

Corrigendum to: Perbedaan Motivasi dan Hasil Belajar Siswa Pengguna Asesmen berbasis Gamifikasi Quizalize dan Asesmen Konvensional

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This corrigendum is published to notify a correction for the “Perbedaan Motivasi dan Hasil Belajar Siswa Pengguna Asesmen berbasis Gamifikasi Quizalize dan Asesmen Konvensional”. In the final version of the paper,

Page 3, paragraph 3, line 1, “Melalui hasil motivasi belajar” should be “Hasil belajar”.

Page 3, paragraph 4, line 2, “mean 84” should be “mean 83,56”.

Page 3, paragraph 4, line 3, “mean sebesar 62” should be “mean sebesar 65,11”.

Page 4, table 5, Motivasi Belajar Eksperimen Class Statistic “0,956” should be “0,959”. “Sig. 0,160” should be “Sig. 0,197”.

Page 4, paragraph 2, line 2, “0,160” should be “0,197”.

Page 4, table 6, Motivasi belajar Levene Statistic “3,560” should be “3.436”, Sig. “0,063” should be “0,068”.

Page 4, paragraph 5, “0,063” should be “0,068”.

Page 4, table 7, F = “3,560” should be “3.436”, t “8,270” should be “8,244”.

The original article has been corrected.

Reference

Putri, I. A., & Susanti, D. (2025). Perbedaan Motivasi dan Hasil Belajar Siswa Pengguna Asesmen berbasis Gamifikasi Quizalize dan Asesmen Konvensional. *Jurnal Pembelajaran, Bimbingan, Dan Pengelolaan Pendidikan*, 5(12), 9. <https://doi.org/10.17977/um065.v5.i12.2025.9>