# WEBSITE LEARNING BASIC LEVEL OF READING THE QUR'AN WITH INTERACTIVE LEARNING METHOD

FAHRIZAL HADIANSYAH

*Department of Informatics, Faculty of Engineering and Computer Science,*
*Indonesian Computer University*
*Jln. Dipati Ukur No.112 Bandung 40132*
k_dal13@yahoo.co.id

ABSTRACT

Since the 50's, the teaching of the Qur'an by using various methods in fact are not perfect. Teaching Iqra method is an excellent teaching and almost perfect. Teaching reading Al-Qur'an; an iqra method easier to understand, but it would be more interesting if presented in the form of a web-based application programs. This can help the public to be more interested in reading the Qur'an. Because of her teaching the individual, which can be done alone by way of his seeing and hearing.

The purpose of this Final Project preparation is to build a dynamic learning system by using teaching materials is independent (self-learning materials) and assist in the evaluation process results. The research methodology used in the preparation of this Final Project is the observation, study of literature and the waterfall method is one technique of data analysis. For design this application using methods of structural design that is Data Flow Diagram (DFD), DFD is a method which has become the industry standard for visualizing, designing and documenting software systems based on the data flow.

As a result of this learning system in the hope that everyone can get lessons in reading the Qur'an independently. Besides it can motivate each person to learn to read the Qur'an, because the material is presented in the form of interactive multimedia.

Keywords: Iqra Method, *Self Learing Materials*, Interactive Multimedia.

## 1. INTRODUCTION

### 1.1 Problem Identification

1. Difficult to distinguish the pronunciation and reading the letter al-qur'an
2. Faced with shame, laziness and pride in learning (especially adults)
3. The length of time teaching and level of difficulty of teaching methods that are often not resolved

### 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 Provide exercises as feedback from the learning.

## 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

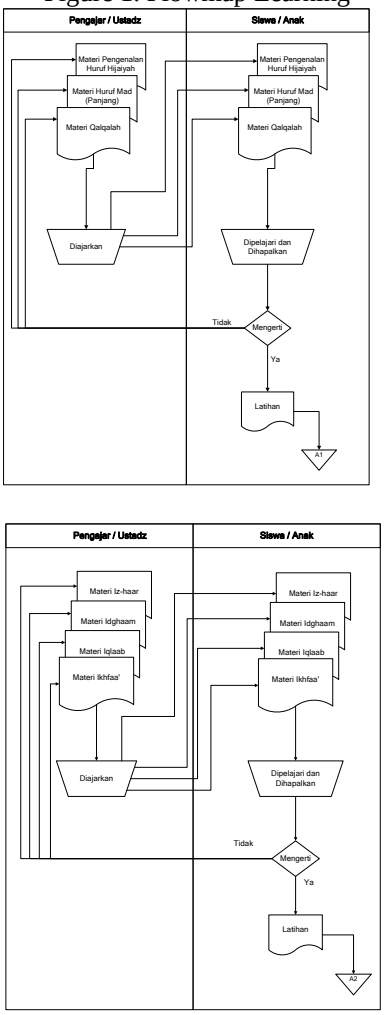
Analysis of this system obtained through interviews, literature study bservasi and will find some data and facts that will be used as test material and the analysis to the application and development of an application of the proposed system.

In the Qur'an there are rules in saying the letter hijaiyah (tajwid law) which must understand and be understood by readers of the Qur'an but in practice often ignored, many of which simply read without knowing the law. Constraints encountered in the process of learning to read the Qur'an for beginners is in the process of saying the letter was still unable to distinguish between the pronunciation of letters to each other letter in the letter hijaiyah with nearly the same pronunciation, but there are other constraints which.

The method used is a method of training (drill & practice) 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 Learning

Figure 1. Flowmap Learning




## 2.4 Design

1. ERD (*Entity Relationship Diagram*)

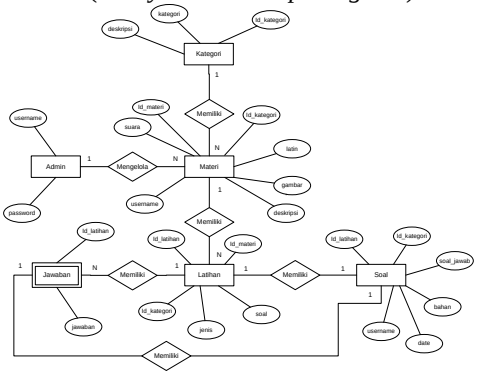



Figure 2. ERD (*Entity Relationship Diagram*)

2. Relation Table

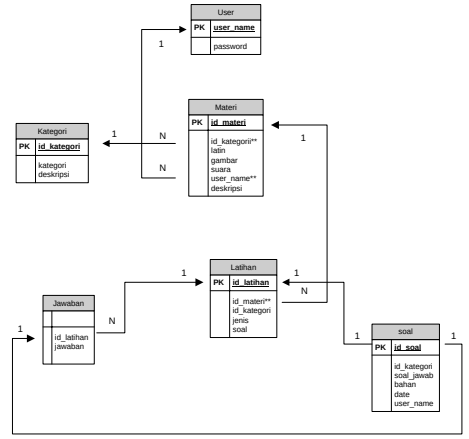



Figure 3. Relation table

3. . Context Diagram

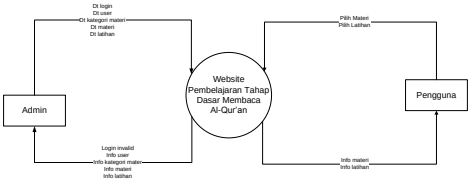



Figure 4. Context Diagram

4. DFD (Data Flow Diagram) Level 0

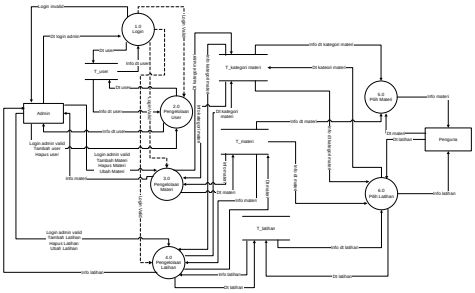


Figure 5. DFD Level 0

5. Menu Structure

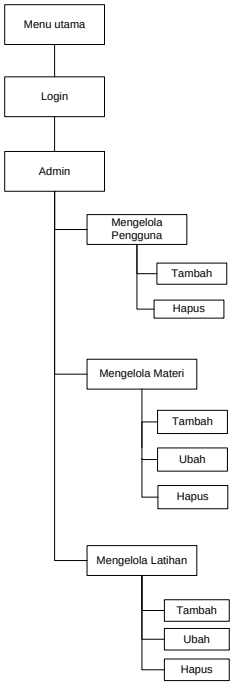
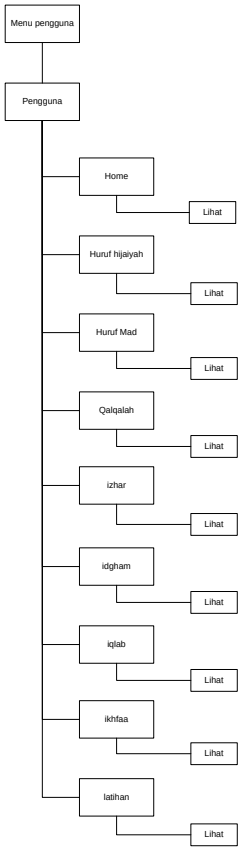



Figure 6. Admin Menu Structure




Figeur 7 User 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, Visio 2007*
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. View Login




Figure 8. View Login

2. View Admin Menu

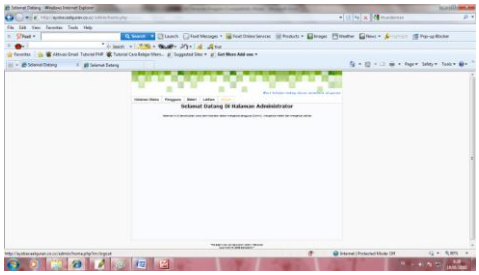


Figure 9. View Admin Menu

3. View User Management

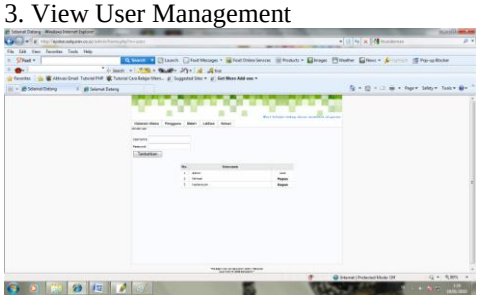


Figure 10. View User Management

4. View Material Management

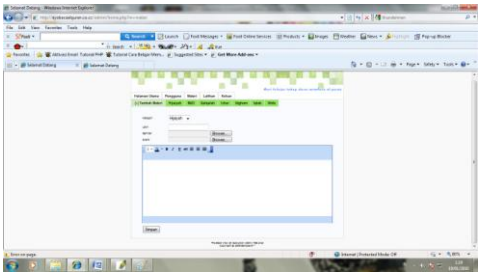


Figure 11. View Menu Content Management

4. View Management Training

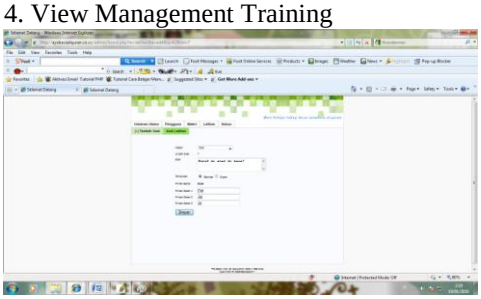


Figure 12. View Menu Management Training

5. View Main Menu Visitors

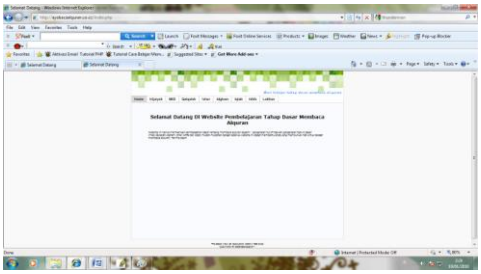


Figure 13. View Main Menu Visitors

6. View Material

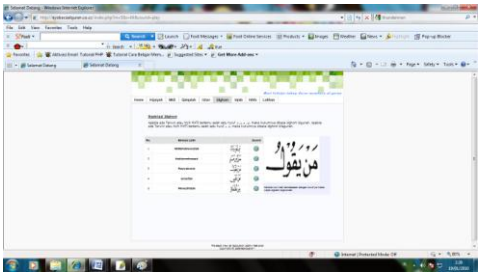


Figure 14. View Material

7. View Training

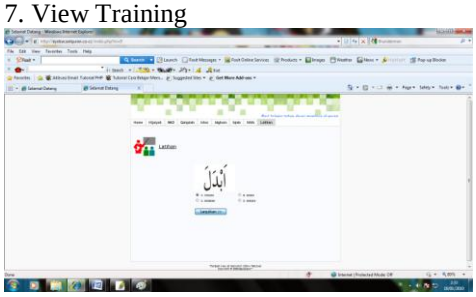


Figure 15. View Training

## 3. RESULTS AND DISCUSSION

1.This website can be an alternative media in getting an education for the beginner.
2.This website may make it easier to get because it is online learning that can be accessed anywhere.
3.This website provide a multimedia content that can help memory and understanding.
4.This Website Provides practice questions that are important to know the level of ability in taking the next level.

## 4. CONCLUSSIONS AND RECOMMENDATIONS

### 4.1 Conclusions

The conclusion that can be taken after the stage - Website development phase Phase Basic Learning Reading Al-qur'an, is that with the existence of this website:
1. May be another alternative media in getting an education for the beginner.
2. May make it easier to get because it is online learning that can be accessed anywhere.
3. Providing material in the form of multimedia that can help memory and understanding.
4. Provides practice questions that are important to know the level of ability in taking the next level

### 4.1 Recommendations

Here are some suggestions for further software development, with the hope of more precisely between the functional requirements with system software.
1. It is expected that the learning system built in obtaining material in realtime so that the interaction between the user and the system better
2. The addition amount of material and the development of categories of material presented to show more varied
3. Development of exercises in making the emphasis on the process of interaction with the user
4. Develop materials to the next stage, so the scope of the user not only to primary level only

## 5. REFERENCES


[1] Abdul Kadir, (2002), *Konsep dan Tuntunan Praktis Basis Data*, Andi, Yogyakarta.
[2] Bunafit Nugroho, (2004), *Aplikasi Pemograman Web Dinamis dengan PHP dan MYSQL* , Gava Media.
[3] Bunafit Nugroho, (2004), *PHP dan MYSQL Dengan Editor Dreamweaver MX*, Andi, Yogyakarta.
[4] Fathansyah, (2007), *Basis Data*, Informatika, Bandung.
[5] Irawan, Budhi, (2005), *Jaringan Komputer*, Graha Ilmu, Yogyakarta.
[6] Kadir, Abdul, (2002), *Dasar Pemrograman WEB Dinamis Menggunakan PHP*, Andi, Yogyakarta.
[7] Jogianto H M, 1999, *Pengenalan Komputer* , Andi, Yogyakarta.
[8] Soenarto Ahmad, (2000), *Pelajaran Tajwid Praktis & Lengkap*, Bintang Terang. Jakarta

[9] Yahya M. Hasim, (2008), *5 Jam Lancar Membaca & Menulis Al-Qur'an*, Qultummedia. Jakarta.