ABSTRACT

Mathematics is one of the subjects that has been taught from an early age to students at elementary school level. Even so, there are still many students who think mathematics is a scary subject because it is uninteresting and boring. This has an impact on reducing their learning motivation in mathematics lessons, the low level of student motivation is shown by the students of Sukapura State Elementary School 2 class V. There are 23 students with a low level of motivation to learn mathematics and 8 students with moderate motivation. Therefore, this research aims to build game-based learning or educational games regarding mathematics lessons with the support of pedagogical agents to increase students' interest in learning motivation. The Quantum Learning method is applied to provide support in the form of feedback tailored to students' progress and needs in the learning process. This research uses a qualitative approach to collect and analyze data from participants. To measure the extent of the influence of implementing pedagogical agents on Mathematics learning, experiments were used using Pretest-Posttest Designs. Learning results using the Quantum Learning agent approach show that the comparison of students' learning motivation levels using educational game learning media with pedagogical agents is better than students who use educational game learning media without agents.

Keywords: Educational Games, Pedagogical Agents, Motivation, Quantum Learning,