

## Abstract

*In the teaching process there must be problems that occur, one of which is the lack of educators who are less creative and also less precise in the selection of learning methods. So the researchers conducted a study to determine the effectiveness of the gamification method on the success of educators and also students in the learning process in class with explanatory text learning materials in class XI. Because as we know that with the implementation of the gamification method in learning, it can refer students to actively participate in learning in class. Class XI students of SMK Pasundan 3 Bandung are able to follow explanatory text learning. This is proven based on the average results obtained in the posttest activities which have increased from the pretest activities.*

*The average result of the experimental class pretest was 20.00 and increased in the posttest to 77.67. Furthermore, the average pretest of the control class was 20.00 and increased in the posttest to 62.07. However, the average in the experimental class was greater than the control class. So, based on the increase in average results, students are able to learn explanatory texts using the gamification method. The gamification method is effectively used in explanatory text learning in class XI students of SMK 3 Pasundan Bandung in the 2022/2023 academic year. This is proven based on the results of the Whitney Maan test conducted by the author. Based on the man whitney test, the Asymp.Sig (2-tailed) value is 0.000, the experimental class has a mean rank of 21.13 and a sum of ranks of 317.00. While the control class obtained a mean rank of 9.83 and a sum of ranks of 148.00. This shows that the average increase in the experimental class is greater than the control class. By obtaining the Asymp.Sig (2-tailed) value of 0.000, it means that the hypothesis is accepted.*

**Keywords:** *gamification method, gamification, pretest-posttest, uji man whitney*