

2019  
UITM KEDAH  
**InDeLib**  
International Innovation & Design in Library & Information Science Competition

# HUMANIZING *InDeLib* in the 21st century

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**RAINBOW PARADISE BEACH RESORT, PENANG**



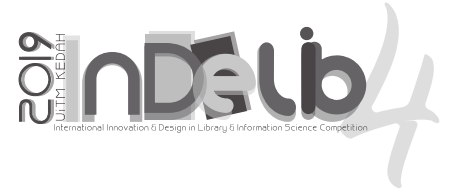
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Kampus Sungai Petani

**ABSTRACT BOOK**



# HUMANIZING *InDeLib* in the 21st century



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**DIVISION & CATEGORY:**  
**INNOVATION**

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## SIFu GEAR- ARSYIDNI

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### **ABSTRACT:**

SIFu GEAR- ARSYIDNI is a learning kit that shows a flow chart for a topic to focus on. This concept is significant for exploratory learning where through this built-in map each player will gain information, questions and reinforcement info on a topic. The headline in the field of Islamic education fiqh has been chosen as a topic to focus on in this SIFu GEAR- ARSYIDNI. Therefore, this title will be subdivided into sub-topics by game set (Gamification). Based on the map produced, the ablution title has been selected as the topic of the first set of games. This is because, ablution is a basic principle that all Muslims must know. This SIFu GEAR- ARSYIDNI can help each player understand and improve their understanding of the topic. In addition, this topic is in line with the content of the standard 1 Islamic education subject that can be referenced in the Assessment Curriculum Standard Document (DSKP). Therefore, the Innovation is designed to make it easier for Muslims to obtain information on the subject of education and to apply it in their daily lives. This innovation uses digital materials that individuals need to access to 'Zap Code' to access that information. Therefore, teachers act as facilitators and mentors to students in learning this topic. This innovation is very applicable to all walks of life, especially students. In fact, it is also compatible with 21st century learning methods where teachers can use this kit to facilitate the teaching and learning process of students. This idea emerges from realizing the power of digital technology that could help attract student. As a result, students are able to master this concept easily and apply it to lifelong learning and enhance self-learning. This SIFu GEAR- ARSYIDNI can also be played individually and cooperatively and is ideally used by teachers as teaching aids to engage students. Aternative variant of Teaching and Learning (Cybergogy, Heutagogy & Peeragogy) process in applying 21st classroom teaching (6C) actively, effectively, meaningfully and fun, in line with RI 4.0.

*Keyword: SiFU GEAR-Arsyidni, Gamification, Cybergogy, Heutagogy & Peeragogy*

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### **Novelty & Uniqueness:**

Developing alternative variant of Teaching and Learning process in applying 21st classroom teaching (6C) actively, effectively, meaningfully and fun(Gamification), in line with RI 4.0.

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**Potential Commercialization:**

- Highly potentially because it is cheap, easy to use and interactive.
- Using e-learning concept in real and virtual learning.
- Suitable for early childhood education, Level 1N 2 students in national schools and groups of people.

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