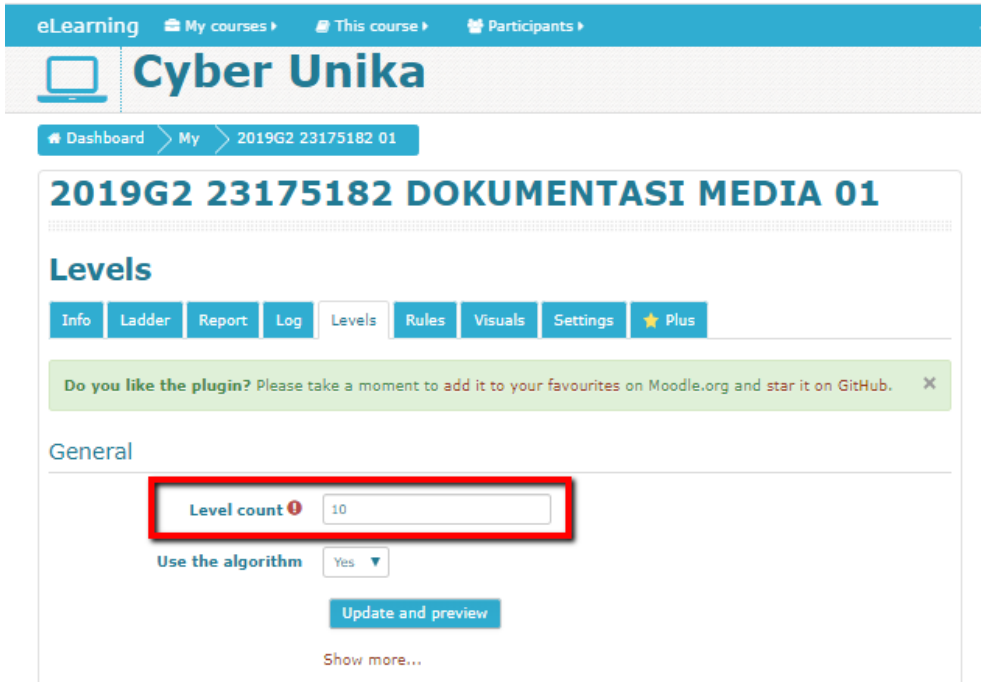


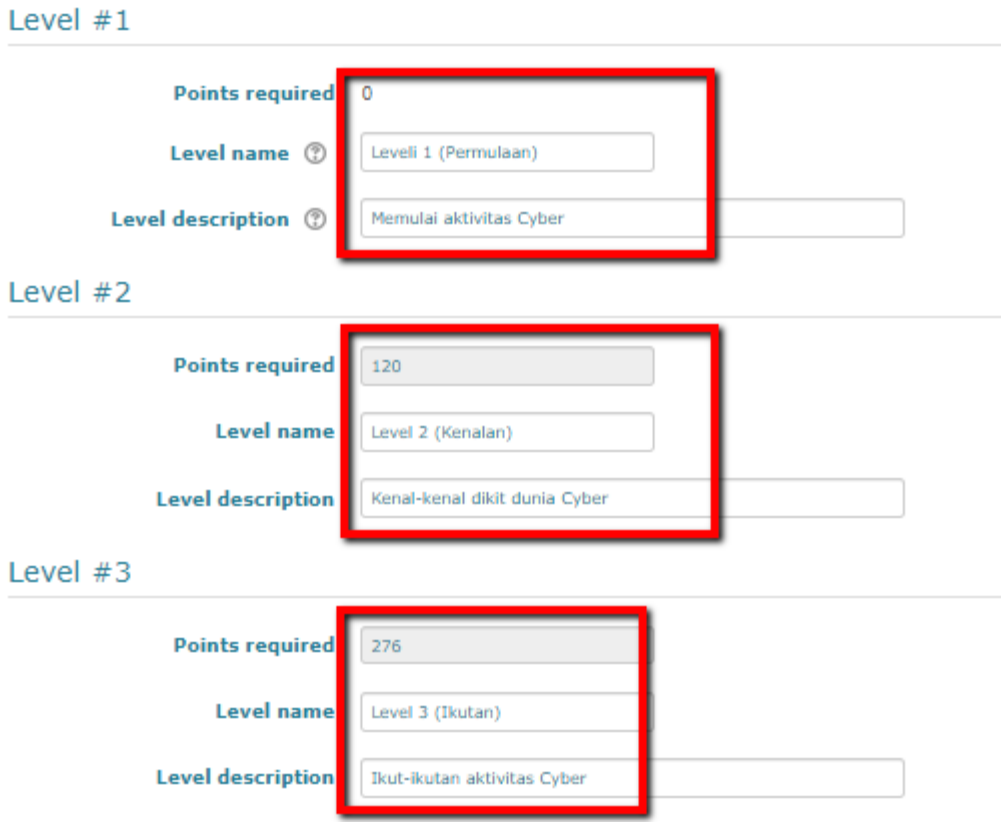
Pengaturan Rules: memasukkan poin dan aktivitas yang dinilai



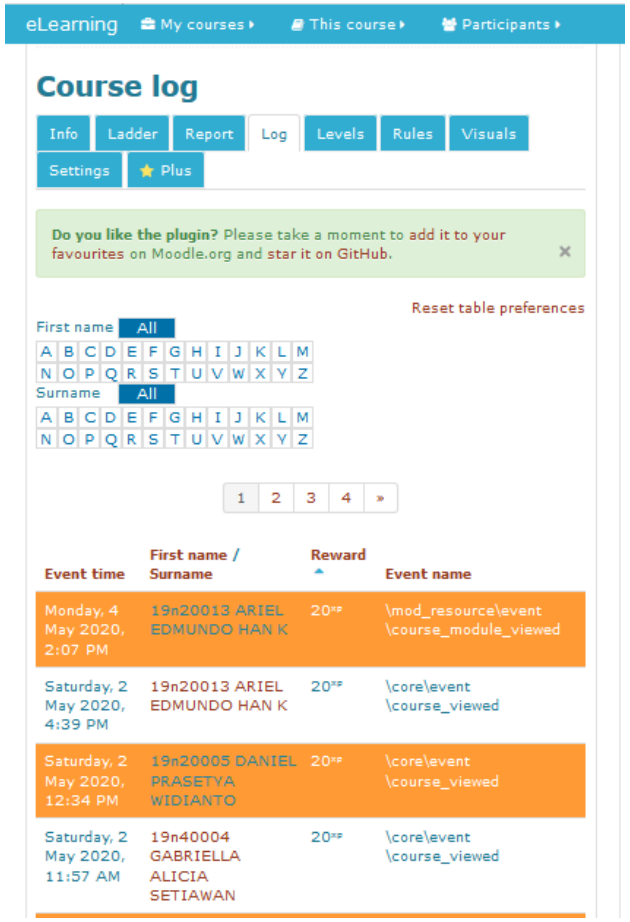
+Add a condition:

Pengaturan Level:

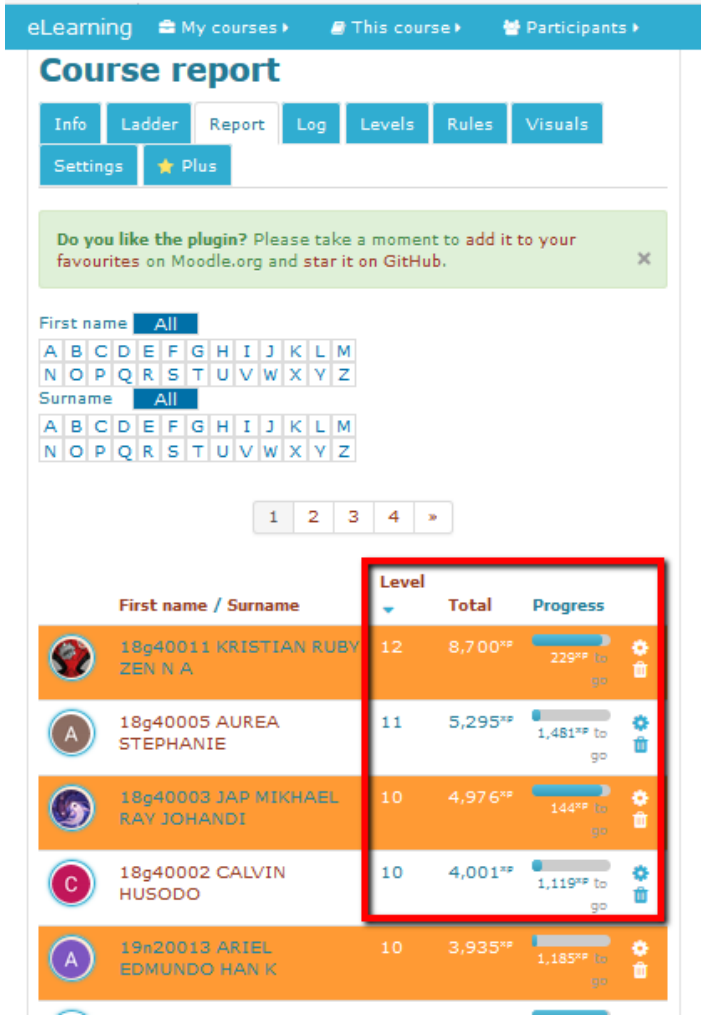




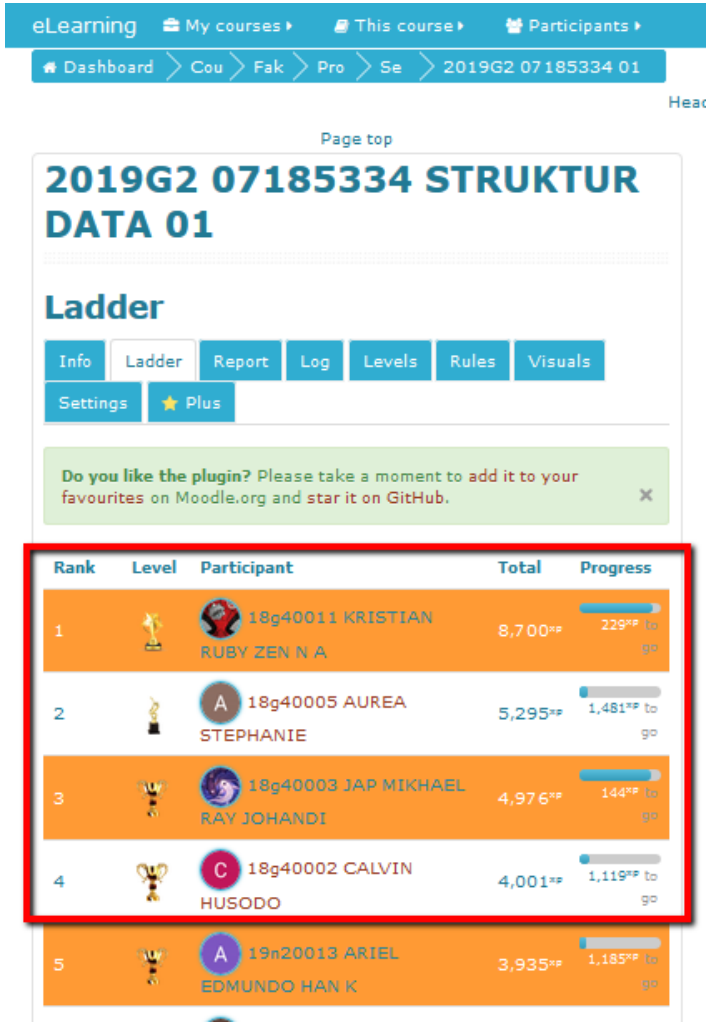
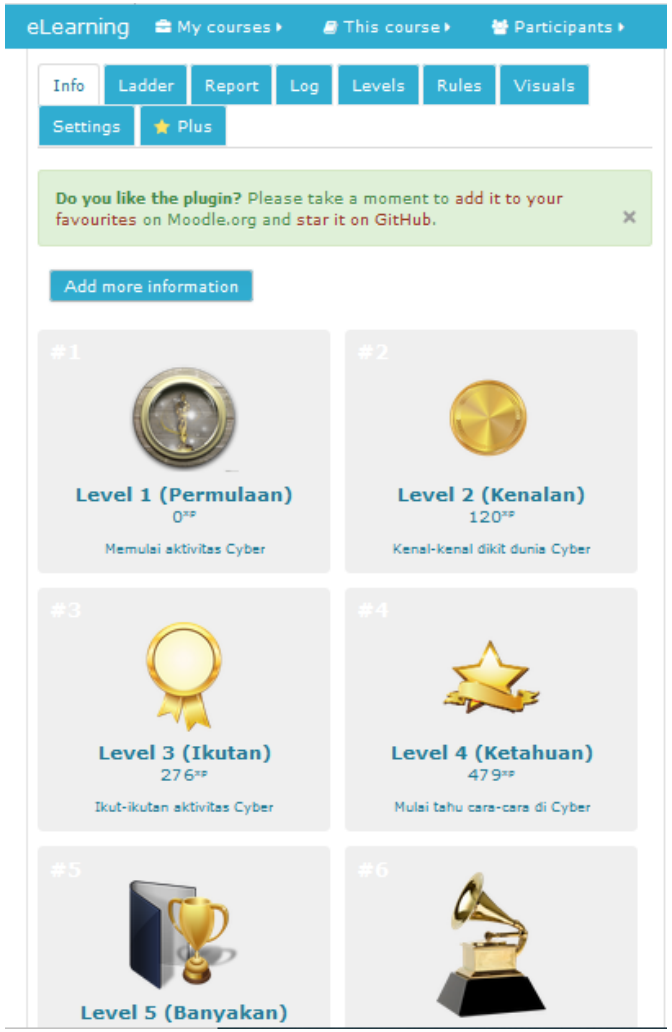
Log Aktivitas



Report: memungkinkan menyeleksi mahasiswa berdasarkan tingkat dan pengalaman penggunaan aktivitas di Moodle



Ladder: menunjukkan urutan mahasiswa berdasarkan tingkat/ rangking dan jumlah poin



Information: menunjukkan berapa banyak poin pengalaman (XP) diperlukan pada setiap tingkatan