

Abstract

Gamification is a method of game design techniques that is applied to improve systems that are not games to be more interactive, this method is very useful when applied to a system. The application developed is an application that can increase the productivity of adolescents in activities, with this application teens will be more interested in doing productive things through their smartphones. The development of this application is done by using a prototype model, starting from the need and data collection stage, then the stage of building a prototype which is a basic description of the application. Next is the stage of evaluating the prototype, the prototype that has been made will then be evaluated for its suitability with the purpose of application development, the next stage is the system coding stage, this stage is the stage of implementing the prototype using code and algorithm script according to the features, and the last stage is the system testing stage. this stage is the stage to test the suitability of the system or application that has been developed with the aim of making the application.

Keywords: gamification, prototype, interactive, productive.