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Developing A Gamification-Based Board Game On Lake Conservation For Junior High School Learning

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Abstract. This research aims to develop a gamification-based board game themed on Lake Limboto conservation to enhance students' environmental awareness and conceptual understanding. The study addresses the problem of low student engagement in conventional environmental education. Employing a Research and Development (R&D) approach, the study consisted of stages including design, expert validation, limited trials, and product revision. The subjects were seventh-grade students at a junior Islamic school in Ponorogo. Data were collected through observation, interviews, questionnaires, and documentation, and analyzed using descriptive qualitative and simple quantitative methods. Findings revealed that the "Danau Seimbang" game improved students' understanding, indicated by the increase in average scores from 13.67 to 19.6. Additionally, teachers responded positively, stating that the game is suitable for regular classroom use.

Keywords: Gamification, Board game, Lake conservation, Environmental education, Educational media