

**Abstract**

E-learning is a teaching and learning media that uses electronic circuits to deliver learning content, interaction, or guidance. The main challenge in the process of e-learning is how to get the interest and attention of participants e-learning. The presentation of the same learning materials and the lack of appreciation at the end of each lesson for all students causes a lack of user motivation to use e-learning. In order for the use of e-learning to be able to provide students' learning motivation, e-learning needs to be developed with gamification. This study aims to design and implement gamification elements in learning outcomes in system e-learning based on the Felder-Silverman Learning Style Model (FSLSM). The suggested gamification elements for each learning style in FSLSM can be different because each learning style in FSLSM has different characteristics. To find out the level of usability of the gamification model built, EUS is used. Based on the results of the EUS, the overall usability of e-learning obtained an average of 4.91 which was included in the fairly good category. The test was conducted to determine the significant difference in the students' average scores using the t-test method. For the t-test results obtained, the t-count value is 2.69 which is greater than the t-table value of 2.10, which means that there is a significant difference between the scores of students who use e-learning and the scores of students who do not use e-learning.

**Keywords:** Gamification, E-learning, FSLSM

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