

**GAMIFICATION WEBSITE DESIGN ABOUT INDONESIA'S
HOMO ERECTUS FOR HIGH SCHOOL STUDENTS**



FINAL REPORT

Lucrecia Lucas Wijaya

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**VISUAL COMMUNICATION DESIGN STUDY PROGRAM
THE FACULTY OF ART AND DESIGN
UNIVERSITAS MULTIMEDIA NUSANTARA
TANGERANG
2025**

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HOMO ERECTUS FOR HIGH SCHOOL STUDENTS**



FINAL REPORT

**Submitted as One of the Conditions to Obtain
Bachelor of Visual Communication Design**

**Lucrecia Lucas Wijaya
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**VISUAL COMMUNICATION DESIGN STUDY PROGRAM
THE FACULTY OF ART AND DESIGN
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PREFACE

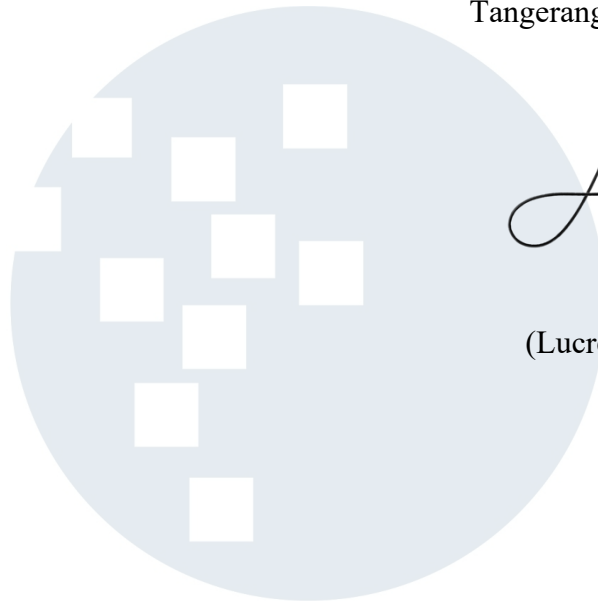
No words can describe the gratitude that the author feels for the accomplishment of this final project. The author first thought of this title in 2023, based on the author's interest in the history subject. A lot of things have changed since then, a lot of insight from this topic changed the author's way of thinking. The experience that the author gain from this final project is priceless. Learning about the history of human from the earliest humans' lives brought the author to a certain reality. Although modern humans have not been able to fully reconstruct what early human lives are like, the author cannot wait for the future where we can finally find out. By then, maybe humanity can collectively go back to our core and unite.

I would like to express my gratitude to:

1. Dr. Andrey Andoko, as the Rector of Universitas Multimedia Nusantara.
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3. Fonita Theresia Yoliando, S.Ds., M.A., as the Head of Visual Communication Design, Universitas Multimedia Nusantara.
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5. My family who offered both moral and material support, which helped the completion of this final project.
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The author has high hopes that this scientific work could provide the current and future high school students an informative and helpful learning media. Moreover, the author hoped that this project can spark the students' interest in learning Indonesia's early humans, as our ancestors.

Tangerang, January 3rd, 2025



(Lucrecia Lucas Wijaya)

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GAMIFICATION WEBSITE DESIGN ABOUT INDONESIA'S HOMO ERECTUS FOR HIGH SCHOOL STUDENTS

(Lucrecia Lucas Wijaya)

ABSTRACT

Indonesia is a significant nation in an effort to reconstruct the history of early humans all over the world. The history of early humans is one of the first few materials in Indonesian History subject for high school students. The problem comes when the students must adapt to the Merdeka Curriculum post pandemic. Merdeka Curriculum puts an emphasis on autonomy for students and teachers, however this freedom has caused confusion amongst the students, where they struggled to find supplemental learning sources. Therefore, the author designed a solution to help upgrade the students' learning quality and increase their interest in learning Indonesia's early humans. This research used a qualitative method, by doing in-depth interviews, observation and questionnaire. Moreover, a User Centered Design method is also used to cater the design to a more specific audience. The data collection process revealed that the students are having a hard time studying Indonesia's early humans because they are mostly about memorizing the physical aspect of early humans. The teacher stated that the textbook for Merdeka Curriculum does not support the students' literacy level. According to the professionals, they lack samples and technologies to provide more information about the cognitive aspect of Indonesia's early humans. Hopefully, the gamification website that the author designed can spark the younger generations' interest in learning Indonesia's early humans.

Keywords: Early humans, History, Learning Media, Gamification

PERANCANGAN WEBSITE GAMIFIKASI MENGENAI HOMO ERECTUS DI INDONESIA UNTUK SIWA-SISWI SMA

(Lucrecia Lucas Wijaya)

ABSTRAK (Bahasa Indonesia)

Indonesia merupakan bangsa yang memiliki peran penting dalam perekonstruksian sejarah manusia purba di seluruh dunia. Sejarah manusia purba merupakan salah satu materi pertama dalam mata Pelajaran Sejarah Indonesia untuk siswa-siswi SMA. Masalah baru muncul ketika siswa-siswi harus beradaptasi ke Kurikulum Merdeka setelah pandemi. Kurikulum Merdeka menekankan konsep otonomi kepada para murid dan guru, namun kebebasan ini menyebabkan beberapa kebingungan di antara para murid, di mana mereka kesulitan untuk mencari sumber media pembelajaran tambahan. Berdasarkan permasalahan ini, penulis mendesain sebuah solusi untuk membantu meningkatkan kualitas pembelajaran para murid dan meningkatkan ketertarikan mereka dalam mempelajari manusia purba Indonesia. Penelitian proyek ini menggunakan metode kualitatif, dengan melakukan wawancara mendalam, observasi dan kuesioner. Metode yang digunakan untuk perancangan desain dalam proyek ini ialah User Centered Design, fungsinya adalah mengarahkan desain kepada audiens yang lebih spesifik. Proses pengumpulan data menunjukkan bahwa para murid merasa kesulitan untuk mempelajari manusia purba Indonesia karena materi tersebut kebanyakan berpatok kepada proses mengingat aspek fisik manusia purba. Guru yang mengajar menyatakan bahwa buku cetak untuk Kurikulum Merdeka tidak mendukung tingkat literasi para murid. Menurut para ahli, mereka kekurangan sampel dan teknologi untuk memberikan informasi tambahan mengenai aspek kognitif manusia purba Indonesia. Harapannya, website gamifikasi yang didesain penulis dapat menyalakan ketertarikan generasi muda untuk mempelajari manusia purba Indonesia.

Kata Kunci: Manusia Purba, Sejarah, Media Pembelajaran, Gamifikasi

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