

ABSTRACT

The gym is a public recreational facility that can be accessed through registration and membership payment. The purpose of a gym is to provide space and facilities for users to engage in sports activities. However, due to the variety of these facilities, many users experience difficulty in understanding how to use them. This leads to damage to gym facilities and injuries to users. Currently, there are many applications that assist users in engaging in sports activities. However, there are not many sports or health applications developed with the implementation of gamification systems. One goal of implementing a gamification aspect is to encourage new habits among users, making it easier for them to achieve specific goals. Thus, the design target is gamification in an application that can help reduce injuries in the use of gym facilities. The application and gamification design process involves researching the problems experienced by users and gym facility managers, delving into theories to design an application and gamification, and referencing various similar works to achieve the goal. The end result is the design of the application and the implementation plan for the gamification of the application.

Keywords: Gymnasium, guide, application, gym equipment, gamification.