

ABSTRACT

IMPLEMENTATION OF GAMIFICATION IN THE DESIGN OF AUGMENTED REALITY (AR)-BASED LEARNING APPLICATIONS FOR THE HISTORY OF THE PROCLAMATION OF INDONESIAN INDEPENDENCE

Case Study of SD Negeri Lengkong

History education at elementary school level faces challenges of low student interest and difficulties in visualizing abstract historical events. This research aims to design and implement an Augmented Reality-based learning application for Indonesian Independence Proclamation history with gamification approach to enhance student interest and comprehension at SD Negeri Lengkong. The methodology employed mixed-methods approach through observations, interviews, and questionnaires involving fifth-grade students. The application was developed using Unity and Vuforia for marker-based AR technology integrated with gamification system including points, badges, levels, and leaderboards. Learning content included 3D models of historical figures Ir. Soekarno and Mohammad Hatta, proclamation documents, and interactive dioramas. Results demonstrated high effectiveness of AR technology and gamification in improving student engagement, independent operational capabilities, and learning retention. The research concludes that AR integration with gamification effectively enhances student interest and comprehension toward Independence Proclamation history through blended learning that concretizes abstract material with 3D visualization and direct interaction.

Keywords: Augmented Reality, Educational Technology, Elementary School, Gamification, History Education, Independence Proclamation