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Students' Perceptions on the Use of H5P Game Maps in Moodle

Moodle is the most widely used learning management system (LMS) in Indonesia according to data which shows that Indonesia is in the top 10 Moodle users out of 240 registered countries. However, the use of Moodle needs to be updated to meet the learning needs that are increasingly dynamic and interesting for students. One innovation is the implementation of H5P Game Maps, an interactive feature that allows the integration of game elements in the learning process. This study aims to assess students' perceptions of the use of H5P Game Maps in Moodle.

This research activity uses a quantitative approach with the research sample involving students from various faculties who take the generative AI open course. Students were given a questionnaire to see their perspective on using H5P Game Maps as interactive content in the learning process. The results showed that the majority of students felt that H5P Game Maps helped increase their engagement in learning and made it easier to understand the material. Nevertheless, some challenges such as the suitability of the design with the material needs and stable internet connection are the main concerns.

This research demonstrates the importance of updating the use of Moodle through the integration of innovative features such as H5P Game Maps to support effective and relevant learning to the needs of the digital generation and provides important insights for higher education institutions to utilize the full potential of the LMS in enhancing students' learning experience.

Keywords:
Moodle, H5P Game Maps, interactive learning

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いずれの日でも結構です / Either day is fine

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