

Abstract

Prayer is a direct order from الله for Moslems. The prayer is praying 5 times and must be done for adults. At that time people will rarely carry out these obligations in congregation or munfarid (own payer). The factors causing the lazy of worship is family doesn't istill religious norms, lack knowledge in the importance of praying, the society is a less involved teenager in religious activities.

For resolve, the problem then designed an application that has several excellent features that display date and prayer times that will always be updated and will be display user location. Another feature is prayer monitoring in a way to record prayer times and will display a graph and history. Daily motivation is also available and prayer time reminder for improving the discipline of worship. Different features of other applications are challenge features with the gamification system. This feature will provide challenges that are different for each level to increase user worship.

Keyword: Prayer, Gamification, Monitoring, Prayer Times, and Prayer time reminder.