

Abstract

E-Learning is a learning system supported by the use of digital tools and content involving multiple interactivity such as online interactions between learners and educators that can be done anytime and anywhere. MyLearning is e-Learning that uses the Moodle platform. MyLearning user is informatics student in the writing class of a Proposal of sixteen people. Usability is one type of testing to know the limits on effectiveness, efficiency, and level of satisfaction according to the context. Based on the results of usability evaluation by spreading the questionnaire on mylearning, There are three factors of eight factors that need to be addressed such as Visual Design (DV), Interactivity (I), and Motivation to Learn (MB). Of the three factors that have been obtained, the two factors focused on the research are interactivity (I) and Motivation to Learn (MB) factor. The gamification method is a method that implements game elements into a non-game setting, which can increase user participation, involvement in the system, and can motivate students to improve the learning process. Based on the test results of applying gamification elements to mylearning, there is an increase in Visual Design (DV) values from 3.4 to 4.1, Interactivity (I) from 2.53 to 4.4, and the Motivation to Learn (MB) from 2.9 to 4.1. Therefore gamification on MyLearning can provide ease and comfort in using the system, able to form student communication with the system become more interactive, and influential in motivating students to learn using MyLearning.

Keyword: e-learning, usability evaluation, gamification