

Abstract

Telkom University has a digital library called Open Library website which has one of the missions to be a knowledge sharing media by inviting users to contribute in the spreading of knowledge through the features available on the open library website. To know the acceptance of students to the Open Library website, the writer do an evaluation of Open Library website using the method (TAM) Technology Acceptance Model, TAM is a method used to determine the acceptance of users of a technology, from the evaluation results show there are 3 rejected hypothesis. From these results it is feared to affect the not optimal role of open library website as a medium of knowledge sharing.

Based on the problem, then the writer applied gamification method, gamification method is a method that apply the element of game into non-game system, The advantage of applying gamification in a system that is increase feeling of pleasure to the user. With the application of gamification is expected to increase user interest using the Open Library website. The stages in this research are the application of gamification method where there are several stages including understanding the target audience and the context, defining learning objective, structuring the experience, identifying resources, and applying gamification elements. After completion of the stages in the gamification, it will be tested using a questionnaire that refers to the method of Technology Acceptance Model, after obtaining the data test results, then the data is processed using SmartPLS tools.

From the results of the evaluation, the application of gamification has a positive impact on increasing the interest of students using the Open Library website, this is proven by the acceptance of the previously rejected hypothesis on the evaluation which states about the interest of students using the Open Library website.

Keywords: Digital Library, Gamification, website open library, Library