Mapping Research Trend of Gamification From 2016-2021

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Abstract

The research conducted to do overview research related to gamification. The research conducted to do overview research related to gamification based on the Scopus database from 2016-2021. The methods used in this research is bibliometric. From the search results founds there is 8.350 documents results related with gamification during 2016-2021. From 2016-2021 the number of documents continued to increase the amount. The number of documents in 2021 is 1.874 documents, which is an increase from 921 documents in 2016. The source of the document with the highest number of 529 documents is Lecture Notes In Computer Science Including Subseries Lecture Notes In Artificial Intelligence And Lecture Notes In Bioinformatics. The dominant document type is conference paper with a total of 4.320 documents. The United States is the country with the highest number of documents with 1.046 documents. Tampere University is the affiliate with the most documents with 105 documents. The subject area of research related to gamification is computer science with a percentage of 33.2% or 5.371 documents.

Keywords
Gamification, research, trends, bibliometric

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