Application Design Library With Gamification Concept

Nisaul Barokati
Universitas Islam Darul Ulum Lamongan
nisaulseliro@gmail.com

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Abstract: The library is an effort to maintain and improve the efficiency and effectiveness of the learning process. Various means have been used to enhance the library's role in community development. One way is to develop a concept and a different orientation in the management system or the library. The concept in question is gamification. Gamification is a process with the aim of changing jobs or activities that usually go tedious and less enjoyable to be more interesting and fun to do. One approach taken is to reward both virtual and non-virtual that can increase people's motivation to do something, in this case, is to visit and take advantage of the functions and library facilities. This research resulted in a model that features a library application with the concept of gamification. The model can be implemented into an application that will increase visits and activities at the library. Thus the function and the main purpose of the library be met.

Keyword: Library, Gamification, Application

Introduction

Library as a center of knowledge and learning have such an important role in community development. At the library contains a lot of information that can be used by communities to improve the competence or expertise. In addition, the library also holds so much information and knowledge that can be used to solve the problems of everyday life. The library is an effort to maintain and improve the efficiency and effectiveness of the learning process.
Various ways have been used to increase the role of the library for the advancement of learning and education process. Ranging from improved service and efficiency of human resources in this case is the librarian, the last collection as a primary source of information on a regular basis, provision of facilities such as facilities and infrastructure of the computer as one of the major steps of digitizing libraries, creation of digital books (e-books), as well as the development of information technology tools and other communications. Another way that can be used to increase the role of the library is to build and develop the concept and different orientations on the system or the management of the library, one of the concepts that can be used are gamification (gamification).

Gamification is a process with the goal of changing the non-game context becomes much more interesting by integrating a thinking game, game design, and game mechanics. The use of gamification is very effective to make the work or activities that usually go dull and less pleasant to be more interesting and fun to do. One approach taken is to reward both virtual and non-virtual that can increase people's motivation to do something, in this case is to visit and take advantage of the functions and library facilities. By getting an award or reward, a particular someone will be encouraged to increase visits to the library. Competition in occupying a position in a leader board also makes visitors library "challenged" to perform various activities that enable high point. With the increasing activity in a library, the role and function of the library become more leverage.

**Research Methodology**

Research Methods provides an explanation of the steps, data, location research, evaluation methods used and structured explanation of the algorithms or methods of research are discussed.
A. Stages of Research

In this research will be several stages of a cycle to produce a conclusion. The stages in this study are as follows:

1. Identification of Problems
   At this stage will be the identification of the problems that occur. The problems have been analyzed and then summarized into a formulation of the problem and molded into the boundary problem. The main issues raised was how to design a library application with the concept of gamification.

2. Search Library
   At this stage will be carried out from the literature related to the subject of research, by studying reference books and similar publications on the research and who have previously done.

3. Collection and Processing of Data
   At this stage of data collection will be done by using multiple techniques, data collection such as interviews, observation, and literature study. The data collected will be processed and analyzed to determine the results (output) in the form of appropriate models to be used at a later stage.

4. System Design
   This phase will be made draft business model and information system models the using Unified Modeling Language (UML). While the design database is described in the form of Entity Relationship Diagram (ERD).

5. Inference Results
   Conclusions obtained in this study is based on data collected and processed in the data collection and processing. Conclusions can be retested validity by examining the type and nature of the data and the resulting model.
From the above explanation, the following is a description of the stages used in the execution of this study:

![Diagram of Research Stages]

Figure 1. Stages of Research

B. Time and Location Study

This study will run for four (4) months with a case study on library research Universitas Islam Darul Ulum Lamongan.

C. Data Collection and Analysis Techniques

Data collection techniques are the most important step in the research process. The data collection techniques used in this study are as follows:
1. Interview

The interview process conducted by face to face and do a debriefing about the activities and business models that take place in the library, Universitas Islam Darul Ulum Lamongan. The results of these interviews are collected in the form of notes which are then processed into one source of information.

2. Observations

In this study, the observation is made by observing the activity that happens on the object of research. The activity of which is the process of recording the visit, borrowing and repayment collection by members of the library, the process of data collection and circulation of collections by librarians, as well as the utilization of library collections in Universitas Islam Darul Ulum Lamongan.

3. Literature

Literature study data collection techniques by conducting a search for books, articles, notes, and reports related to the object of research.

To generate a good system design, the analysis, and classification of all data, processes, and users involved in the system.

1. Data Analysis

The data obtained are then processed based on the classification and function and are equipped with attributes that match the domain data is needed.

<table>
<thead>
<tr>
<th>No</th>
<th>Name Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Book</td>
<td>List collection of books owned by the library</td>
</tr>
<tr>
<td>2</td>
<td>Title</td>
<td>List of titles owned by the library</td>
</tr>
<tr>
<td>3</td>
<td>Author</td>
<td>List the names of all the authors who have recorded</td>
</tr>
<tr>
<td>4</td>
<td>Publisher</td>
<td>List the names of all book publishers are</td>
</tr>
</tbody>
</table>
being recorded

<table>
<thead>
<tr>
<th>No</th>
<th>Process Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Loan transactions list book lending library</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Returns List of transactions return library books</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Librarians list of librarians in the library</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Members List of members of the library</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Challenges list of challenges gamification</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Rewards List &quot;gift&quot; for members who complete an activity gamification</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Badges List of badges that can be gathered members of the library</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Administrator List user with administrator access</td>
<td></td>
</tr>
</tbody>
</table>

2. Process Analysis

Process Analysis needs analysis process obtained based on interviews conducted in the librarian. It also made the observation to observe library routines.

<table>
<thead>
<tr>
<th>No</th>
<th>Process Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Process the Data Book</td>
<td>covers the process appear, save, and modify the data Book</td>
</tr>
<tr>
<td>2</td>
<td>Process the Data Titles</td>
<td>Covering process appear, save, and modify the data Titles</td>
</tr>
<tr>
<td>3</td>
<td>Processing Data Author</td>
<td>Covers the process appear, save, and change Data Author</td>
</tr>
<tr>
<td>4</td>
<td>Processing Data Publishers</td>
<td>Covers the process appear, save, and modify the data Publisher</td>
</tr>
<tr>
<td>5</td>
<td>Cultivating Transaction Loan</td>
<td>Covering the process performed and store transaction data Loan</td>
</tr>
<tr>
<td>6</td>
<td>Processing of Transactions Refund</td>
<td>Includes processes performed and store transaction data Returns</td>
</tr>
</tbody>
</table>
7. Processing Member Data
covers the process appear, save and change the Member data

8. Process Data Librarian
Covering process appear, save, and modify the data Librarian

9. Processing Data Challenge
Covering process appear, save, and modify the data Challenge

10. Processing Data Reward
Covers the process appear, save, and modify the data Reward

11. Processing Data Badges
Covers performing process, store, and change the data badge

12. Administrator Data Processing
Covers produce appear, save, and change the Data Administrator

3. User Analysis

Classification of users become an important part of a design and development of the system. Classification is done by observing the activities and interviews on the librarian.

Table 3. User Analysis

<table>
<thead>
<tr>
<th>No</th>
<th>Classification User</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Administrator</td>
<td>It is typical that users can manage key data used in the system.</td>
</tr>
<tr>
<td>2</td>
<td>Librarian</td>
<td>Merupakan tipikal pengguna yang mengelola peminjaman, returns and other transaction management.</td>
</tr>
<tr>
<td>3</td>
<td>Members</td>
<td>Represents members of the library to borrow books at the library.</td>
</tr>
</tbody>
</table>

D. Business Model Design

Designing a business model is made to describe the flow of the system and its interaction with the user. The design that has been produced is summarized in the form of Use Case Diagram, Class Diagram, Activity Diagram and Sequence Diagram.
1. **Use Case Diagram**

   In a *use case diagram* form 6 (six) *use case* that represents a business model as well as the conditions to be met by actors might. Actor formed three (3) Actor, the Administrator, Librarian, and members.

![Use Case Diagram](image)

**Figure 2. Use Case Diagram**

2. **Class Diagram**

   *Class diagram* describing the structure of the system in terms of defining classes that will be created to build the system. In the *class diagram* established 13 (thirteen) class, the class Login, Author, Title, Publisher, Librarian, Book, Borrower, the administrator, Challenges, Borrowing, Returning, Badges, and class Rewards.

3. **Activity Diagram**

   *Activity diagram* download showed various streams of activity in the system that is being designed, how each start, the *decision* that may occur and how they ended. Here is a picture of the *activity diagram* library application with the concept of gamification:
4. **Sequence Diagram**

Sequence diagrams are used to describe a scenario or series of steps.

**Conclusion**

From the research carried out has resulted in a design library application with the concept of gamification. The design results in the form of restrictions and the scope of the system consisting of the needs assessment data and the needs assessment process. The design governance systems described in use case. Design logical models generate class diagrams, activity diagrams, and sequence diagrams. While on the Entity Relationship Diagram (ERD) is formed of 8 (eight) entities, ie entities Author, Title, Publisher, Books, Borrow, Librarian, Back, and Borrower entities. The model can be implemented into an application that will increase visits and activities at the library. Thus, the function and the main purpose of the library be met.
Bibliography
____________. *Gamification MasterClass*. t.t.: O'Reilly Media, 2011.