# LEARNING ARABIC BASIC LEVEL WITH WEB-BASED METHOD INTERACTIVE

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## ABSTRACT

*Learning by using interactive multimedia developed on the basis of conventional learning which is not good enough for the needs of the students learning. In the class, students feel less motivation to learn because of the way of conventional teaching. The Conventional teaching resulted the students had difficulty to understand the materials. As a result students was not interest to study and no longer decreased at school performance. This is an indicator the quality of the existing learning.*

*Begins from this, learning by using multimedia that combine various media elements such as video, sound, animation, textbooks, and images packed with interactive, creative, and fun.*

*The result of the multimedia development, expected the way student learning can be motivated to understand the material as submitted by interactive learning and fun. So it will be an increase the quality of learning and the grade more better than before.*

*Key Word : The Conventional Learning, Interactive Multimedia, The Quality Of Learning*

## 1. INTRODUCTION

### 1.1 Problem Identification

1. When learning in schools is too narrow and constrained on the understanding of Arabic students will.
2. Submitting material that is sometimes less attractive.
3. Lack of exercise intensity is given in schools, so that the students lack of exercise.

### 1.2 Benefit

1. Assist students in understanding the Arabic language lessons with interactive learning methods based on audio-visual.
2. Creating a learning and discussion of media alternatives for students, so that the delivery of the material becomes more attractive.
3. Providing exercises that can be done to measure the level of student ability in Arabic.

## 2. MODEL, ANALYSIS, DESIGN AND IMPLEMENTATION

### 2.1 Model

1. Data collection phase
   a. Studies Library.
   b. Observation.
   c. Interviews.
2. Stage of software.
   a. *Requirements analysis and definition*
   b. *System and software design*
   c. *Implementation and unit testing*
   d. *Integration and system testing*
   e. *Operation and maintenance*

## 2.2 Problem Analysis

Analysis of this system obtained through interviews and observations to be found in some data and facts that will be used as test material and the analysis to the application and development of an application of the proposed system.

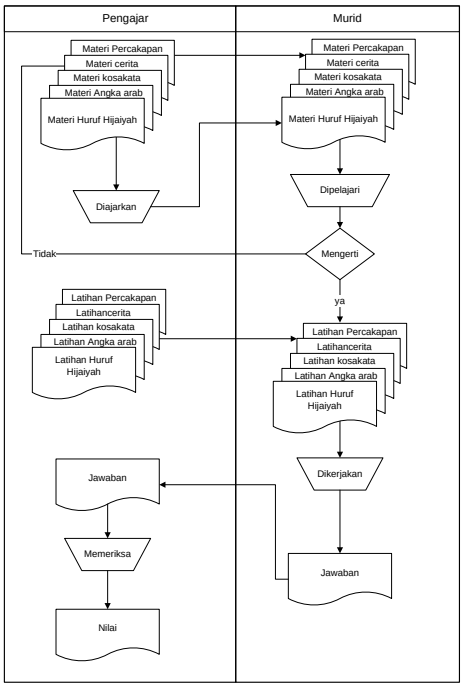
Learning system obtained by the students during the school is considered very low. To support the success of students in these subjects then was made a medium of learning that can be accessed whenever and wherever students. So the solution to these problems is to study media memalui website.

The method used is a method of *training (drill)* is a technique in education and teaching by training children to the lessons that have been given.

Teachers provide materials to students. Then these materials taught to the students one by one. After the teacher will provide training if in every material has been understood by the students. Furthermore teachers give to students the value of the exercise has been done.

## 2.3 Flowmap Pembelajaran

Figure 1. Flowmap Learning




## 2.4 Design

1. ERD (*Entity Relationship Diagram*)

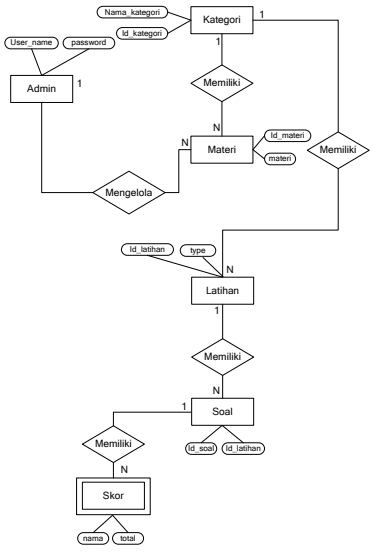



Figure 2. ERD (*Entity Relationship Diagram*)

2. Relation table

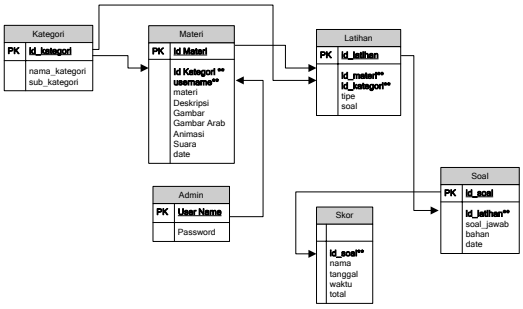



Figure 3. Relation table

3. Context Diagram

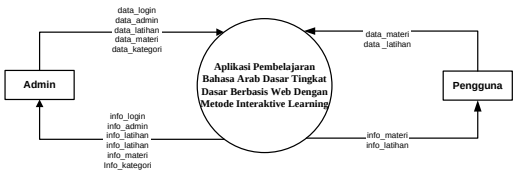



Figure 4. Context Diagram

4. DFD (*Data Flow Diagram*)

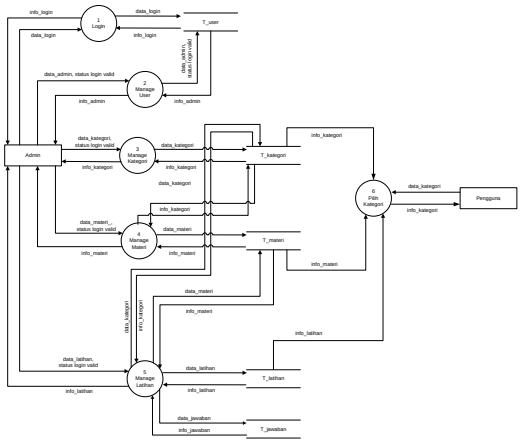



Figure 5. DFD level 0

5. Designing Menu Structure

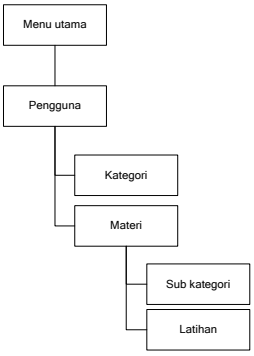
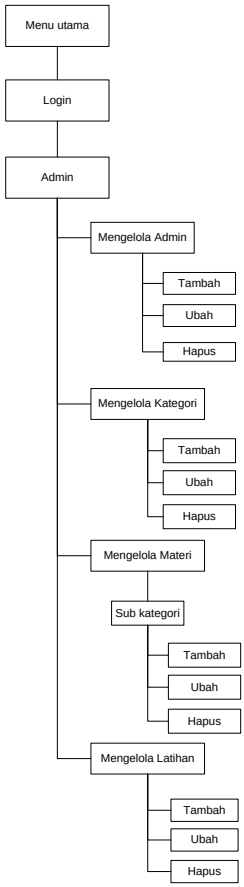



Figure 6. Designing the User Menu Structure..




Gambar 7. Designing Admin Menu Structure

## 2.5 Implementation

software used in developing this website is as follows:

1. Operating system: *Microsoft Windows* XP
2. Other *Software : Adobe Potoshop CS3, Macromedia Flash*

3. Macromedia Dreamweaver MX as the implementation of system design
4. MySql-5 as a storage medium *(database).*
5. Web Browser : *Internet Explorer 6*

1. Display interface




Figure 8. Display interface

2. View Menu Admin

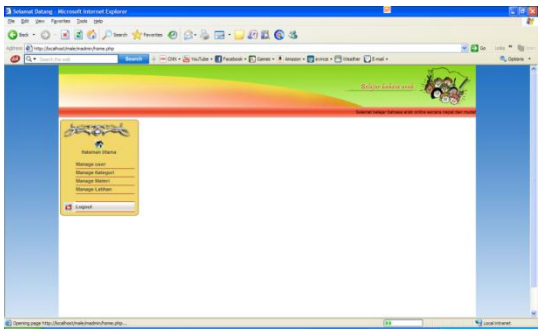


Figure 9. View Menu Admin

3. View Manage User

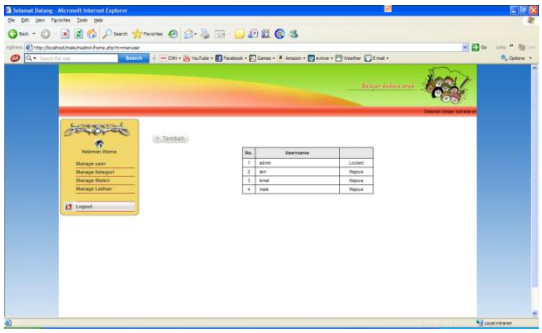


Figure 10. View Manage User

4. View Manage Categories

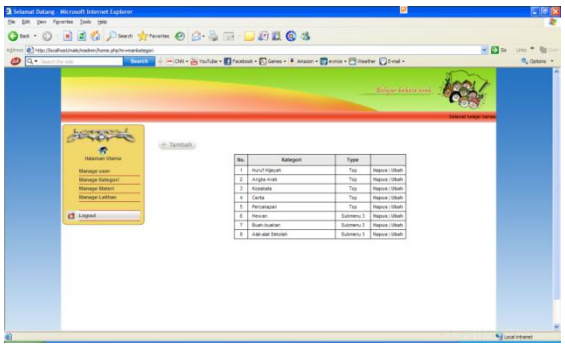


Figure 11. View Manage Categories

5. Manage Content Display

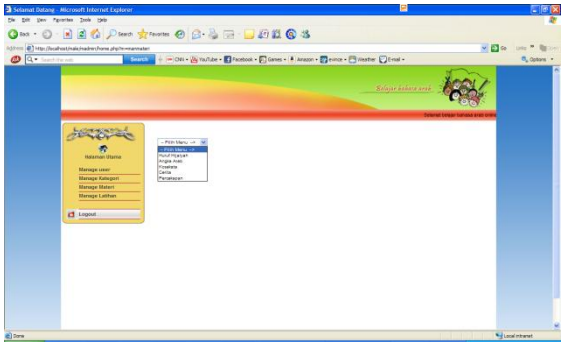


Figure 12. Manage Content Display

6. View Manage Training

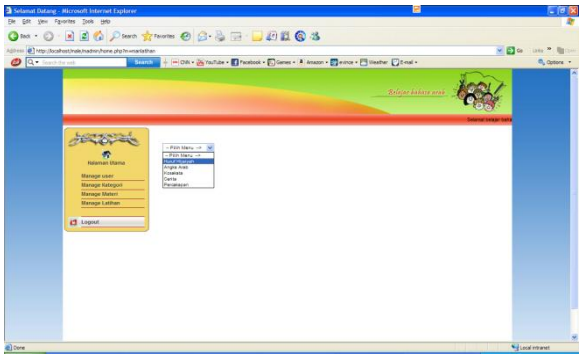


Figure 13. View Manage Training

7. Main Display User




Figure 14. Main Display User

8. Display Materials

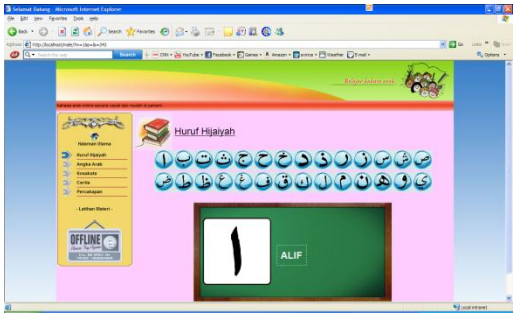



Figure 1.15 Display Materials

9. View Exercise

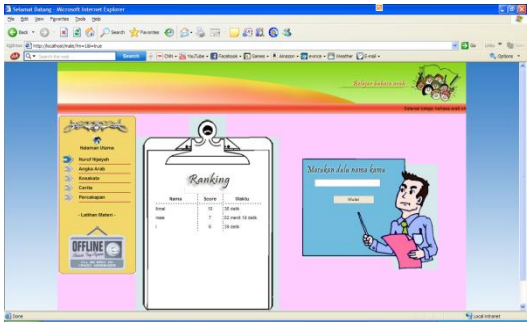



Figure 1.16 View Exercise

## 3. RESULTS AND DISCUSSION

1. Learning this website can help students in understanding the Arabic language lessons
2. Learning this website may be one alternative learning media for students
3. Learning this website can measure the level of students' understanding of Arabic language
4. This website and user's interest is not difficult to use (user friendly)

## 4. CONCLUSIONS AND RECOMMENDATIONS

### 4.1 Conclusions

Based on research that has been done on the website of Arabic learning this basic level, it can draw some conclusions as follows:

1. Delivery of material supplied by way of pronunciation in the form of audio.
2. Learning materials are made interesting and attractive can help memory and understanding of students.
3. The importance of knowing the level of students' ability to rise to the next learning phase.

### 4.2 Recomendation

To further improve the quality and the quality of this website there are a few suggestions that can be used as consideration, namely:

1. The addition amount of material and the development of categories of material presented to appear more varied.
2. Development exercises in making the emphasis on the process of interaction with the user.
3. Development of training how to write arabic letters and shapes game (game) to be more varied.
4. Develop materials to the next stage, so the scope of the user not only to primary level students only.

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