

# **Gamification-Based Online Assessment Training for Elementary School Teachers in Sewon Bantul**

**by Sujarwo, Octavian Muning Sayekti, Tika Aprilia, Amalia Rizki Ardiansyah, Kurniawati**

## **ABSTRACT**

This training aims to improve knowledge and skills in the creation of gamification-based online assessments in supporting online learning in the midst of covid-19 outbreaks. Training is done in two stages. Training is provided for primary school teachers in Korwil Sewon and Bantul. The trainees numbered 30 people. Training is held for approximately seven days. The first stage is the basic study of the theory of gamification-based online assessment development. This stage contains seminars on gamification-based online assessments that can be used for learning. While the second stage is the workshop of making gamification assessments. The results of this training showed an increase in participants' knowledge in making 100% increased gamification assessments. The results of training products made by participants also showed that 100% had been able to create an online assessment application with details of 33% of participants making Kahoot, 40% making Quizziz and 27% of participants making Educandy. Thus all trainees have been able to make applications both kahoot, quizizz, and educandy online assessments, indicated by the completion of worksheets and uploading online assessment product links in accordance with established indicators. These products they can use to do online learning in their respective classes or can also be disseminated to other teachers. In addition, this training is expected to be able to improve the competence of participants in terms of developing fun online learning assessments.

Kata Kunci: *Online Assessment, Gamification, Online Learning, Elementary School*