ABSTRACT

Distance education is an educational process and system in which all or a significant proportion of the teaching is carried out by teacher removed in space and time from the learner. IDEA is one of distance education media that able to use by the students and the lecturers in Telkom University. But, for the usefulness factor value, IDEA is still considered quite low. One of the causes of that problem is the IDEA functionalities are not well-supported by good user interaction [1].

According the problem above, it will implement a method that is called as gamification method. Gamification is the application of game dynamics, mechanics, and frameworks into non-game settings. The use of gamification in education considered can make the learning process become more interesting and the students will be motivated to reach their learning target. There are five steps of gamification, that are understanding the target audience and the context, defining learning objective, structuring the experience, identifying resources, and applying gamification elements. So, after the implementation of gamification method, then the testing will be conducted and after the testing It will be spread the questionnaires to get the data to be evaluated with Technology Acceptance Model and smartPLS 3 as the data processor tools.

So, according the analysis from the evaluation, it obtained the result that gamification method gives the positive impact for IDEA but for the value of usefulness of IDEA still quite low although gamification method has been implemented. One of the problems is affected by low value of indirect effect of ease of use construct to the actual use construct, which users want the changes or repair of IDEA user experience and user interface for the alternative solution.

*Keyword: **Distance Education**, **Gamification**, **IDEA**, **Technology Acceptance Model**, **TAM**, **SmartPLS***