

# Pengembangan dan Evaluasi Desain Aplikasi M-Learning Materi Dasar Islam = Development and Evaluation of M-Learning Application for Learning the Foundation of Islamic Knowledge

Laksamana Zeisar Adhito, author

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## Abstrak

Saat ini ada banyak sekali pengembangan m-Learning materi pembelajaran nonformal. Salah satu hal yang paling diminati dari m-Learning adalah pembelajaran dengan waktu dan tempat yang fleksibel. Di sisi lain, mempelajari dasar Islam adalah kebutuhan setiap muslim. Namun, aktivitas yang padat dapat menjadi kendala untuk menghadiri pembelajaran dasar Islam. Menjawab permasalahan tersebut, penelitian ini bertujuan untuk memberikan kemudahan untuk umat muslim di Indonesia dalam mempelajari dasar agama Islam dengan mengembangkan desain aplikasi m-Learning dasar Islam.

Penelitian ini dilakukan menggunakan metode campuran, yaitu dengan menggabungkan pendekatan kualitatif dan kuantitatif. Pengembangan desain pada penelitian ini mengacu pada metode User-Centered Design (UCD). Data penelitian diperoleh melalui wawancara dengan pakar pendidikan Islam, kuesioner daring, dan wawancara kontekstual. Dari tahapan pengumpulan kebutuhan, diperoleh 24 kebutuhan desain aplikasi m-Learning dasar Islam. Hasil evaluasi desain berupa nilai SUS dengan skor 76, dan diperoleh 56 saran yang berkaitan dengan desain interaksi, dan tiga saran yang berkaitan dengan sistem pembelajaran. ....Prophet Muhammad (blessings of God be upon him and his progeny and grant him peace) said “Seeking knowledge is an obligation upon every Muslim” [Ibn Majah] and “Whoever travels a path in search of knowledge, Allah will make easy for him a path to Paradise” [Shahih Muslim]. From this hadith, stated that one of the most important pray on Islam is about to learn about the religion itself. It is obligatory for a Muslim to study the science of religion to know Allah, His Prophet, and Islam along with the proofs.[21]

However, Islamic knowledge students who do not attend formal Islamic Institution class generally will need information of available live Islamic Studies around the cities (sometimes countries) and time adjustment to attend it. intense activities can be an obstacle to attend live Islamic lectures. On the other hand, current generation has been providing solutions for flexible learning. One of them is m-Learning. Based on this issue, this research discusses the development and evaluation of m-learning application for learning the foundation of Islamic knowledge design by integrating online learning theory with Islamic learning methods to help learn Islam easier.

This research was conducted using a mixed method by combining qualitative and quantitative approaches. The design development in this study uses the User-Centred Design (UCD) method. Research data were obtained through interview with Islamic education experts, online questionnaires, and contextual interviews. After doing requirements gathering, we obtained 22 design insights of the Islamic foundation m-Learning application. Design evaluation provides the results of SUS score with the score of 76, and we have proposed 56 suggestions related to interaction design; three suggestions are related to learning systems.