ABSTRACT

Abstract—This study aims to enhance student engagement and motivation to learn through the Learning Management System (LMS) at a private university in Indonesia, specifically focusing on English courses. The continued use of the LMS is supported by its proven effectiveness in facilitating students' learning activities. However, some students at this university have achieved unsatisfactory grades, which are attributed to boredom with the learning process. This boredom often arises from the perception that the LMS is monotonous. To address this issue, the implementation of gamification within the LMS is proposed as a potential solution. Gamification will be used as a plugin to facilitate regular monitoring of student usage and performance. The research employs a One-Group Pretest-Posttest Design involving 81 respondents. It examines the improvement in students' learning motivation and grammar scores before and after the integration of gamification in the LMS. The analysis of mean comparisons revealed a significant increase in students' learning motivation, as measured by a Likert scale. Additionally, the Wilcoxon test showed an improvement in grammar scores with a significance value of 0.007. This study recommends further development of gamification designs to encompass other subjects and to explore adaptive learning methods. Furthermore, it is suggested that future research utilize experimental methods involving control groups to strengthen the validity of the findings for broader implementation possibilities.

Keywords—*student engagement, motivation, gamification, Learning Management System (LMS), English course*