

## DESIGNING AN ANDROID-BASED LEARNING MEDIA APPLICATION FOR MEMORIZING THE QUR'AN

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**Keywords:**

Learning media, android, memorizing the Qur'an.

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**Abstract:** The storage methods must be adapted to the circumstances. In addition, the method of storage can help those who remember the Qur'an by helping them to remember more easily. Reading the Quran loudly repeatedly is another way to memorize. Things that have been repaired are then preserved by repeating them regularly, no matter where and when. This method is called the at-takrar method, which means repeating lessons or exercises. The result of the research was the creation of an android-based Quran memorizer application using the at-takrar method. The application was created using Java and Android Studio text editor. At-takrar method is very effective when memorizing the Quran because it is easier to repeat words.

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### INTRODUCTION

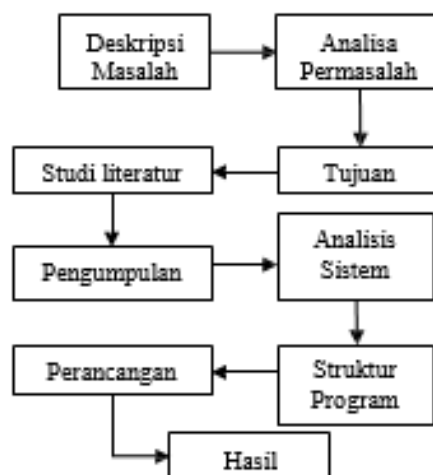
Internet technology evolved alongside computer technology and programming. By visiting the sites that exist today, you can see technological developments and get information in them, both at home and abroad. Computer technology helps every aspect of human life, from small things to very complex things that can even be done by it. One example of advances in computer technology that can be used by everyone is the speed in sending messages from a distance and the ability of computer systems to be used quickly and accurately. With the advances of science and technology, especially in the field of computers, and the increasing speed of movement in the area of computing, the public mainly gets news and information more widely as well as in learning (Pendidikan).

Learning activities require memory skills. All the components of learning activities require memory; without it, one can't remember what they've done. The repetition of information in memory is also called the activity of remembering back. It also serves to retain information in short-term memory and transfer information from short term memory to long term memory. In the process of storing the Qur'an, the storage methods must be adapted to the environment and the situation. This method can also help the Koran readers in reducing difficulties or vice versa. Reading the Quran loudly repeatedly is

another way to memorize. Things that have been repaired are then preserved by repeating them regularly, no matter where and when. This method is called the at-takrar method, which means repeating lessons or exercises. According to the Ministry of Communications and Information (<http://mediaindonesia.com>), 167 million people, or 89% of the total Indonesian population, will be using smartphones by 2021. With many smartphone users in Indonesia, new innovations are needed to use smartphones to help every task. Online Transportation Apps, Mobile Banking Apps, Al-Qur'an Mobile, and others are examples of human innovation that helps activity.

## RESEARCH METHODS

To help in the preparation of this research, a clear structure of the stages that will be taken to solve the problems to be discussed is required.



**Picture 1. Research Framework**

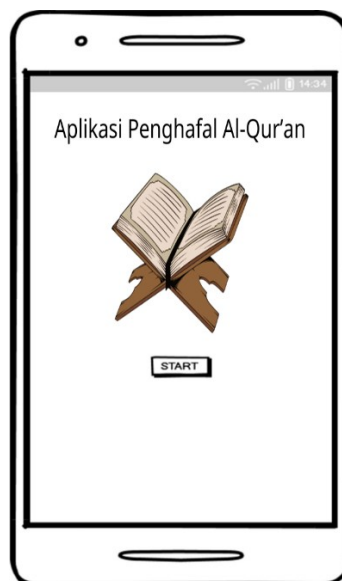
1. Describing the problem of designing and creating a design system for the Android-based Al-Qur'an learning media application to be studied, describing the issue clearly is very important. Without being able to describe and define the boundaries of the problem to be investigated, there will be no way to find a sufficiently good solution to the problem. Therefore, a fairly important initial step in a study is this step.
2. The problem analysis is expected to be well understood after understanding the scope or boundaries of the problem. Problem analysis is the next step.
3. The objectives that will be achieved in this study are determined by the understanding of the problem. These objectives also determine the objectives to be attained,

especially those that can solve the current problem.

4. Studying literature to a purpose, literature that may be useful to study. After that, the literature studied was selected for use in this research. Books on geographical design systems, computer networks, and journals from the Internet are literary sources accessible from the Pancabudi Development University library.
5. Data collection required for research design and development of Android-based Al-Qur'an learning media applications.
6. System analysis is crucial because the writer has to know the weaknesses, obstacles, constraints, and opportunities that the current system cannot reach in order to find alternative solutions.
7. System Planning, users will use a design application to design an Android-based Al-Qur'an learning media application.
8. Program Structure is a design that shows the relationship between different program modules.
9. Program Results, After the implementation of the plan will be developed for implementation in the program.

## RESULTS AND DISCUSSION

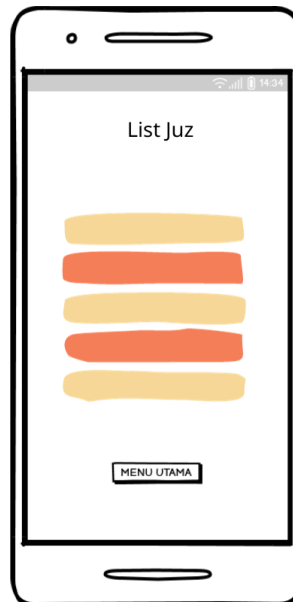
### 1. Main Menu Scheme



Picture 2. Main Menu Scheme

On the main menu display this is designed in a simple way with only direct application title and a start button which if the start button on the click will enter the list page juz.

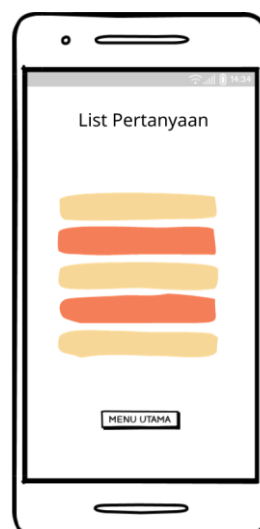
## 2. Juz List Menu Scheme



**Picture 3. Juz List Menu Scheme**

In the menu list of these judges will be displayed all judges in the Quran. Created in the form of a list to make it easier for users in search of the judges they want to read. Then there is a main menu button for Return to the main page menu of this recorder.

## 3. Test List Menu Scheme



**Picture 4. Test List Menu Scheme**

In this menu there is a list of questions and also test materials to know how far the level of the Qur'an has been performed by the user.

#### 4. Score Menu Scheme



**Picture 5.** Score Menu Scheme

In the Al-Qur'an memorization results menu, the score and correct answers from the test results of the questions on the previous page will be immediately displayed. This score is useful for knowing the level of success in memorizing the Al-Qur'an.

## CONCLUSION

After completing the design of an android-based learning media application, the author draws a few conclusions as follows:

1. The design of the information system application will be planned using a smartphone.
2. The Android-based application system can help remember the Quran.
3. The application that will be developed is user friendly and can be used and understood by users who want to enhance the learning of the Quran based on Android.

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