

Abstract

The boredom of studying in boarding schools has become a classic problem in Indonesia. Several studies have tried to examine from various aspects, but no one has looked particularly at the saturation that comes from non-academic programs. This research was conducted to analyze the saturation that occurs in non-academic programs with a case study at SMAIT As-Syifa Boarding School with a design thinking approach. The results showed that students experienced a saturation of 85% in the fairly high category, with the most saturated non-academic program, namely the scout program. This is caused by fatigue, no motivation, and the material is difficult to learn. Based on the theory of saturation which has a negative relationship with the level of student engagement, a solution is designed using gamification theory. Gamification is carried out in learning media with the aim of increasing student engagement in the scout program. The results of the gamification design are learning media in the form of board games with scouting material samples in the form of Morse code. The results of the solution validation showed that there was an increase in the engagement score for male students by 17.1% and for female students by 44.8%.

Keyword: academic burnout, Engagement, Gamification, Scout