Development of Android Based Learning Media
in *Qissah Qur'ani* and Prophet Materials
to Improve the Noble Achievement of Students

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ABSTRACT: *One method of cultivating noble morals is the Qissah Qur'ani and Nabawi methods. Unfortunately, this method still mostly takes place in educational institutions only. Therefore, this research aims to develop media that can facilitate students' learning using smartphone devices with the Android operating system. The focus of this research includes (1) developing Android-based Islamic Religious Education learning media on qur'ani and nabawi qissah material; (2) testing the appropriateness level of the learning media being developed; (3) testing the effect of using the developed learning media on students' noble morals. This research is research and development research. The research subjects chosen were University of 17 August 1945 Cirebon students. Researchers limit the topics studied to students who take PAI courses. Based on the assessment questionnaire by material experts, the percentage of suitability for each aspect (%) was 91.25%. The assessment questionnaire by learning media experts was 78.25%, so it can be concluded that the Akhlaq Mulia Android application learning media is very suitable for use. Based on trial use using the pretest-posttest control group design experimental design, there are differences in the development of noble morals in practical and control class students. In other words, increasing the noble morals of students who receive treatment through Android learning media has a significant positive effect. The results of the development of this learning media are new findings by the current educational environment to strengthen noble morals in this case, namely the Qissah Qur'ani and Nabawi methods. Through this digital media, students can access it at any time to study the material as needed.*

Salah satu metode penanaman akhlak mulia yaitu terdapat metode *qissah qur'ani* dan *nabawi*. Sayangnya metode tersebut sebagian besar masih berlangsung di wilayah lembaga pendidikan saja. Oleh karena itu, tujuan penelitian ini untuk mengembangkan media yang bisa memfasilitasi pembelajaran peserta didik dengan perangkat smartphone dengan sistem operasi Android. Fokus penelitian ini diantaranya (1) mengembangkan media pembelajaran Pendidikan Agama Islam berbasis Android pada materi *qissah qur'ani* dan *nabawi*; (2) menguji tingkat kelayakan media pembelajaran yang dikembangkan; (3) menguji pengaruh penggunaan media pembelajaran yang dikembangkan terhadap akhlak mulia peserta didik.

Penelitian ini merupakan penelitian *research and development*. Subjek penelitian yang dipilih adalah mahasiswa Universitas 17 Agustus 1945 Cirebon. Peneliti membatasi subjek yang diteliti adalah mahasiswa yang mengontrak mata kuliah PAI. Berdasarkan angket penilaian oleh ahli materi didapatkan presentase kelayakan tiap aspek (%) yaitu sebesar 91,25 % dan angket penilaian oleh ahli media pembelajaran sebesar 78,25 % sehingga dapat disimpulkan bahwa media pembelajaran aplikasi android Akhlaq Mulia bisa dikatakan sangat layak digunakan, serta berdasarkan uji coba pemakaian melalui desain eksperimen *pretest-posttest control group design*, terdapat perbedaan perkembangan akhlak mulia mahasiswa kelas eksperimen dan kelas kontrol. Dengan kata lain peningkatan akhlak mulia mahasiswa yang memperoleh perlakuan melalui media pembelajaran android berpengaruh positif signifikan. Hasil pengembangan media pembelajaran ini sebagai temuan baru yang sesuai dengan lingkungan pendidikan saat ini, untuk penguatan akhlak mulia dalam kasus ini yakni metode *qissah qur'ani* dan *nabawi*. Melalui media digital ini peserta didik dapat mengaksesnya setiap waktu untuk mempelajari materi sesuai yang dibutuhkan.

Keywords: *Noble Character, Android-Based Learning Media, Research and Development, Qissah Qur'ani and Nabawi.*

I. INTRODUCTION

In (Suwarsi, 2016), it was stated that a BKKBN (National Family Planning Coordinating Board) survey in 2008 reported that 63% of adolescents in big cities in Indonesia had had premarital sex. This means that if there are 100 teenagers in a big city, then 51 people have had premarital sex. These conditions provide a worrisome picture of adolescent morale. The rise of student brawls (Mighfar, 2018) adds a lousy record to adolescents' confidence.

According to (Mighfar, 2018), education fosters a better life, contributes to colour and becomes a moral or ethical foundation in empowering a nation's identity. Training like this will lift human dignity. By doing so (Ardimen, 2017), efforts can be made to realize young people who excel and advance in various fields through family, school and community education.

Regarding morals, there is a close relationship with religion (Tsani, 2013). In daily life, the strongest motivation for acting is often because of faith. For example, premarital sexual behaviour should be shunned because of religious reasons forbidding it. In other cases, showing a smile to a friend is also a behaviour advocated by religion.

The term morality is better known in Islam than moral. Nevertheless, according to (Halstead, 2007), both contain teachings about decency (Tsani, 2013). Decency (Ministry of Education and Culture, 2016) is good customs, politeness, courtesy, and civilization. As has been done (Abdullah, 2018) and (Darojah, 2016), the moral education of morality is essential because it is an alternative solution in dealing with deviations of human behaviour (immoral actions).

Education has severe challenges, as well as enormous benefits from technological progress. Technological advances have increased wrong human actions, such as free sex behaviour, due to easily accessible pornographic shows. However, on the other hand, technological advances also impact learning innovations. (Yektyastuti & Ikhsan, 2016) and (Ibrahim & Ishartiwi, 2017) have utilized the Android system in learning media. This research also uses the Android system in learning media (Labibah, Wilujeng, Sulaiman, & Rahmawati, 2019). The adoption of the android system as a learning medium in this study is because Android users in Indonesia until June 2015 reached 65.9% of all smartphone users (Stat Counter, 2015).

August 17, 1945, Cirebon University is an educational institution that has been accredited B. Researchers take research samples on students who contract PAI courses; researchers are lecturers in the field. Also, based on researchers' observation, these students have deficiencies in morals to Allah Swt (Gall, Borg, & Gall, 1983).

II. LITERATURE REVIEW

a. State of The Art and Roadmap

This research is an application of research (Johansyah, 2011) that reviews character education in Islam from a methodological aspect. Character education in Islam ontology is an educational collaboration from three perspectives: knowledge, feelings, and deeds. Character education in Islam aims to shape Muslim character; the true one has morality. Next, to strive for this, there are several methods in Islam, such as field research (Darojah, 2016). The study describes the technique of planting noble morals in the research object and various problems. Delivered in the survey, there are five ways of moral cultivation: the story/story method, the exemplary method, the systematic training method, the demonstration method and the reward and punishment method. At the same time, the problems faced consist of two external and internal factors. Researchers try through this research to overcome internal factors in the form of student motivation that is not optimal. A subsequent analysis was conducted by (Siswayanti, 2010), which presents that the Story Method is to give educational messages in an accessible format so that it is easily digested and even can penetrate the recesses of their minds and hearts. Feeling engrossed in following the storyline without boredom makes it easy for them to reap the benefits and messages conveyed. That way, the hope is to increase student motivation. Research has been conducted to clarify the story method (Rosita, 2016), which describes the application of the Qur'anic story method in shaping students' characters (Aeni, 2017).

Next, (Abdullah, 2018) researches how the Qur'anic story method is applied in schools and tests its effectiveness. Delivered (Abdullah, 2018) that the research was motivated by the condition of the noble character of students on the object, which has a low tendency (Asrowi, 2017). After that, the *qissah qur'ani* method was used in the experimental class. Control classes are provided that do not use this method. It aims to clarify the difference between types that use the qur'ani story method (experimental class) and those that do not (control class). The results show significant differences related to the increase of noble character in the experimental class before applying the Qur'anic story method and after using the technique. (Aeni, 2017).

In this research, the content studied has similarities, which is about noble morals also related to efforts to increase lofty morals. The difference with this research is that the action is given. This research utilizes android-based learning media, which is applied to students.

Related to research on the use of Android-based learning media there are three research that researchers have collected (Yektyastuti & Ikhsan, 2016), (Ibrahim & Ishartiwi, 2017), and (Muyaroah & Fajartia, 2017). The three studies are applied to subjects with science. Researchers adapted the three investigations in terms of developing instructional media and research methodologies to be used in this study as an example of research conducted (Batubara, 2017) implementing an android application as a medium for learning Islamic religious education on Hajj material in the X-A class of the high school. In this research, the content is related to *qissah qur'ani* and *nabawi* (Musyafiq, 2016). Based on the explanation above, the roadmap from this research can be described as follows:

2010-2016	2017-2018	2019-2020
• Dimensi Edukatif pada kisah-kisah al-Qur'an • Pendidikan karakter dalam Islam : Kajian Aspek Metodologis • Metode penanaman akhlak mulia • Membentuk Karakter Siswa Melalui Metode Kisah Qur'ani	• Metode kisah Qur'ani dalam menigkatkan akhlak mulia • penggunaan media pembelajaran berbasis android dalam pembelajaran science • Pembuatan media pembelajaran berbasis android dalam pembelajaran PAI	• penggunaan media pembelajaran berbasis android dalam meningkatkan akhlak mulia • penggunaan media pembelajaran berbasis android dalam meningkatkan akhlak mulia terintregrasi dengan website

Figure 1. Relevant research roadmap

b. **Noble character**

Al-Akhlāq, in the plural form, *al-khuluq* (Ikhwanuddin, 2012), has many meanings, namely *al-thabi'ah* or *al-thab'u* (character), *al-din* (religion) and *al-Sajiyyah* (temperament). *Al-khuluq* is used to term a character and the essential nature of human creation.

This word comes from three letters, *kha-la-qa*, usually used to appreciate something. Al-Ragib states, "The phrases *al-khalqu, al-khulqu*, and *al-khuluqu* have the same meaning. However, *al-khalqu* is more devoted to forms that can be tracked *pacaindra*, while *al-khulqu* is devoted to strength and character that the eyes of the heart can capture. Allah zza azza wa jalla has faith, which means;

"And you are a true, noble character." (QS. Al-Qalam [68]: 4)

The noble character in verse is explained by al-Tabari, meaning excellent manners; that is al-Qur'an manners which Allah has planted in the souls of His Messenger. This etiquette is reflected in Islam and its teachings (Rembang, 2018).

Al-Jahiz revealed that morality is the state of one's soul that always colours each of's actions and actions without old consideration or desire. In some other cases, this character combines the results of the training process and one's willpower. Generosity, for example, may have been ingrained in a person without trying to get used to or force yourself to behave that way. Condition like this also applies to other morals, such as being brave and merciful, always maintaining purity, and being fair.

The author concludes that noble morals are the state of one's soul, which always colours each of his actions and actions, which are reflected in Islam and the teachings of the Prophet, peace be upon him, without long consideration or desire. Noble character includes noble character towards Allah the Creator and the Messenger of Allah.

c. Instructional Media

The word media in "learning media" literally means an intermediary or introduction, while the word learning is interpreted as a condition created to make a person do learning activities (Susilana, & Riyana, 2008). This follows the opinion of (Brigss, 1979), which states that learning media is "The physical means of conveying instructional content book films, video taps, etc."

d. Android Learning Media

1. Understanding Android

The development of Android into a smartphone operating system that is most widely used in the world (Putri, 2012). The Android system is an option for companies who want a low-cost operating system (Cindy, 2012). According to Wikipedia, Understanding Android is a Linux-based operating system that was developed.

The device is designed to be used on smartphones based on technological developments; Android technology is used to be something valuable in making learning media applications (Bantacut, 1990). According to (Nugroho. 2009), Human Interaction is a field of science that has developed since 1970 that studies how to design computer screen displays in an information system application to be comfortable to use by users. Additionally, many people want simple, easy and fast things, especially for people with a very high activity level. The Android application is beneficial.

Android is also an operating platform the community favours because of its open-source nature (Supriyono, 2014). Android is a new generation of mobile Linux platform that includes a middleware operating system (Safaat, 2012). With the development of these technologies, humans are racing to make tools and aids that can help human activities, especially as a medium of learning (Uriawan, 2017).

2. The application system development phase is organized as follows
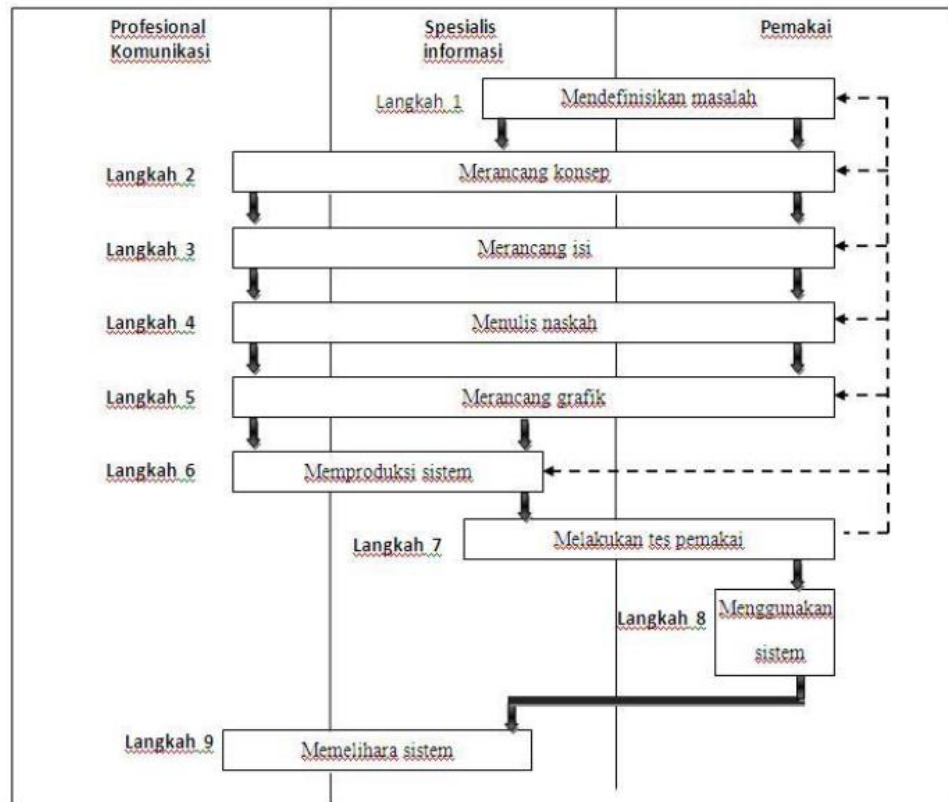

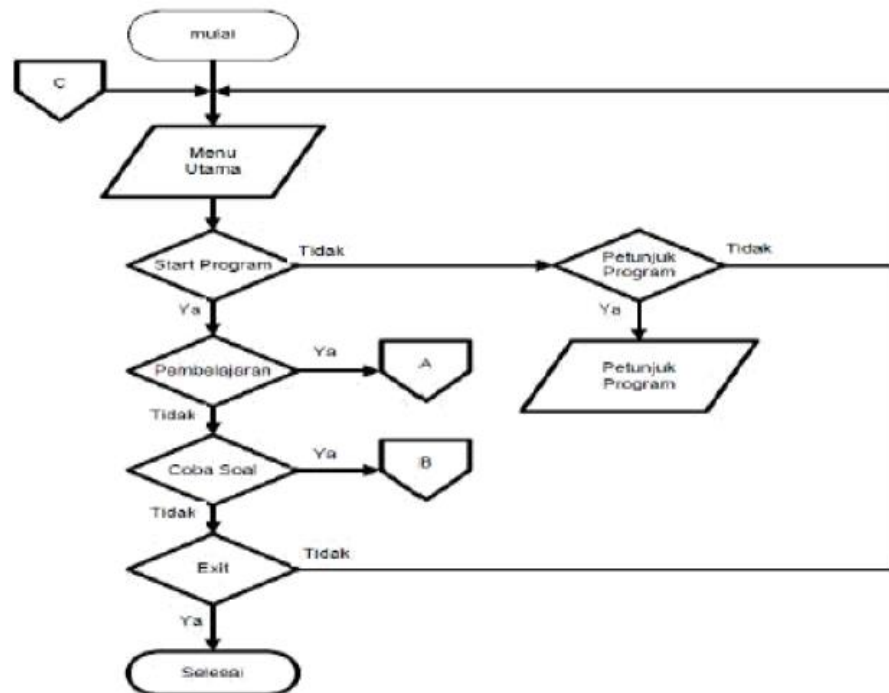**Figure 2.** *Application system development stages*

3. Application flowchart

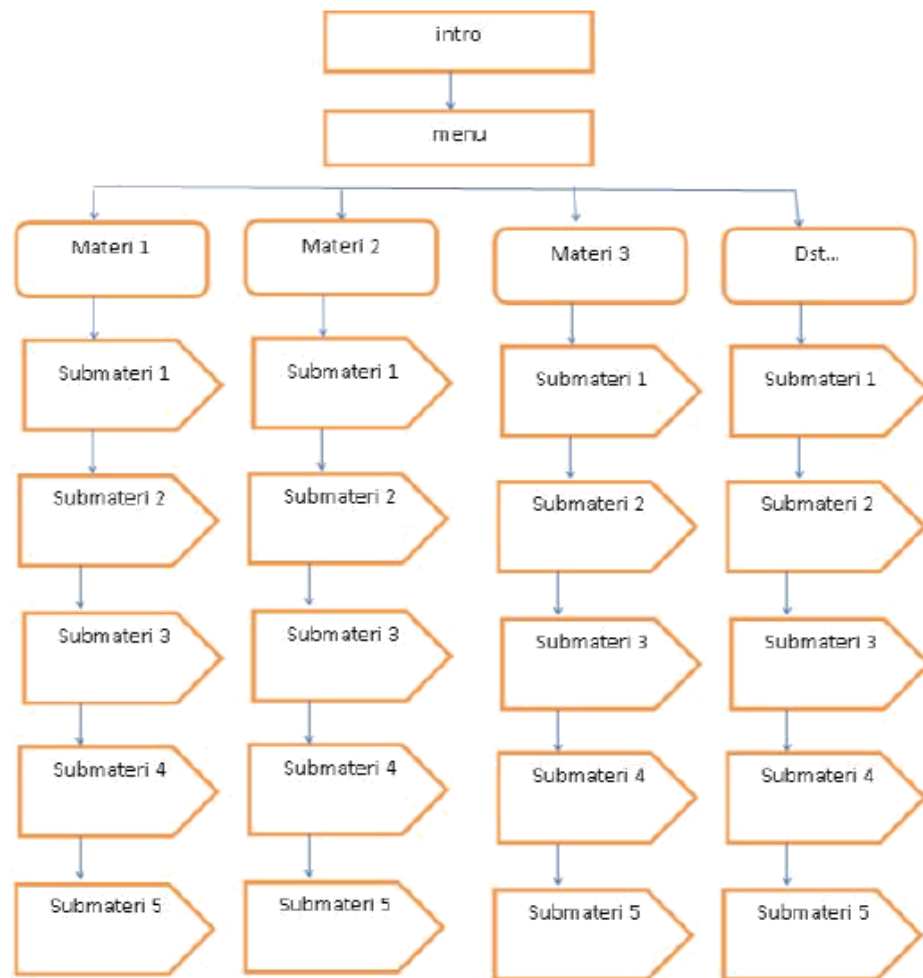**Figure 3.** *Application flow 1*

Figure 4. *Application flow 2*

III.   METHOD

This research focuses on the theme of education and educational technology in learning. As mentioned earlier, about the importance of good moral education, this research aims to (1) Determine how the PAI learning media is based on Android on *qissah qur'ani* and *nabawi* material on the students of Universitas 17 Agustus 1945 Cirebon. (2) I am testing the feasibility of Android-based learning media on *qissah qur'ani* and *nabawi* material on students of the University of August 17, 1945, Cirebon. (3) Examine the effect of using Android-based learning media on *qissah qur'ani* and *nabawi* material on the noble morals of students of the University of August 17, 1945, Cirebon. Before discussing the research method further, the researcher presents the research assumptions and hypotheses as follows:

a. Research results (Darojah, 2016) namely, there are five methods in planting morals, namely story/story method, exemplary method, habituation exercise method. The demonstration method and the reward and punishment method.

b. Results of research from (Siswayanti, 2010) which states that the stories in the Qur'an, it can be considered an effective method of education internalization of Islamic values (*akhlakul karimah*).

c. The results of research from (Rosita, 2016) which states that the stories of the Qur'an can be a solution offered to shape the noble character of students. In the application level, the Quranic story method can be integrated into the learning of Islamic Religious Education material by including it in PAI materials related to the story, accompanied by identification of the character values contained therein (Yusuf, 2014);(Asma Kurniati, 2018).

d. Research conducted by (Abdullah, 2018) shows that there are significant differences relate to the increase in noble morals in the experimental class before the application of the Qur'anic story method and after the implementation of the process.

e. Research conducted by states (Ibrahim & Ishartiwi, 2017) media Android-based mobile learning of science subjects for junior high school students Class VIII is considered very good to use.

f. Research conducted by (Coal, 2017) shows that the media Android-based PAI learning is responded positively by students and expert validators, so it is feasible to be used in the learning process of PAI.

With the results of the research and theory used as assumptions, the following research hypothesis is obtained: "there is a positive influence on the noble morals of students between before and after the use of Android-based learning media on *qissah qur'ani* and *nabawi* material" (Kurniawan, 2017). In conducting this research, several stages will be adopted to adopt (Sugiyono, 2008);(Prasetyo, 2012). Explanation of the stages of research following the above chart, along with the duties of the chairman and members are as follows:

a. Information gathering is collecting data/references related to research. Besides that, they also observed behaviour (noble morals) and the tendency of students to use smartphones.

b. Testing the research instrument, this stage is carried out with five steps, namely: (1) Developing the device; (2) Determine research samples; (3) Collecting data; (4) conducting data analysis; and (5) Data Interpretation.

c. Product Design, this stage consists of: (1) identification of problems; (2) designing concepts; (3) creating content; (4) writing a script; (5) graphic design; (6) producing systems.

d. Design validation is conducted for learning media experts, for material experts, PAI teaching lecturers, and teaching media users (students).

e. Design revisions. After the product design has been validated through discussions with experts and other experts, the weaknesses can be identified so that they can be corrected.

f. Trial Usage is conducted on a limited group used to test the level of effectiveness of the product on the noble character of students. In conducting the trial use the Pretest-Posttest Control Group Design experimental method was used. The research design can be seen, as shown below:

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$$R \quad O_1 \quad X \quad O_2$$

$$R \quad O_3 \quad X \quad O_4$$

Information:

O_1 = The noble morals of experimental class students before receiving treatment

O_2 = The noble character of control class students before receiving treatment

O_3 = The noble character of experimental class students after 17 days of treatment

O_4 = The noble character of control class students after 17 days of treatment

g. Product revision is an improvement from the trial use after knowing the weaknesses that exist in the product.

IV.   FINDINGS AND DISCUSSION

a. Application Design

Researchers have designed the display so that applications attract students to use the app. The design phase is done by using the software construct two to make the layout of the android application. Used construct two software is based on a comparative study of some android software that was tried, including android studio. The choice of construct software 2 is more natural because of other android software and is appropriate for projects with limited time. How to use software construct 2 in designing *ahklaq mulia* android application can be seen in the image below:
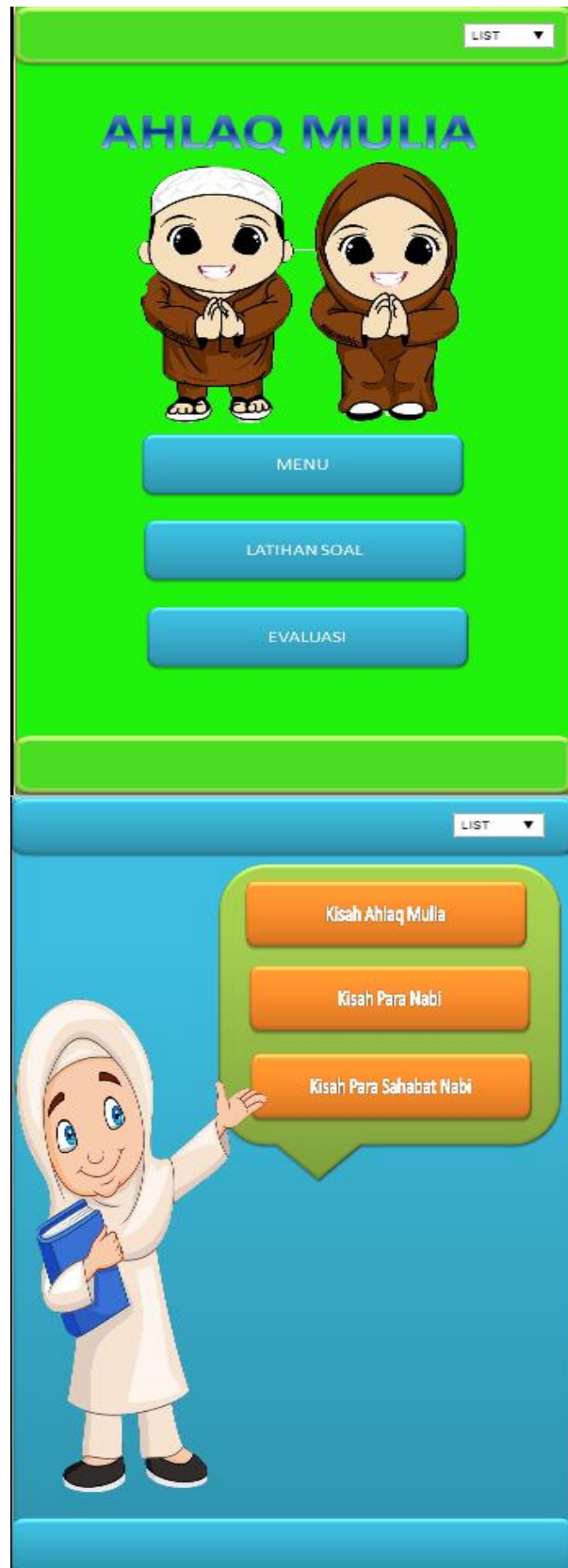

Figure 5. *Application front view design*

Figure 6. *Material menus and application contents*

Figure 7. *Noble morals home page*

b. *Qissah Qur'ani* and *Nabawi* Material

In this research, we have found several stories of noble *ahklaq* that can touch readers' hearts (Sa'id, 2009). Although there is no doubt, there are still many exciting stories of the Qur'an that have not been adequately summarized in this application. In this application, the stories are divided into three parts, namely:

1. The Story of Noble Morals

   In this research, the extraordinary *ahklaq* story will tell a lot about the events experienced by people or fictitious stories based on the qualities of goodness in human beings, such as the nature of the lover, charity, ethical leadership, respect for others, honesty, tenacity, etc. Like the picture below:

Figure 7. *Menus of noble morals material*

2. Story of the Prophets

    In this study, the stories of the Prophets will tell a lot about the histories of the Prophets in the Qur'an and the Hadiths, which can be taken as typical characteristics to form a better student *ahklaq*. A summary of these stories can be seen in the picture below:

3. Tales of the Companions of the Prophet

    In this study, the story of the companions of the Prophet was chosen because, at the time of the Prophet Muhammad, the Prophet Muhammad had friends who loved him very much. These friends have their respective struggles in embracing Islam and loving Islam and following the noble *ahklaqs* of the Prophet Muhammad Saw, so that it is hoped that when students read them, they will re-grow their affection towards the religion of Islam and His Majesty the Prophet Muhammad. A summary of these stories can be seen in the picture below:
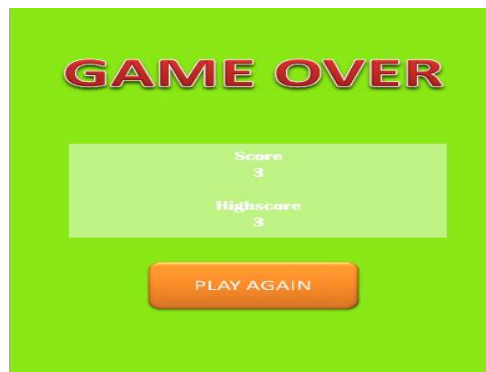
c. Quiz Game

In the learning media application about Noble Morals based on the *qishah*, Qur'an is also equipped with quis features (Ikhwan, 2017). This feature is intended as a means of attracting students to answer questions related to the material in this application. So after reading the stories of noble morals, students can test their knowledge with this quiz game, and the results will appear. The quiz game is as shown below:

The above quis game has an attractive background instrument so students can play comfortably. In the quis game, there is a score display showing how many questions can be answered and a Time display to show in 100 seconds how many total problems can be solved by students, so this game trains knowledge about Noble Morals and stories in the Koran. This game also teaches thinking speed due to racing with 100 seconds to answer as many questions as possible so that the score obtained becomes high score, and if the answer is once wrong, then it will become game over like in the picture below:

The photo above this quiz game displays the user's score and the highest high score ever achieved, so students can be encouraged to answer questions to get the top high score.

d. Material Expert and Media Expert Validation

Testing of further learning media through the validation stage (Ibrahim & Ishartiwi, 2017). At the stage of media validation, this is done by one material expert, namely a lecturer in Islamic religious education (Ikhwan, 2018);(Ikhwan, 2016). Regarding the description of the quality of instructional media by material experts, the table below can be seen:

Very Good	$X2 \geq Mi + 1,5\ SDi$ $X2 \geq 60 + (1,5 \times 12)$	$X2 \geq 78$
Good	$Mi + 1,5\ SDi > X2 \geq Mi$ $60 + (1,5 \times 12) > X2 \geq 60$	$78 > X2 \geq 60$
Not good	$Mi > X2 \geq Mi - 1,5\ SDI$ $60 > X2 \geq 60 - 18$	$60 > X2 \geq 42$
Very bad	$X2 \leq Mi - 1,5\ SDi$ $X2 \leq 60 - (1,5 \times 12)$	$X2 \leq 42$

Based on the assessment of material experts as a whole, the media get a total value of 87 on 24 indicators so that it includes an outstanding category, and the calculation of the percentage of media gets a value of 91.25% so that it is considered very feasible to be used as a learning medium.

Furthermore, testing by one expert learning media with the field of human interaction with computer expertise. Regarding the description of the quality of instructional media by media experts, the table below can be seen:

Very Good	$X2 \geq Mi + 1,5\ SDi$ $X2 \geq 52,5 + (1,5 \times 11,5)$	$X2 \geq 69,75$
Good	$Mi + 1,5\ SDi > X2 \geq Mi$ $52,5 + (1,5 \times 11,5) > X2 \geq 52,5$	$69,75 > X2 \geq 52,5$

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Not good	Mi>X2≥Mi-1,5 SDI 60>X2≥60 – 17,25	52,5 > X2 ≥ 42,75
Not bad	X2 ≤ Mi- 1,5 SDi X2≤60 – (1,5 X 11,5)	X2 ≤ 42,75

Based on the calculation results of instructional media assessments by media experts get a score of 72, so it is said to be very good for a learning media application and gets a percentage score of 78.25% so that it can be said to be very suitable for use as a learning medium.

e. Trial Usage

Through the independent samples t-test at the significance level = 0.05 with NU = 26, it can be concluded that there is a difference between the development of noble morals in the experimental class using the Android learning media *qiṣṣaḥ qur`ani* and *nabawi* with the control class using the Conventional Method (Maulida, 2018). It can be concluded that the android learning media *qiṣṣaḥ qur`ani* has a positive effect in increasing the noble character of students (Abdullah, 2013).

V.   CONCLUSION

Strengthening characters such as noble morals is highly prioritized in education. This is inseparable from the fact that many immoral acts were carried out in Indonesia. Various innovations need to be made, especially in terms of learning media. Android is an operating system that is already common to every smartphone. Many Indonesians already use android, so this becomes an opportunity to produce android-based learning media. One of the materials prepared specially to increase noble morals and have the power to enter the recesses of students' souls is *qiṣṣaḥ qur`ani* and *nabawi*. This research tries to give an example of an Android learning media application *qiṣṣaḥ qur`ani* and *nabawi*. This application consists of two parts, namely in the form of *qiṣṣaḥ qur`ani* and *nabawi* material and Quis in the way of a game to test the level of students' understanding of the material. Based on the validation test of media and material experts, it was found that android learning media *qiṣṣaḥ qur`ani* and *nabawi* proved suitable to be used to increase the noble character of students. Then, through the usage test using the experimental method in the form of Pretest-Posttest Control Group Design, the results show that there is a significant positive effect on increasing the noble character of students after using the android learning media *qiṣṣaḥ qur`ani* and *nabawi*. Thus, this learning media can be recommended for use in Islamic Education learning.

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