

# **The Development of Gamification Through Project Learning in Southeast Asian Education for History Education Students**

**by Zulkarnain, Danar Widiyanta, Alifi Nur Prasetya Nugroho, Didin Saripudin, Arif Purnomo**

## **ABSTRACT**

This study aims to develop gamification through project learning in Southeast Asian Education for History Education Students. This research and development uses ADDIE's research steps method (analyze, design, develop, implement, and evaluate). Data collection techniques used in this study are observation, interviews, and focus group discussions with interactive model data analysis. The research subjects were the History Education Department Universitas Negeri Yogyakarta students. The results indicated that gamification through project learning can enhance understanding and stimulate students' interest in history. The study concludes that gamification through project learning can potentially strengthen and promote the development of collaboration skills, creativities, and understanding of the substance. The results of media tests on students obtained satisfactory results, with the average overall score in the category of Very Decent. The findings suggest that implementing gamification through project learning in Southeast Asian Education for History Education Students should be encouraged and supported by policymakers, educators, and other stakeholders in the education sector.

Kata Kunci: *Gamification, History Education, Project Learning*