

ABSTRAK

IMPLEMENTASI GAMIFIKASI PADA SISTEM INFORMASI PERPUSTAKAAN DIGITAL GUNA MENINGKATKAN MINAT BACA SISWA (STUDI KASUS : SMAN 1 GEDONG TATAAN)

Oleh

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Perpustakaan sekolah saat ini menghadapi tantangan dalam menarik minat baca siswa, terutama di tengah maraknya penggunaan teknologi digital dan media hiburan yang lebih mudah diakses. Berdasarkan hasil observasi di SMAN 1 Gedong Tataan, rendahnya minat baca serta keterbatasan koleksi dan suasana perpustakaan menjadi hambatan utama. Penelitian ini bertujuan untuk merancang dan mengimplementasikan sistem informasi perpustakaan digital berbasis gamifikasi sebagai strategi untuk meningkatkan motivasi, keterlibatan, dan minat baca siswa. Sistem dikembangkan dengan metode *Scrum*, menggunakan *framework* Laravel 11 dan bahasa pemrograman PHP. Elemen gamifikasi yang diterapkan meliputi pemberian poin, kuis, papan peringkat, dan hadiah. Evaluasi sistem dilakukan melalui *Black Box Testing* dan *User Acceptance Testing* (UAT), serta analisis perbandingan aktivitas membaca siswa sebelum dan sesudah penerapan sistem. Hasil penelitian menunjukkan bahwa sistem berjalan sesuai spesifikasi, dengan tingkat penerimaan sebesar 83,2% dari pustakawan dan 80,34% dari siswa. Selama masa uji coba 10 hari, 36 siswa membaca total 389 buku, meningkat dibandingkan rata-rata kunjungan fisik sebelumnya. Selain itu, persepsi siswa terhadap elemen gamifikasi menunjukkan respons positif, dengan rata-rata skor kuesioner mencapai 81,25%. Temuan ini menunjukkan bahwa gamifikasi dapat menjadi pendekatan yang efektif untuk meningkatkan keterlibatan dan minat baca siswa melalui sistem perpustakaan digital yang lebih menarik dan berkelanjutan di lingkungan sekolah.

Kata Kunci: Gamifikasi, Keterlibatan Siswa, Minat Baca Siswa, Perpustakaan Digital, Sistem Informasi

ABSTRACT

IMPLEMENTATION OF GAMIFICATION IN DIGITAL LIBRARY INFORMATION SYSTEM TO IMPROVE STUDENTS' READING INTEREST (CASE STUDY: SMAN 1 GEDONG TATAAN)

By

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School libraries today face significant challenges in fostering students' interest in reading, especially amid the widespread use of digital technology and easily accessible entertainment media. Based on observations at SMAN 1 Gedong Tataan, the low reading interest among students, along with limited collections and an uninviting library environment, are the main obstacles. This study aims to design and implement a gamification-based digital library information system as a strategy to enhance students' motivation, engagement, and reading interest. The system was developed using the Scrum method, utilizing the Laravel 11 framework and PHP programming language. The gamification elements implemented include point rewards, quizzes, leaderboards, and redeemable prizes. The system was evaluated through Black Box Testing, User Acceptance Testing (UAT), and a comparative analysis of students' reading activities before and after the system's implementation. The results showed that the system operated according to specifications, with an acceptance rate of 83.2% from the librarian and 80.34% from the students. During a 10 day trial period, 36 students read a total of 389 digital books an increase compared to the average number of physical library visits previously recorded. Furthermore, students' perceptions of the gamification elements were positive, with an average questionnaire score of 81.25%. These findings indicate that gamification can be an effective approach to increasing student engagement and reading interest through a more engaging and sustainable digital library system in school environments.

Keywords: Digital Library, Gamification, Information System, Reading Interest, Student Engagement