KICT TEACHING AND LEARNING EXHIBITION 2025

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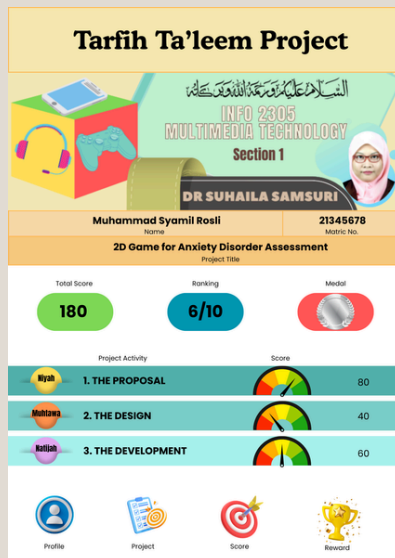
KICT TALE 2025

TAWHIDIC PARADIGM IN TEACHING & LEARNING: REINTEGRATING FAITH AND KNOWLEDGE

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Tarfih Ta'leem: Gamifying learning experience to nurture responsible project

Abstract

Gamification Sample

The method "Tarfih Ta'leem," which means "entertainment in education," introduces a virtuous gamification learning technique infused with shari'ah elements; purpose (niyah), content (muhtawa), and consequence (natijah). This method is designed to nurture quality students who embody responsibility, particularly when initiating IT projects, by integrating spiritual and ethical dimensions into educational practices. Rooted in the Tawhidic worldview and epistemology, Tarfih Ta'leem establishes a holistic learning environment that harmonizes creative development with spiritual growth. The gamification framework aligns with shari'ah principles, ensuring that the purpose of education transcends mere knowledge acquisition to inculcate moral integrity and accountability.

By embedding entertainment within structured learning activities, this method fosters student engagement while maintaining a focus on divine purpose and meaningful consequences. Tarfih Ta'leem ultimately aims to produce balanced individuals who excel academically and uphold ethical responsibilities in their professional endeavors, especially in the information technology domain.

The three principles of niyyah, muhtawa, and natijah are the foundation of the rubric for all projects that are initiated under the 'Tarfih Ta'leem' concept.

Tarfih Ta'leem based on shari'ah compliance gaming principles

Purpose (Niyah)

- A group of students are required to initiate a project which give most benefit to ummah, i.e. health, education, financial improvement is encouraged

Content (Muhtawa)

- The most impactful content based on the project theme/title need to be created with shari'ah compliance using gaming technology, i.e. heart wrenching virtual-reality storytelling or brain-stimulating augmented-reality, etc

Outcome (Natijah)

- The outcome that give most benefit to users, such as improving health, financial gain or education are most encouraged by utilizing the best game technology

This gamification is implemented in accordance with its fundamental technical adoption. A student must satisfy the requirements and utilize their creativity to receive a reward, as indicated by the activities provided. Points will be awarded for each milestone, and badges will be granted upon completion to denote the project's quality. From time to time, students may observe their position on the class leaderboard.

Challenges/Rewards

- Student needs to do investigation, study on the most fullfiling Tarfih Ta'leem based project which contribute most to the community
- The points will be given based on their achievement as gamification reward

Level Progression

- Student needs to submit the evidence of their progress for each project stage, begin with project title and theme initiation proposal, content development and feedback of the digital content in social media for points and reward collection

Badges/Achievement

- The collection of points will be granted the badges of gold, silver or medal based on the most impactful project and the progress.

Leaderboard

- The student achievement will be ranked in leaderboards based on the points collections to encourage them to be more productive