

ABSTRACT

Karunia Sakti Mahalani. (2018). *The Application of Gamification Strategy to Improve The Ability of Mathematical Understanding and Mathematical Disposition of Junior High School Students.*

This study aims to examine the application of Gamification learning strategy to improve the ability of students mathematical understanding and mathematical disposition. This research is a quasi-experimental study with the pretest-posttest control group research design. The population in this study were all seventh grade students in one of the junior high school in Bandung. The sample in this research is all students of class VII A with 32 students as an experimental class were given Gamification learning strategies and all students of class VII A with 32 students as a control class given conventional learning. The conclusions of the research is: (1) The improvement of mathematical understanding ability of junior high school students who get the Gamification learning strategy is better than the students who get the conventional learning. (2) The mathematical disposition of junior high school students who get the Gamification learning strategy is better than the students who get the conventional learning.

Keywords: *Gamification Learning Strategy, Mathematical Understanding Ability, Mathematical Disposition and Conventional Learning.*