

Implementation of Interactive Learning Media with Gamification Approach on Solar System Material

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Abstract— This study aimed to analyze the implementation of interactive learning media with a gamification approach on the Solar System material for junior high school students. The research method used was descriptive quantitative. Data collection in this study used literature review, interviews, questionnaires and evaluation tests. Meanwhile, the data collection instrument used was a set of test questions for evaluating learning outcomes, teacher and student response sheets for interactive learning media with a gamification approach. The implementation phase included (1) preparation: before starting learning at the first meeting, students work on pre-test questions, (2) implementation of learning by implementing interactive learning media, (3) data collection by filling out response questionnaires, and (4) analysis data. The results of empirical trials to schools show the level of practicality with a very high category.

Keywords—*gamification; media interactive learning; solar system*