

DAFTAR PUSTAKA

- [1] I. Maslov, S. Nikou, and P. Hansen, "Exploring user experience of learning management system," *International Journal of Information and Learning Technology*, vol. 38, 2021.
- [2] O. D. Triswidrananta, A. N. Pramudhita, and I. D. Wijaya, "Learning management system based on assessment for learning to improve computational thinking," *International Journal of Interactive Mobile Technologies*, vol. 16, 2022.
- [3] I. Makruf, A. A. Rifa'i, and Y. Triana, "Moodle-based online learning management in higher education," *International Journal of Instruction*, vol. 15, 2022.
- [4] M. Şahin and H. Yurdugül, "Learners' needs in online learning environments and third generation learning management systems (lms 3.0)," *Technology, Knowledge and Learning*, vol. 27, 2022.
- [5] M. Furqon, P. Sinaga, L. Liliyasi, and L. S. Riza, "The impact of learning management system (lms) usage on students," *TEM Journal*, vol. 12, 2023.
- [6] M. Amin, A. M. Sibuea, and B. Mustaqim, "The effectiveness of moodle among engineering education college students in indonesia," *International Journal of Evaluation and Research in Education*, vol. 12, 2023.
- [7] R. Jayashanka, E. Hettiarachchi, and K. P. Hewagamage, "Technology enhanced learning analytics dashboard in higher education," *Electronic Journal of e-Learning*, vol. 20, 2022.
- [8] I. O. Biškupić, S. Lacković, and K. Jurina, "Successful and proactive e-learning environment fostered by teachers' motivation in technology use," *Procedia - Social and Behavioral Sciences*, vol. 174, pp. 3656–3662, 2 2015. [Online]. Available: https://www.researchgate.net/publication/277651604-Successful_and_Proactive_e-learning_Environment_Fostered_by_Teachers'_Motivation_in_Technology_Use
- [9] A. S. L. Yudhana and W. A. Kusuma, "Kelebihan dan kekurangan pembelajaran jarak jauh atau e-learning dan learning management system (lms) menggunakan pendekatan literature review, dan user persona," *Jurnal Syntax Admiration*, vol. 2, pp. 1617–1628, 9 2021.
- [10] K. J. Kim and T. Frick, "Changes in student motivation during online learning," *Journal of Educational Computing Research*, vol. 44, 2011.
- [11] C. G. Isaksen and S. F. Hole, "How to evaluate student motivation engagement in e-learning," *Interservice/Industry Training, Simulation, and Education Conference (IITSEC) 2016*, 2016.

- [12] M. Ekici, "A systematic review of the use of gamification in flipped learning," *Education and Information Technologies*, vol. 26, 2021.
- [13] J. Koivisto and J. Hamari, "The rise of motivational information systems: A review of gamification research," 2019.
- [14] S. Al-Rayes, F. A. A. Yaqoub, A. Alfayez, D. Alsalman, F. Alanezi, S. Alyousef, H. AlNujaidi, A. K. Al-Saif, R. Attar, D. Aljabri, S. Al-Mubarak, M. M. Al-Juwair, S. Alrawiai, L. Saraireh, A. Saadah, A. Al-umran, and T. M. Alanzi, "Gaming elements, applications, and challenges of gamification in healthcare," 2022.
- [15] A. van der Heide and D. Želinský, "'level up your money game': an analysis of gamification discourse in financial services," *Journal of Cultural Economy*, vol. 14, 2021.
- [16] N. Xi and J. Hamari, "Does gamification affect brand engagement and equity? a study in online brand communities," *Journal of Business Research*, vol. 109, 2020.
- [17] A. Vrcelj, N. Hoić-Božić, and M. H. Dlab, "Use of gamification in primary and secondary education: A systematic literature review," *International Journal of Educational Methodology*, vol. 9, 2023.
- [18] J. M. Prieto-Andreu, J. D. Gómez-Escalonilla-Torrijos, and E. Said-Hung, "Gamification, motivation, and performance in education: A systematic review," 2022.
- [19] S. Ede, "Gamification and motivation," *Issues and Trends in Learning Technologies*, vol. 10, 2022.
- [20] D. Zhao, J. Playfoot, C. De Nicola, G. Guarino, M. Bratu, F. Di Salvatore, and G.-M. Muntean, "An innovative multi-layer gamification framework for improved stem learning experience," *IEEE Access*, vol. 10, pp. 3879–3889, 2022.
- [21] Y.-K. Chou, "The octalysis framework for gamification behavioral design." [Online]. Available: <https://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>
- [22] R. Hunicke, M. Leblanc, and R. Zubek, "Mda: A formal approach to game design and game research," vol. WS-04-04, 2004.
- [23] T. Guo Xin, "The framework of a game design (mda framework)," 04 2022.
- [24] S. B. Garnisa, D. Tresnawati, and S. Rahayu, "Penerapan sistem gamifikasi pada learning management system," *Jurnal Algoritma*, vol. 20, pp. 252–263, 10 2023. [Online]. Available: <https://jurnal.itg.ac.id/index.php/algoritma/article/view/1299>

- [25] L. H. Firdaus, “Desain gamifikasi adaptif untuk learning management system menggunakan gaming achievement goal,” *Jurnal Tekno Kompak*, vol. 15, 2021.
- [26] N. Limantara, Meyliana, F. L. Gaol, and H. Prabowo, “Designing gamified learning management systems for higher education,” *International Journal of Information and Education Technology*, vol. 13, pp. 25–32, 1 2023.
- [27] V. D. Azis, H. Tolle, and A. D. Herlambang, “Tampilan perancangan user experience dan gamifikasi pada aplikasi pembelajaran online jurusan sistem informasi menggunakan octalysis framework,” 11 2020. [Online]. Available: <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/8251/3837>
- [28] P. B. Lowry, J. E. Gaskin, N. W. Twyman, B. Hammer, and T. L. Roberts, “Taking ”fun and games” seriously: Proposing the hedonic-motivation system adoption model (hmsam),” *Journal of the Association for Information Systems*, vol. 14, 2013.
- [29] S. Solmaz, K. Gerling, L. Kester, and T. V. Gerven, “Behavioral intention, perception and user assessment in an immersive virtual reality environment with cfd simulations,” *Virtual Reality*, vol. 28, pp. 1–20, 6 2024. [Online]. Available: <https://link.springer.com/article/10.1007/s10055-024-00985-2>
- [30] A. M. Grinberg, J. S. Careaga, M. R. Mehl, and M. F. O’Connor, “Social engagement and user immersion in a socially based virtual world,” *Computers in Human Behavior*, vol. 36, pp. 479–486, 7 2014.
- [31] D. Oluwajana, A. Idowu, M. Nat, V. Vanduhe, and S. Fadiya, “The adoption of students’ hedonic motivation system model to gamified learning environment,” *Journal of Theoretical and Applied Electronic Commerce Research*, vol. 14, 2019.
- [32] O. Ozan and Ma, “Scaffolding in connectivist mobile learning environment,” *Turkish Online Journal of Distance Education*, vol. 14, pp. 14–2, 05 2013.
- [33] K. Demir and E. Akpınar, “The effect of mobile learning applications on students’ academic achievement and attitudes toward mobile learning,” *Malaysian Online Journal of Educational Technology*, vol. 6, 2018.
- [34] S. A. Raza, W. Qazi, K. A. Khan, and J. Salam, “Social isolation and acceptance of the learning management system (lms) in the time of covid-19 pandemic: An expansion of the utaut model,” *Journal of Educational Computing Research*, vol. 59, 2021.
- [35] N. N. Kasim and F. Khalid, “Choosing the right learning management system (lms) for the higher education institution context: A systematic review,” *International Journal of Emerging Technologies in Learning*, vol. 11, 2016.

- [36] D. Turnbull, R. Chugh, and J. Luck, "Learning management systems: a review of the research methodology literature in australia and china," *International Journal of Research and Method in Education*, vol. 44, 2021.
- [37] S. Deterding, K. O'Hara, M. Sicart, D. Dixon, and L. Nacke, "Gamification: Using game design elements in non-gaming contexts," 2011.
- [38] K. Robson, K. Plangger, J. H. Kietzmann, I. McCarthy, and L. Pitt, "Is it all a game? understanding the principles of gamification," *Business Horizons*, vol. 58, 2015.
- [39] G. Zicherman and C. Cunningham, "Gamification by design: Implementing game mechanics in web and mobile apps - gabe zichermann, christopher cunningham - google books," 2011. [Online]. Available: https://books.google.co.id/books?id=Hw9X1miVMMwC&printsec=copyright&redir_esc=y#v=onepage&q&f=false
- [40] B. Inc., "Gamification 101: An introduction to the use of game dynamics to influence behavior," *Bunchball white paper*, 2010.
- [41] Sugiyono, "Metode penelitian pendidikan pendekatan kuantitatif, kualitatif, dan rd, alfabeta, bandung, cet ke-19, 2014, hlm. 3," *Journal of Chemical Information and Modeling*, vol. 53, 2014.

