

Implementation of Positive Reinforcement and Negative Reinforcement in the Development of Rms Prayer's Pillars Gamification.

- **Author(s):** Siti Fauziah Mohd Amin ,Sabariah Sharif ,Mad Nor Madjapuni ,Muhamad Suhaimi Taat ,Muralindran Mariappan
- **Abstract:** RMS Prayer's Pillars Gamification is a game related to pillars of qalbi (heart), pillars of qauli (words) and pillars of fikli (deeds) using Robot M-Solat (RMS). This gamification was developed based on enhancing motivation to improve the mastery of prayer pillars among students. This gamification's advancement implements positive reinforcement and negative reinforcement, two inherent components in Skinner Operant Conditioning Theory. Thus, this study's goal was to identify the use of positive reinforcement and negative reinforcement in education and suggest implementing this element in the development of RMS Prayer's Pillars Gamification. This research was a qualitative study using content analysis methods. The search for scientific materials such as journal articles, conference papers and theses was done using the keywords "positive reinforcement", "negative reinforcement", "Skinner's Operant Conditioning Theory", "prayer" and "gamification". The study's conclusions revealed that positive reinforcement could be implemented in the Gamification of Fard (Obligatory) Prayers by giving stars, rendering rewarding cards, honours and compliments from teachers or M-Prayer Robots. Meanwhile, negative reinforcement could be done with the issuance of penalty cards, reprimands, advice, time and additional assignments during the learning and facilitation (L&F) process.
- **Keywords:** RMS Prayer's Pillars Gamification, Skinner Operant Conditioning Theory