


## ICIC 2022 Submission 85

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Submission 85	
Title	Gamification using Octalysis Framework in Knowledge Management System for Vocational High Schools during the Covid-19 Pandemic
Paper:	 (Sep 25, 16:45 GMT)
Author keywords	knowledge management system gamification octalysis framework vocational high school covid-19 software quality
Abstract	Knowledge management systems enable teachers and students to interact directly in the knowledge transfer process during the Covid-19 pandemic. In addition, applying the gamification concept in vocational disciplines could enhance the quality of teaching to increase motivation and student learning outcomes which tend to decline. Octalysis Framework, which supports the gamification concept, consists of eight cores that focus on creativity, self-expression, social dynamics, logic, thinking, and ownership depicted in an octagon making an application more fun and helpful to motivate users to enjoy and be involved in an activity. This condition is crucial and urgent in the Covid-19 pandemic that requires online and student-centered learning. This study discussed the application of Octalysis Framework-based Gamification in a Computer Learning Knowledge Management system in Vocational High Schools during the Covid-19 Pandemic. The findings, The Knowledge Management System implemented the concept of Gamification based on the Octalysis Framework that applies some game mechanics in a non-game context consisting of four phases, namely the Discovery, Onboarding, Scaffolding, and Endgame, to improve student performance and motivation in learning. Meanwhile, The Knowledge Management System software with the concept of Gamification based on the Octalysis Framework achieved an overall quality score of 5.14 of 6 (85.6 percentage of quality achieved) that covers functionality, reliability, usability, efficiency, maintainability, and portability characteristics of the ISO 9126 quality indicator.
Submitted	Sep 25, 16:45 GMT
Last update	

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### Reviews

Review 1	
Overall evaluation	<p><b>-2:</b> (reject)</p> <p>If there is an abbreviation associated with the Indonesian language, then the sentence must also be written down. For example vocational high schools (in Indonesia it is called Sekolah Menengah Kejuruan-SMK). Because not all of your readers understand the abbreviations you provide.</p> <p>It is better if one paragraph does not consist of only one sentence. A paragraph generally consists of 2-5 sentences that are coherent and support the same idea.</p> <p>This sentence in the abstract has no clear meaning: "The findings, The Knowledge Management System implemented the concept of Gamification based on the Octalysis Framework that applies some game mechanics in a non-game context consisting of four phases, namely the Discovery, Onboarding, Scaffolding, and Endgame, to improve student performance and motivation in learning. "</p> <p>In the introduction, it is better to mention other existing frameworks. Then explain why you chose the Octalysis Framework. What are the advantages of this framework compared to the others? Explain with valid scientific references.</p> <p>In the introduction, also explain the previous research that has used the Octalysis Framework. What are their advantages and disadvantages? And is there a difference in the way it is applied to your research?</p> <p>In the introduction, also explain the previous research that has made gamification for knowledge management in vocational education. What are the shortcomings of those studies, explain why your research is different from theirs.</p> <p>It's weird, in the "Method" section, you mention using the Octalysis "Framework". Therefore you must write in your manuscript, what is the difference between Method and Framework.</p> <p>You wrote, "Game Mechanics used in this grade is Evolved UI". Its better if you explain first what is the difference between game elements and game mechanics.</p> <p>You wrote: "the theory of Octalysis Framework second level consists of the Discovery, Onboarding, Scaffolding and Endgame phases", provide scientific references that support your statement.</p> <p>provide a valid reference to the all formulas that you use. I see that each of your formulas has no reference at all.</p> <p>who gave the opinion in Table IV? is it the author himself? or respondents? If it is from the respondent, then you must explain how you choose the response.</p> <p>Please provide a detailed explanation of where did you get the following values , because I couldn't find an explanation of where those numbers come from. And there is also no explanation of who is giving the value or measuring them. Those values are:</p> <ul style="list-style-type: none"> <li>- The number of failures that occur in the use of the system (Failure).</li> <li>- User Input</li> <li>- User requests</li> <li>- the number of active modules (MT)</li> <li>- the number of modules added (Fa)</li> <li>- the number of modules that have changed (Fc),</li> <li>- the number of modules removed since the initial design. (Fd).</li> </ul> <p>What is the scientific basis that made you write this statement: "Due to the portability nature of the developed Knowledge Management System (KMS) software, the portability indicator value is 1."</p> <p>Add a Discussion section that interprets the results. The discussion section is an important part of scientific work because it shows the depth and breadth of the author's knowledge of the topic being researched. Compare the results of your research with other studies. provide some future direction based on the research results.</p> <p>Add a description of what your research contributions are from an academic point of view and a practical point of view</p>
Overall evaluation	<p><b>1:</b> (weak accept)</p> <ol style="list-style-type: none"> <li>1. The format for writing articles should be adjusted to the ieee template</li> <li>2. The abstract does not explain the novelty of the research.</li> <li>3. The method used in the research is not clear related to how to measure software quality, for example to get the factor value of the complexity variable, an evaluation of the 14 attributes available in the software is carried out</li> <li>4. References used are still written in Indonesian</li> <li>5. The calculation of software quality that combines the two methods used is not explained in detail. There is no discussion of research results related to the resulting value of 85.6% so that the implications of research results related to research problems are not clear.</li> </ol>
Overall evaluation	<p><b>1:</b> (weak accept)</p> <p>1. Abstract: Make simple research problems and backgrounds. The abstract is unclear. Is it just applying the framework or developing the system based on the framework?</p> <p>Please add one sentence at the end of the abstract to show the significance of this paper or research contribution based on the proposed result.</p>

2. The authors should critically review the framework in order to explain in more detail the framework chosen. Besides, the missing reviews of the research gap make this paper is getting shallow and lack of supporting arguments and justification. The authors should enhance the previous researches that explain the successful implementation of this framework.

3. This paper lack in inform on how this research will be conducted. How many samples and target respondents involves in this testing? Hows are the scenarios and targeting analysis?

4. It's better for the authors to justify by comparing the results with the previous research.