

Multimedia Based Prayer Learning Application Designing Using Computer Assisted Instruction (CAI) Method

Pristiwanto

Informatics Engineering Study Program, STMIK Budi Darma

E-mail: 4nt0.82@gmail.com

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ABSTRACT

The use of media as a companion in the learning process is increasingly needed. The use of media is needed to overcome problems that arise in the learning process due to limited time, space, and objects. For this reason, a learning computer program was developed. Programs designed and developed for computer learning are adapted to existing media development models to be applied in learning. Learning to pray should be instilled in children from an early age. prayer is the weapon of the believer, a pillar of religion, nur in the sky and on earth. Prayers can prevent heinous and evil actions. Prayers can be assessed if they meet all the requirements and pillars. The obligation to perform prayers is the same as carrying out other obligations, according to Islamic law, it is determined for someone who has been seen as a legal subject or mukallaf (obligation to carry out Allah's regulations). Almighty God. Computer-Assisted Instruction (CAI) is a form of presenting learning materials and expertise or skills in small units, making it easy for students to learn and understand. Learning control in Computer-Based Learning is fully in the hands of students.

1. INTRODUCTION

The world of children is a world of fantasy and delusion that has its own privileges. The world of children is very narrow because it is only limited to children's sensory observations, but also a world that is as vast and as free as children's fantasies. To carry out the obligation to educate child prayers, parents must be able to enter the world of children which is so complex and wide that every parent needs and must have the provision of religious education and appropriate methods of educating children. Indeed, education in children will be heavier along with the complex challenges in education. Children who are accustomed to the world of games such as Playstation, their minds, and brains have been filled with a lot of fantasy and fantasy. Such games are indeed a foreign product of a liberal and secular world. With a super complete game with various levels of game difficulty, the child's brain only thinks about chasing victory and victory in the game. [1]-[4]

If the child is addicted to this kind of game, the child's education will be even harder. In fact, not every parent can find and have the right methods and approaches in the efforts of children's religious education. So that it often does not get children's attention and may curb children's lives which in fact has the potential to hinder children's religious development. Whereas childhood is the most appropriate opportunity to educate various religious behaviors, including education for fardu prayer, especially when the right methods and approaches are applied. If religious exercises are neglected as a child or given in a rigid, wrong, or incompatible way with the child, then when he grows up he will tend to the atheist or care less about religion or feel the importance of religion for himself. And vice versa, the more children get religious training as a child, when they grow up their need for religion will be felt more and more.[5]-[9]

It must also be admitted that childhood is not a period of burden or obligation, but is a period of preparation, training, and habituation. Therefore, children must be trained and accustomed to performing worship as a provision for them when they enter puberty, where at this time they have received an obligation to worship so that the implementation of worship which is obliged by Allah

SWT .. is not a burdensome burden for their daily lives. days, even every type of worship is considered very easy to carry out and has its own enjoyment.

Computer-assisted teaching or abbreviated as CAI (Computer Assisted Instruction) is the use of computers directly with students to convey lesson content, provide exercises, and test student learning progress. CAI (Computer Assisted Instruction) can be a tutorial that replaces the teacher in the classroom. CAI (Computer Assisted Instruction) takes many forms depending on the skills of the learning designer and developer. CAI (Computer Assisted Instruction) is a development of integrated information technology, namely communication (interactive), audio, video, image display which is packaged as multimedia technology. Computer-Assisted Instruction (CAI) which contains the automata language theory learning program. With this development, it is hoped that it can foster readers' interest, and learn it further.[10]–[14]

2. METHOD

This research will focus on the application of Computer Assisted Instruction (CAI) which is a form of learning that places computers as individual learning system devices, where students can interact directly with computer systems that are deliberately designed or used by teachers. Computer-assisted learning (CAI) can be carried out by child users independently. If the child user who will use the application has mastered computer use, then the child user can immediately play the application independently (individual learning). However, you should be accompanied by a teacher or adult who understands using computers.

The research steps/research flow is divided into several stages, namely the analysis stage which is divided into field studies/literature studies and needs analysis. Continue with the design stage, namely system design, then the development stage which is divided into application development and application validation. At this development stage, the application validation process will take a lot of time due to the revision process or not the application being made. After the development stage is complete, continue with the Implementation stage, namely testing the application for children, and the last stage, namely the evaluation stage, namely analyzing the validation results and making conclusions.

3. RESULTS AND DISCUSSION

The following are the results of the implementation of the Adobe Photoshop learning program designed.

1) Main Menu Display

Shows the main menu display on the mathematics learning application for the elementary school level.



Figure 1 Main Menu

2) Display Material Menu

The material is made so that children know the meaning of prayer. Figure 2 shows the display of the material content menu in the prayer learning application.

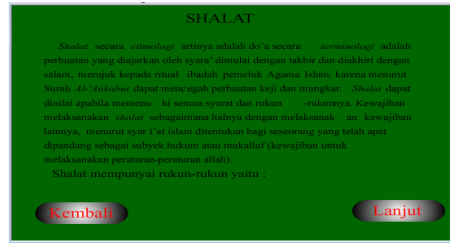


Figure 2 Material

3) Tutorial Menu Display

The tutorial menu contains material explanations that the user can understand in order to perform prayers. Figure 3 shows the appearance of the tutorial on the prayer learning application.



Figure 3 Tutorial Menu

4) Exercise View

The exercise menu is a display of sample questions that will be done after the user clicks the OK button. Figure 5 shows the display of an example question in the prayer learning application.

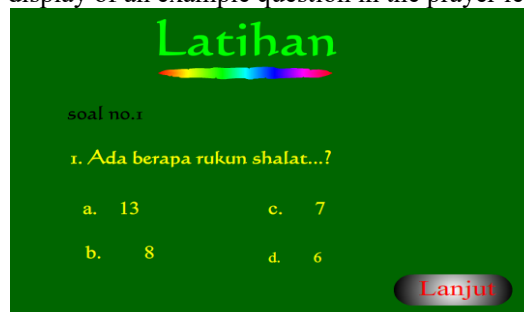


Figure 4 Exercise View

5) Display Score Results

The display of value results is the result of the assessment of the sample display questions after the user answers the practice questions. Figure 6 shows the resulting value display.



Figure 5 Display Results

6) Simulation Menu Display

The simulation on the main menu displays prayer videos.



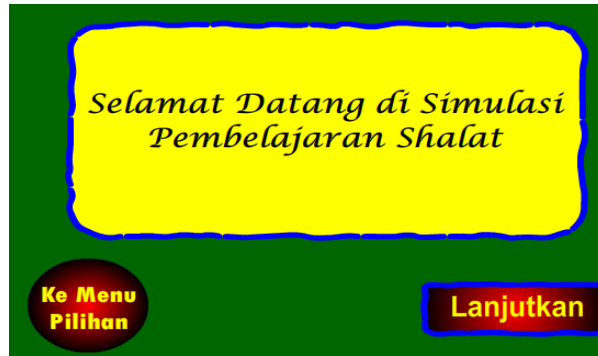


Figure 6 simulation menu display

7) Games Menu Display

The training menu is presented with the user first clicking the play button then the system displays the games display. display score. Figure 8 shows the appearance of the games menu in the prayer learning application.



Figure 7 Games menu

8) Display Games

In the games display menu, it displays guessing games, the game menu display image can be seen in Figure 9.



Figure 8 Display Games

9) Display of Value Results

The game score display is the result of the assessment of the example game display after the user answers the game questions. Figure 10 shows the resulting value display.



Figure 9 Display Results

4. CONCLUSION

By determining the procedures for learning prayer in children, it can make children understand better how to pray well and at this stage the learning is computerized and can automatically make it easier for the user to know the stages that have been passed. From the research that has been done, the application of the Computer Assisted Instruction (CAI) method in this multimedia-based prayer learning process can make it easier for children to stimulate memory well. The prayer learning application for children is designed to use Macromedia Flash 8 to display prayer learning.

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