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**THE DEVELOPMENT OF THE LEARNING CD BASED ON FLASH MULTIMEDIA TO INCREASE THE  
 MEMORIZING SHORT CHAPTERS STUDENTS COMPETENCE IN MI AL-KHADIJAH MALANG**

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**Abstract.** Learning media is used as an attractive means so that the material presented is easier to understand or understood by students. The development of multimedia learning media can overcome the gap between ideal conditions and real conditions. In this study, researchers used this type of development research, research and development methods or better known as research and development (R & D) by using the learning development design of Walter Dick and Lou Carey. The results obtained after implementing learning CD media is learning has a high level of efficiency and high attractiveness and can be said learning CD media have good quality.

**Keywords.** Development the Learning; CD Based on Flash Multimedia; Memorizing

## A. INTRODUCTION

Memorize is one of the main competences of Quran and Hadith lesson. Memorize aims to increase the students' competence in understanding Quran or Hadith. In this learning process, the students are expected to be able to remember Quran and Hadith in a long-term period.

One of the methods that is used by Rasulullah SAW when Quran came is asking the noble companion to memorize it (Bukhari). Rasulullah also explained how the verse is arranged in a chapter or surah, about the first and the last. And this command is created as the rule, only Quran that is written. Beside writing Quran, prophet also suggested Quran to be read and memorized, and a must in daily prayers or shalat (Sonhadji, 1990). In reality, drill is the most method used to memorize. It makes the students bored. But actually, researcher finds some medias that can be used to support memorizing process. It can use various medias in learning process, such as LCD, picture, part of verse, flash player, etc.

Multimedia learning product could increase the learning quality. It means that learning activity used multimedia can increase the student's competence in learning a material, such as memorize Quran material. Because multimedia as the learning media is more interesting and better in performing material, the content, backsound, and an interesting display. So, according to the researcher, the development of learning media in memorizing should be held and also given the evaluation to know how success the usage of the media is.

Based on the background above, those are some research questions in this study:

1. The unavailability of learning media in multimedia form to increase the memorizing Quran competence of 3<sup>rd</sup> class students in MI Al-Khadijah Malang, which is developed by using adobe flash player.
2. Is the media development product of the learning CD in adobe flash player can increase the interest and effectiveness of Quran and Hadith learning in the 3<sup>rd</sup> class MI Al-Khadijah Malang?

The development of learning media in Quran and Hadith by multimedia can overcome the gaps between the ideal and real condition. Ideal condition means the availability of learning media

in Quran Hadith by multimedia that is interactive to increase the learning result of memorizing competence in Quran and Hadith material.

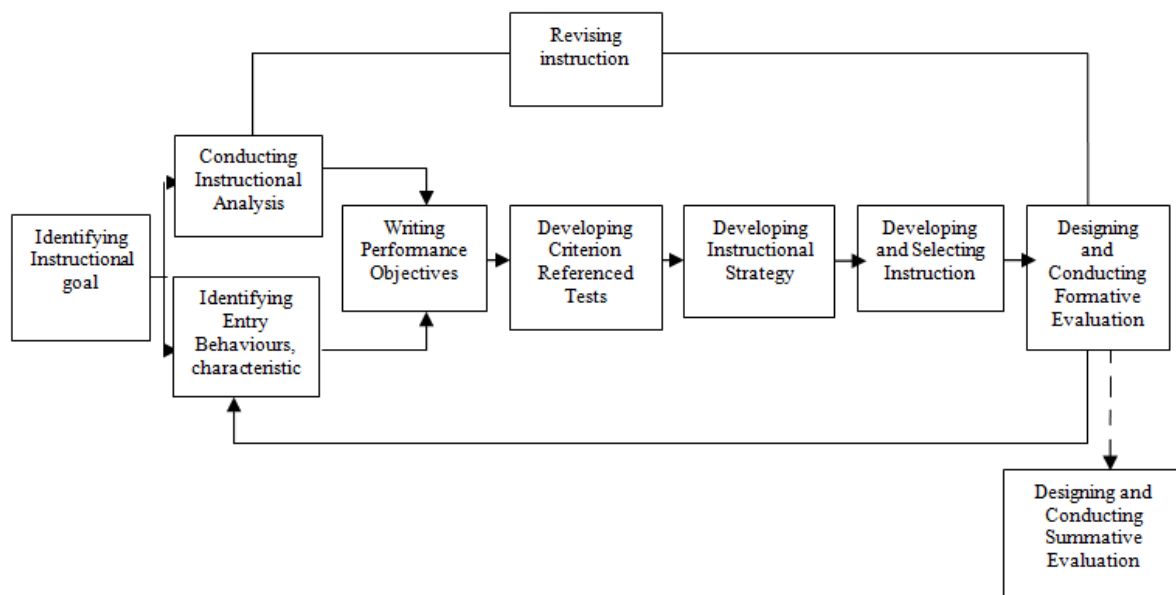
So that, there are some assumptions of development, that: 1) by using interactive cd learning media, students are assumed to be more motivated and guided in learning process; 2) the unavailability of interactive learning cd media, especially memorizing Quran and Hadith competence that is developed by adobe flash player; 3) through interviews in introduction, the teacher feels difficult to develop CD of Quran and Hadith by adobe flash player, because there isn't product example and opportunity (time).

The focus of the study concerns to the flash media usage made by the researcher 2.0 version, which is focus on Al-Zalzalah, include memorizing, translating, and the content. The specification of the product is:

1. It is made by Adobe Flash CS 5.5 and Action Scribt 2.0.
2. The content is about chapters (*surah*) related with the learning material.
3. Each verse is completed with pictures that can make easy the students to memorize.
4. It is completed with verse's sound.
5. It is competed with exercise to evaluate the students.

## B. METHOD

In this study, the researcher used development research. Research and development (R&D) is a research method that is used to produce a product and examine the product's effectiveness (Sugiono, 2014). This study is designed with Walter Dick and Lou Carey in Dick & Carey (1978), there are 10 steps, but in this case the researcher used 9 steps. It's considered that the development of learning media is done just on the trial and error of the product prototype. The tenth step (summative evaluation) is not given because it is not the part of learning process.<sup>1</sup> Those steps are illustrated in Walter Dick & Carey picture below:



Based on *Sistem Approach Model for Designing Instruction* Walter Dick & Carey, the steps of the development procedure in this development research are:

1. Identifying Instructional Goal
2. Conducting Instructional Analysis
3. Identifying Entry Behaviors and Characteristics

<sup>1</sup>Dalam bukunya, Dick & Carey menegaskan bahwa: “ *The summativeevaluation it is not a part of the design process. It occurs only after the instruction has been formatively evaluated and sufficiently revised to meet the the standars of the designer. This component is not considered an integral component of the instructional design process. The nine basic steps represent the procedures which one employs when one uses the systems approach to designing instructionsl materials.*” Lihat.. *Ibid.*, hlm. 11.

4. Writing Performance Objectives
5. Developing Criterion-Referenced Test
6. Developing Instructional Strategy
7. Developing and Selecting Instruction
8. Designing and Conducting Formative Evaluation
9. Revising Instruction
10. Designing and Conducting Formative Summative

### C. RESULT AND DISCUSSION

The development of CD learning which is developed with Adobe Flash CS 5.5 and Action *Scribd* 2.0 code in the grade 3 of elementary school is based on the reality about the unavailability of a media, especially CD learning as the good media for Quran and Hadith material. The result of the development aims to complete the availability of multimedia as the learning media that can increase the interest and effectiveness of Quran and Hadith lesson in elementary school.

The procedure of the development used some steps, those are: 1) introduction study, by evaluating needs and analyzing curriculum; 2) developing the media, CD learning of Quran and Hadith by using Adobe Flash CS 5.5 *Action Scribd* 2.0 code for the learning used Dick & Carey development and product validation.

The product of CD learning development has been perfected step by step through review, evaluation, test by an expert Quran and Hadith person, a skilled learning designer, Quran and Hadith teacher, and the students of MI Al-Khadijah Malang as the objective user of the product. There are some components to revise it, the completeness and suitability, the content accuracy, the interest and effectiveness. The result of the review and test becomes the product perfection to tested in field.

by using indicators of assessment of activeness and attractiveness of degeng's learning (1989), CD media for learn Quran and hadith with adobe CS 5.5 Action Scribt 2.0 software applications can be explained as follows:

1. Learning by using this media as a part of the strategy of organizing learning content has a very high level of effectiveness to achieve the learning objectives of memorizing the subjects of Qur'an and Hadith in MI al-Khadijah 3rd grade.
2. Learning by using Cd media interactive learning as one part of the delivery strategy of learning content that has a level of effectiveness and high attractiveness to the learning process of Qur'an and Hadith subject in 3<sup>rd</sup> grade Islamic Elementary school
3. The delivery strategy in CD interactive learning media is, in addition to fulfilling components as a medium in general, a component of learning activities is instructed that instructs learning activities that encourage the participation of students who are more aware of the meaning of paragraphs per verse, memorize more quickly with playing puzzles on the verses of Qur'an which become teaching material.
4. Learning by using CD learning media as one of the learning management strategies has a high level of efficiency and attractiveness related to the limited teaching staff, allocation of face-to-face activities available, and the availability of learning resources in learning Qur'an Hadith subjects in MI 3<sup>rd</sup> grade.
5. Learning by using CD learning media as one of the learning management strategies provides more satisfying learning outcomes on student learning outcomes of 3<sup>rd</sup> grade MI al-Kadijah on the subjects of Qur'an and hadith.

Below are the results of the media usage achievements for MI al-Khodijah students in 3<sup>rd</sup> grade Malang

Student names	Score		D=X-Y	D <sup>2</sup> =(X-Y) <sup>2</sup>
	Pre-Test (X)	Post Test (Y)		
Abdullah	5.00	5.00	0.00	0.00
Asy-Syifa Ilma Nur F	3.33	5.00	-1.67	2.78
Bara	4.33	4.00	0.33	0.11
Firdaus	2.00	3.67	-1.67	2.78

Student names	Score		D=X-Y	D <sup>2</sup> =(X-Y) <sup>2</sup>
	Pre-Test (X)	Post Test (Y)		
Haidar	1.33	3.33	-2.00	4.00
Hilman Risqi	5.00	5.00	0.00	0.00
Iqbal	4.33	4.00	0.33	0.11
Nuha Hanuna Hamzah	3.33	4.67	-1.33	1.78
Rafi	3.33	3.00	0.33	0.11
Rafly	4.33	5.00	-0.67	0.44
Razan	5.00	5.00	0.00	0.00
Rofiqul	4.00	5.00	-1.00	1.00
Syifa Nur Sabrina	3.33	5.00	-1.67	2.78
Tarik	3.00	3.67	-0.67	0.44
Tiara Yashifa Nailah	3.67	5.00	-1.33	1.78
N=15	-	-	$\sum D = -11.00$	$\sum D^2 = 18.11$

Calculate the average value of the difference

$$M_D = \frac{\sum D}{N}$$

$$M_D = \frac{-11.00}{15}$$

$$M_D = -0.733$$

The first step is to look for standard deviations, the difference in scores between variables X and Y

$$SD_D = \sqrt{\frac{\sum D^2}{N} - \left(\frac{\sum D}{N}\right)^2}$$

$$SD_D = \sqrt{\frac{18.11}{15} - \left(\frac{-11.00}{15}\right)^2}$$

$$SD_D = \sqrt{1.207 - 0.538}$$

$$SD_D = \sqrt{0.670}$$

$$SD_D = 0.818$$

The second step looks for Standard Error

$$SE_{M_D} = \frac{SD_D}{\sqrt{N-1}}$$

$$SE_{M_D} = \frac{0.818}{\sqrt{15-1}}$$

$$SE_{M_D} = \frac{0.818}{3.742}$$

$$SE_{M_D} = 0.219$$

Step to find the value of  $t_{\text{count}}$

$$t = \frac{M_D}{SE_{M_D}}$$

$$t = \frac{-0.733}{0.219}$$

$$t = -3.353$$

T test Criteria

- If  $t_{\text{count}}$  value is greater than  $t_{\text{table}}$ , then it is significant, meaning: H0 is rejected, Ha is accepted
- If  $t_{\text{count}}$  is smaller than  $t_{\text{table}}$ , then it is not significant, meaning: H0 is accepted, Ha is rejected.

The indication of the count is significant, so  $H_a$  is accepted,  $H_0$  is rejected

Hypothesis is accepted because  $t_{\text{count}} > t_{\text{table}}$ , so the conclusion, there is a significant difference in the learning achievement of the 3<sup>rd</sup> grade students of MI al-Khadijah Malang after using learning media from development products and it can be said that the medium of learning Qur'an Hadith with Adobe Flash Player application, it is proven that it can significantly improve the learning outcomes of Al-Qur'an Hadith in the 3<sup>rd</sup> grade students of MI al-Khadijah Malang.

#### D. CONCLUSION

Based on the development process and the result of the last test to the interactive CD learning of Quran and Hadith lesson in the 3<sup>rd</sup> class of MI can be explained below:

1. The media development has produced a product, the interactive CD learning, which is specifically developed by Adobe Flash CS 5.5 and used *Action Script* 2.0 code. The result is that the development can add the kind of the Quran and Hadith learning material, especially to be a reference for teacher and students in memorizing Quran and Hadith in MI Al-Khadijah Malang.
2. The result of the development of the learning cd of Quran and Hadith for the 3<sup>rd</sup> class of MI has an interest and effectiveness based on the result of the respond and evaluation of Quran and Hadith teacher and the tested students, the 3<sup>rd</sup> class in MI Al-Khadijah Malang.
  - a. The response of the Quran and Hadith teacher assesment to the interactive CD learning after revised:  
The using of the development of the interactive CD learning has a high of effectiveness and interest, based on the teacher assesment to all components are good.
  - b. The response of the 5<sup>th</sup> class students in MIN 1 Malang to the interactive CD learning after revised:  
The using of the development of the interactive CD learning has a high of effectiveness and interest, based on the students assesment to all components are good.
3. The result of learning from a field test that is measured using the testing results of the study after analyzed indicates:
  - a. The average result of the last test shows that there is an increase in the acquisition of the students learning result. There is a significant difference between the average first test scores (pretest) and the final test (posttest) after using an interactive development CD.

In this way, the interactive learning media CD of Quran and Hadith for 3<sup>rd</sup> grade students of MI al-khadija Malang can be said to have good qualities. This is because the use of this media can help improving the effectiveness and interest of learning in memorizing and help to make it easier for students to learn and to help improve the education of students in the learning process of memorizing material of quran hadith at MI.

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