

## Abstract

Character education is learning to instill good values in students' daily lives. The implementation of a spiritual attitude is one of the efforts to build good character. Initial research has been conducted at an integrated madrasah ibtidiyah school in West Jakarta for 2nd graders (7-8 years). Researchers conducted initial observations and found problems in the form of low levels of commitment and consistency in students' spiritual attitudes such as praying sunnah dhuha, memorizing and muroja'ah Al-Qur'an, as well as praying and dhikr after prayer. Through The Muslimah Cycle's application, researchers have observed the performance of the User Interface (UI) and User Experience (UX), and it was found that the UI and UX are less attractive. Students experience confusion and are not motivated to respond to the application. This study aims to assist the school in shaping (Education) good character, namely building students' motivation, interest, and initiative in habituation of their spiritual attitude through a user-friendly application (for these students). This study uses a gamification approach in the form of daily challenges, quizzes, collecting and exchanging points, increasing levels, and leaderboards. And the System Usability Scale (SUS) is used to measure usability, satisfaction, and suitability with user needs when using the prototype. The final result of implementing the character-building prototype in this study is an increase in carrying out spiritual attitudes as well as being more committed and consistent. The results of the analysis of the usability test 85% of students are easy to use the prototype and the speed of the user in using the prototype is 401.8 seconds. The final score of the SUS test on the use of prototypes in persona novice is 93,33333 and persona expert is 88.75.

**Keywords:** Character Education, Gamification, System Usability Scale (SUS)