

# THE RECOGNITION OF SUNNAH PROPHET MUHAMMAD SAW

Rizky Janati Utami<sup>1</sup>, Iskandar Ikbal<sup>2</sup>

<sup>1,2</sup> Informatics Engineering Study Program. UNIKOM.

Jl. Dipatiukur No.114-116, Bandung 40132

E-mail : [zhenutami@gmail.com](mailto:zhenutami@gmail.com)<sup>1</sup>, [Iskandar.ikbal@email.unikom.ac.id](mailto:Iskandar.ikbal@email.unikom.ac.id)<sup>2</sup>

## ABSTRACT

Learning material for recognition the Prophet's sunnah such as the recognition of daily prayers and about the story of the Prophet Muhammad were further introduced in 6th grade elementary school on Islamic religious education. However, there is a paradigm that is not good considering the material taught in its delivery is too ordinary and less attractive to students. Therefore, this study aims to provide convenience in the portrayal and delivery of information as an alternative learning media about the Sunnah of the Prophet Muhammad SAW 24 hours which includes Daily Prayer (Suroh) which starts from waking, doing activities, going to sleep, and covering the journey of life of the Prophet (Siroh) so that it is expected to strengthen the memorization of students and increase students' knowledge to attract more attention in learning Islamic religious education. This research carried out focuses on learning media in form of Android-based educational games by utilizing Virtual Reality technology created using Unity 3D software. The software development method used is the prototype model development method. The results obtained from this study can be concluded that the Recognition of Sunnah Prophet Muhammad SAW 24 Hours for Class 6 is interesting to be used as a companion learning media on Islamic religious education subjects as evidenced by the acquisition of scores from the dissemination results to 50 respondents obtained as many as 1656 of 1705 with a percentage of 97.13% included in the category of strongly agreeing to the satisfaction experience of the Recognition of Sunnah Prophet Muhammad SAW Game.

**Keywords** : Sunnah of Prophet Muhammad SAW, Suroh, Siroh, Virtual Reality, Unity 3D, Prototype

## 1. INTRODUCTION

Education is an effort to grow and get the potential that exists in humans to become more advanced. Efforts to achieve more advanced education can be obtained from formal education in schools that are channeled by good educators. In the development of science and technology which is

increasingly advanced and penetrated into the world of education, according to Ni Luh Putu Ekayani said that this requires teachers to better hone their abilities in educating and educating children[1]. Currently, the method most often used in schools for teaching is the lecture method [2]. Based on the results of research conducted by Beni Harsono, Suesanto, and Samsudi that teaching using the lecture method there are some disadvantages such as lack of classroom mastery because the teacher is busy writing on the board, the images provided in learning are less attractive to students, and students are confused in understanding the material caused by the limitations of props[2]. This can be said as a weak point that is owned by every teaching staff with its limitations. So the need for ways of teaching that can minimize these shortcomings and can follow the development of science and technology without eliminating the elements of formal teaching that already exist as an alternative in supporting learning with the existence of learning media based on virtual reality educational gamesy.

In virtual reality there are many media elements that can be loaded in it such as audio, video and animation elements. The main advantage of virtual reality is that it provides new experiences for users to feel the sensation of the real world in cyberspace[3]. According to Ramdhan Dwi Ratriana in his journal said that the development of virtual reality technology today is not only the sense of hearing and vision that can feel the sensation, but the other senses[3]. And the results obtained in his research he said that the development of video-based learning media using virtual reality models allows users to get more stimulus, activeness, interest and increased student interaction, and effectiveness in increasing information on users contained in the virtual model reality proved effective[3]. Students will feel more interested in using Virtual reality because based on the results of a Computer Technology Research (CRT) survey published in the journal Nelly Indrini Widiastuti, said 20% of people were only able to remember from what they saw, 30% of what was heard, 50% of what is seen and heard, and 80% of what is seen, heard and done[4]. As for the observations of the authors in SDN Sukamaju to 50 respondents in the category of knowledge about the life journey of the Prophet (Siroh) obtained a score of

380 with a percentage of 49.74% into the category of lacking, While the scores obtained from knowledge of daily Prayer (Suroh) ) obtained a score of 173 with a percentage of 88.72% where the results fall into the category of Knowing. This is evidenced by the results of grades obtained by 6th grade students at SDN Sukamaju during the learning process showing the majority of students have good memorization grades, but there are varying grades for assessments other than memorization.

Based on these results, the authors are interested in making learning media through Educational Games using virtual reality technology that contains Islamic religious education learning content about the Daily Prayer chapter and the Exemplary Story of the Prophet Muhammad SAW by taking 10 memorization of daily prayers and activities. a short story, an important event from the story of the Prophet Muhammad who is based on the 6th grade Islamic education syllabus, pocket prayer books, and the book Sirah Nabawiyah. So this study the authors take the title is The Recognition Of Sunnah Prophet Muhammad SAW. The method used in software development is using the Prototype method[5].

## 2. RESULT AND DISCUSSION

### 2.1 Game As An Educational tool

According to Agustinus Nilwan, the game is a computer game made with animation techniques and methods [6]. In the educational game consists of 4 elements that must be considered, such as Game domain, Curriculum, Learning domain, Pendagogik domain [7].

### 2.2 Communication

#### 1. Siroh

Siroh or the Prophet's life journey according to Ust. Kholid Syamhudi, Siroh of the Prophet SAW is a collection of news that is told about the life story of Rasulullah SAW which includes nasab, when he was in the stomach of his mother, his birth and the state of life that took place from the time he was born until he died[8]. The state of life of the Prophet includes several important events such as receiving revelations and events of war in the time of the Prophet like :

- Badar War;
- Uhud War;
- Ahzab War;
- Khaibar War;
- Mut'ah War;
- Hunain War, dan
- Tabuk War.

#### 2. Suroh

Islam has explained many of the Sunnahs of the Messenger of Allah which are easily able to be followed by his followers who were revealed through revelation to the best Prophet Muhammad SAW the Gurunda. Following the Sunnah is a form of our love as people of Allah SWT. One of which is included in

the sunnah is the sunnah of daily prayer from waking up, doing activities to going back to sleep. In addition to daily sunnah of prayers, Rasulullah is an example in terms of commendable actions that should be emulated by his people. As for daily prayers that are abun, i.e[9] :

- Wake up prayer;
- Go to bathroom prayer;
- Go out from bathroom prayer;
- Wearing a cloth;
- Look in the mirror;
- Prayer before eating;
- Prayer after eating;
- Stay out prayer;
- Enter the house;
- Prayer when will go to sleep;

The deeds (Af'al) of the Messenger of Allāh un were given such as:

- Af'al When Eating;
- Af'al When look in the mirror;
- Af'al When Wearing A cloth;
- Af'al When go to a bathroom;
- Af'al When Sits,
- Af'al When Sleep;
- Manner When Saying (Adab Musafahah)

### 3. Problem Analysis

Submission of learning materials related to Islamic education, especially chapters on daily prayers and the history of the Prophet Muhammad SAW there is a relatively unfavorable paradigm with the assumption that the material taught in the delivery is still traditional (ordinary) and less attractive to students who are resulting in easy feeling saturated.

### 4. Analysis Of Pendagogig Domain

Pendagogig Domain Analysis is carried out to prove the elements of educational theory stated in the syllabus can be implemented on an educational game-based system. The following is a mapping of domain pendagogig in the game created can be seen in Table 1 and Table 2

**Table 1.** Analysis Of Pendagogig Domain 1

PENDAGODIG	Indikator	1. Melafalkan doa sebelum dan sesudah melakukan kegiatan sehari-hari.			
	Hasil	2. Mengenal makna do'a sebelum dan sesudah saat beraktivitas sehari-hari			
	Evaluasi	Jenis	Pretest	Post Test	
GAME	Skenario	Bentuk	Tulisan/Essai	Wawancara/Lisan	Praktik
		Lingkungan	Masjid, Rumah		Pilihan Ganda
	Karakter	Siswa memulai permainan kemudian dapat menjelajahi area Rumah dan menjelajahi objek do-a' do'a.		Menjelajahi area untuk menemukan objek	
		Antarmuka	Objek-objek latar seperti halaman masjid, dan rumah.	Teks informasi do'a, arti, dan af'al.	
	Level	Animasi	Gerakan simulasi berjalan	Gerakan menabrak objek pada saat memilih item.	Efek objek menghilang ketika dipilih.
		Point	Melanjutkan Scene -	Menambah Hafalan Do'a -	-

**Tabel 2. Analysis Of Pendagogig Domain 2**

PENDAGOGIG	Indikator	1. Mengetahui dan mendalami kisah Nabi Muhammad saw.			
	Hasil	2. Menceritakan kisah keteladanan Nabi Muhammad saw.			
GAME	Evaluasi	Jenis	Pretest	Post Test	
		Bentuk	Tulisan/Essai	Wawancara/Lisan	Praktik
	Skenario	Lingkungan	Padang Pasir		Pilihan Ganda
		Karakter	Siswa memilih menu Sejarah Nabi	Menjelajahi area untuk menemukan objek	
		Antarmuka	Objek-objek latar seperti halaman Padang pasir.	Video penggambaran alur cerita perjalanan hidup Nabi.	
		Animasi	Memainkan Video	Gerakan menabrak objek pada saat memilih item.	Gerakan simulasi berjalan
Level	Point	Melanjutkan Scene	Menambah Pengetahuan Tentang Perjalanan Hidup Nabi Muhammad SAW.	Efek objek menghilang ketika dipilih.	

## 2.3 Quick Planning

### 1. Analysis Of Game Domain

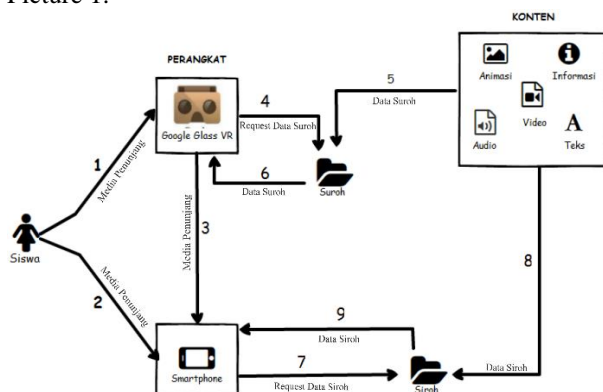
Important elements of an educational game that include rules, situations and players. Where the Game Domain is done to find out the limitations that exist in the game created. Game Domain Analysis is clarified in Table 3.

**Tabel 3. Analysis Of Game Domain**

No	Aturan	Situasi	Pemain
1	Memulai Permainan	Memilih Menu Mulai	Siswa
2	Melanjutkan Scene	Melakukan pemilihan item untuk melanjutkan Scene	Siswa
3	Berjalan	Mengarahkan sensor ke tanah	Siswa
4	Memilih Item	Mengikuti panah kemudian menabrak item dan memilih item	Siswa
5	Kembali ke Scene sebelumnya	Mencari item pintu kembali	Siswa
6	Keluar	Memilih item atau menu keluar	Siswa

### 2. System Architecture

The system architecture in the application that is built is categorized into the stages of input, process, and output which are illustrated by the diagram in Picture 1.

**Gambar 1. System Architecture**

The following is a description of the system architecture built :

1. Students can use the additional Google Glass VR device as an alternative device.
2. Students use smartphone devices that have a special motion sensor to run applications and support virtual reality features.
3. Smartphones can be connected with VR devices.
4. Smartphone asks for Scene about Suroh.
5. Material about Suroh includes content in the form of animations, videos of the Prophet's life journey, audio, text, and information on the Prophet's life journey.
6. Then the data is sent to the smartphone to display.
7. Smartphone asks for a Scene about Siroh.
8. Material about Siroh contains animated content, text, daily prayer information along with audio.
9. Then the data is sent to the smartphone to display.

## 2.4 Quick Modeling

### 1. Non Fungsional Analysis

Non-Functional analysis phase consists of software requirements analysis, hardware requirements analysis, and User Analysis..

#### a. Software Requirements

Software needed for the educational game introducing the Sunnah of the Prophet requires a minimum Operating System Android OS V.4.4.2 (Kitkat) and the latest JDK version.

#### b. Hardware Requirements

The hardware needed for the educational game introducing the Prophet's Sunnah is listed in Table 4.

**Tabel 4. Hardware Requirements**

Hardware Required
Prosesor Quad-Core 1.4 GHz
Layar 6inch
RAM 2GB
Storage 500 GB

#### c. User Analysis

In operating the application, users are required to be able to operate the educational game in Table 5 as follows:

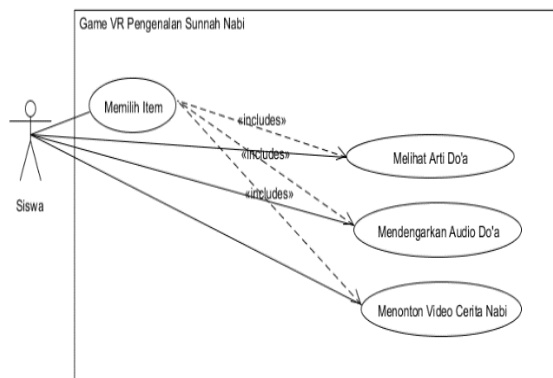
**Tabel 5.** User Analysis

Analisis Pengguna	
Pengguna	Siswa
Tanggung Jawab	Menjelajahi 2 pembagian kategori berdasarkan materi yang bersumber dari silabus
Hak Akses	Menjelajahi doa dan perjalanan hidup Nabi
Tingkat Pendidikan	Kelas 6 Sekolah Dasar
Tingkat Keterampilan	Mampu mengoperasikan Smartphone Android, Terbiasa memainkan Game
Pengalaman	Dapat menggunakan aplikasi-aplikasi umum / Game di Smartphone Android.

## 2. Fungsional Analysis

At this stage a functional needs analysis is performed to find out the picture, planning in making initial sketches of the application or setting in several separate elements to become a single unit forming the actual function before the latest additions. The software used in describing functional requirements uses Unified Modeling Language (UML) consisting of use case diagrams, activity diagrams, class diagrams, and sequence diagrams[10].

Use Case diagram is a user description of the application where to describe each relationship involved [10].

**Gambar 2.** Usecase Diagram

Class Diagram involved in the educational game introduction to the sunnah of the Prophet consists of 20 Classes, where each class has their respective connectedness such as functions involved in action on the game.e.

## 2.5 Design

In the process of designing and designing a game that is built aims to provide a clear picture in order to produce products that are appropriate and appropriate. So at this stage will describe the interface design, menu structure design, and semantic networks.

## 1. Interface

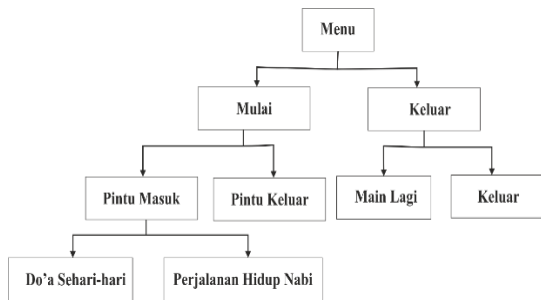
The virtual reality educational game interface introducing the Sunnah of the Prophet has 9 scenes as in Table 6 as follows:

**Tabel 6.** Interface

Interface Name	File Name	Description
splashscreen	splashscreen.unity	Menampilkan splashscreen / identitas
menu	menu.unity	Menampilkan menu utama
pertanyaan	pertanyaan.unity	Menampilkan pesan informasi
Komplek	komplek.unity	Menampilkan halaman depan rumah
Dalamrumah	dalamrumah.unity	Menampilkan scene do'a sehari-hari dengan tampilan di dalam rumah
keluarrumah	keluarrumah.unity	Menampilkan halaman depan rumah dengan menu navigasi untuk ke halaman sejarah nabi.
Wc	wc.unity	Menampilkan ketika berada di dalam kamar mandi
Keluarwc	keluarwc.unity	Menampilkan dalam rumah
sejarahnabi	sejarahnabi.unity	Menampilkan video-video sejarah Nabi Muham-mad SAW

## 2. Structure Of Menu

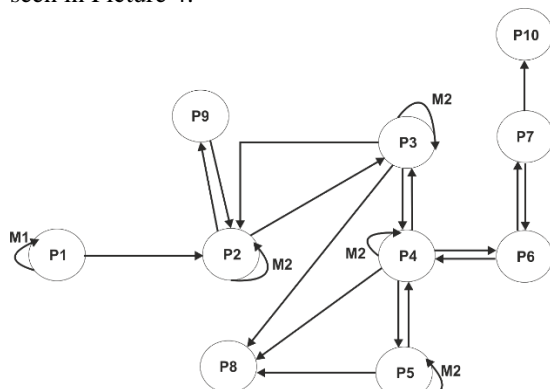
Menu Structure in the Game Introduction to the Sunnah of the Prophet Muhammad SAW 24 hours consists of Menus, Start, Exit, Entrance to enter the house, Exit to return to the previous view, Play again to repeat the game, Exit in this hierarchy exiting the game, Daily Prayer is a special menu for prayers and Journey of the Prophet's life only specifically for the history of the Prophet Muhammad. The structure of the Game Menu Introduction to the Prophet's Sunnah can be seen in Picture 3.



**Gambar 3.** Structure Of Menu

### 3. Semantic Network

The semantic network of the game built can be seen in Picture 4.



**Gambar 4.** Semantic Network

### 2.6 Implementation And Testing

The results obtained are a virtual reality educational game introducing the 24-hour Prophet Muhammad's sunnah which includes daily prayers and the history of the Prophet Muhammad that can be used as an alternative media to support Islamic religious education learning at SDN Sukamaju. The following is a display of the interface implementation of the educational game introducing the Sunnah of the Prophet can be seen in Picture 5, Picture 6 and Picture7.



**Gambar 5.** Interface Implementation Of SplashScreen



**Gambar 6.** Interface Implementation Of Prayers



**Gambar 7.** Implementation of the History of the Prophet's Interface

In the testing stage the educational game uses the Alpha testing.

**Tabel 7.** Alpha Testing

No	Component Tested	Testing Method
1	Splashscreen	Blackbox
2	Menu	Blackbox
3	Pertanyaan	Blackbox
4	Komplek	Blackbox
5	Dalamrumah	Blackbox
6	Keluarrumah	Blackbox
7	Wc	Blackbox
8	Keluarwc	Blackbox
9	Sejarah Nabi	Blackbox

**Tabel 8.** Testing Component Recapitulation

No	Component Tested	Total Test Functionality	Description
1	Splashscreen	2	[√] Berhasil
2	Menu	5	[√] Berhasil
3	Pertanyaan	5	[√] Berhasil
4	Komplek	5	[√] Berhasil
5	Dalamrumah	10	[√] Berhasil
6	Keluarrumah	6	[√] Berhasil
7	Wc	3	[√] Berhasil
8	Keluarwc	10	[√] Berhasil
9	Sejarah Nabi	4	[√] Berhasil

Beta testing is conducted to determine the user's response to the experience of operating the educational game introducing the Sunnah of the Prophet. Based on the results of the distribution of questionnaires to 50 respondents obtained the results of calculations using the Likertz scale calculation technique[11], seen in Table 9 (Interval class) and Table 10 (Weighting) as follows:

**Tabel 9.** Interval Class

Value	Description
1,00 – 1,75	Sangat Tidak Setuju
1,76 – 2,51	Tidak Setuju
2,52 – 3,27	Setuju
3,28 - 4,00	Sangat Setuju

**Tabel 10.** Weighting

Assessment criteria	Description	Weigh Value
SS	Sangat Setuju	4
S	Setuju	3
TS	Tidak Setuju	2
STS	Sangat Tidak Setuju	1

Next in Table 11 and Table 12 shows the acquisition of questionnaire value data after being weighted and calculated using a formula.

**Tabel 11.** Easy To Play

Tanggapan	Jumlah	Bobot	Skor	Persentase
Sangat Setuju	110	4	440	62,59%
Setuju	83	3	249	35,42%
Tidak Setuju	7	2	14	1,99%
Sangat Tidak Setuju	0	1	0	0,00%
Total	200	10	703	100%
Rata-Rata Skor	3,52			

**Tabel 12.** Game Satisfaction

Tanggapan	Jumlah	Bobot	Skor	Persentase
Sangat Setuju	234	4	936	54,90%
Setuju	240	3	720	42,23%
Tidak Setuju	23	2	46	2,70%
Sangat Tidak Setuju	3	1	3	0,18%
Total	500	10	1705	100%
Rata-Rata	3,41			

### 3. CONCLUSION

Based on the test results, the research that has been carried out builds an Android mobile-based educational game product in the form of a virtual reality educational game introducing the Prophet's Sunnah 24 Hours for a 6th grade elementary school case study at SDN Sukamaju that can be concluded as follows:

1. The Recognition Of Sunnah Prophet Muhammad SAW can be used as an alternative learning medium that can be used on Islamic religious education subjects to introduce the Sunnahs and important events in the Prophet's time effectively without eliminating some elements of learning.
2. The Recognition Of Sunnah Prophet Muhammad SAW can make users more interested and feel the real world exists in cyberspace.

The suggestions for development in the next stage are :

1. Development and improvement in the presentation of content related to the journey of life of the Prophet (Siroh) or the life story of the Prophet Muhammad.
2. Development and addition of point (reward) features at each stage that the player has performed.
3. Added features with new missions such as the addition of speech recognition features for audio detection to spell prayer.
4. The addition of the script to the video display to not cause video / audio to overlap.

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