

## Design Animation Video to Learning Tajweed Science for Children

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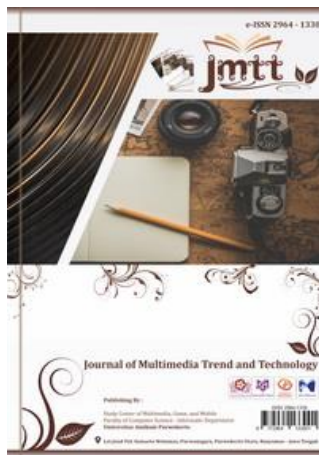
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### ARTICLE INFO



### ABSTRACT

Tajweed science is one of the sciences used to learn how to read the Al-Qur'an properly and correctly. So far, learning has been done by explaining directly when children read the Qur'an, but not all children can understand it even though it has just been explained. So learning media is needed as a means to improve the teaching and learning process. Currently learning media is very varied. Many learning media innovations are designed so that students can absorb knowledge easily. Video is an alternative choice that can be used as a learning medium so that students are more interested and interested in participating in learning. Therefore the purpose of this research is to design an animated video as an alternative tajwid learning media for children using the Multimedia Development Life Cycle (MDLC) method. Video for children is something that can make them attract attention in knowing science. The results of the study concluded that after being tested by media and material experts, animated videos are very suitable for use as learning media.

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## INTRODUCTION

The Al-Quran is the holy book and guide for Muslims. It contains teachings as a guide to living life, while reading the Al-Quran is not the same as reading Latin writing because there are rules on how to read the Koran properly and truthfully [1] [2]. Tajwid science is one of the sciences that is used to learn how to read the Qur'an properly and correctly [3][4]. Tajwid learning is needed to minimize errors in reading the Koran, which have an impact on changing the meaning of what it should be [5].

So far, learning Tajwid has been done by explaining it directly when children read the Qur'an, but not all children can understand it even though it has just been explained. One of the reasons is that the comprehension power of each child is different, so children need to learn it at home again [6]. Management of learning is needed so that learning is more effective, supported by learning media [7]. Learning media as a means to improve teaching and learning processes Learning media are also very influential on student learning outcomes [8].

Currently learning media is very varied. Many learning media innovations are designed so that students can absorb knowledge easily [10][11]. Video is an alternative choice that can be used as a learning medium so that students are more interested and interested in participating in learning [6]. Children really like watching videos, therefore video media is an innovation in children's learning that can attract attention in acquiring knowledge. By learning to use videos, it will look more practical in absorbing knowledge [13].

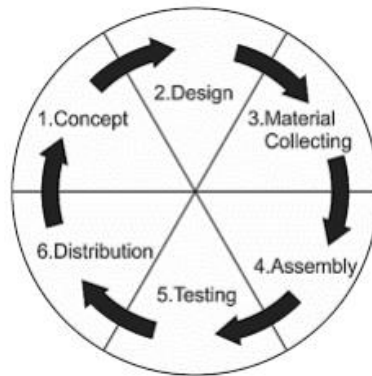
Video learning media contains audio and visual elements [9]. Video is an alternative choice that can be used as a learning medium so that students are more interested and attractive in participating in learning so that it is easy to understand the material and increases interest in learning [10][11][12]. The use of audio-visual video learning media has a positive and significant impact on student learning outcomes [13]. Previous research [14] stated that multimedia-based interactive video learning media was good and suitable for use as a medium for learning mathematics. Other research [15] states that the use of video in integrated learning makes a good contribution to student motivation.

Based on the description of the problem and previous research by [13][14][15], So this study aims to design an animated video as a medium for learning tajwid for children using the *Multimedia Development Life Cycle* (MDLC) method.

## METHOD

Data collection methods used in this study include observation, documentation, literature study, and interviews. Observations were made to see the process of teaching Tajwid science to children. The learning used so far has been in the form of directly teaching children using books as a learning medium. The documentation obtained was in the form of books on the science of recitation. While interviews are used to obtain information about the problems experienced by children with learning so far. Literature studies are used as a reference source in conducting research.

The method of making or developing animated videos used *the Multimedia Development Life Cycle (MDLC)* method or the Luther development method, which consists of six core stages, namely *concept, design, material collection, assembly, testing, and distribution*, as shown in figure 1.



**Figure 1.** Multimedia Development Life Cycle (MDLC) Method

1. The first stage of creating a concept is the initial stage in the multimedia development life cycle. At the concept stage, it starts with determining the purpose of making the application and determining the users of the application [16].
2. The second stage of designing is to make detailed specifications regarding the project's architecture, appearance, material requirements, and style [16]. The design in this study is in the form of a storyboard that describes the contents of the learning video that will be developed.
3. The third stage Material collection (collection of materials) is the stage of collecting the materials needed in the development of a multimedia product. Materials needed in making explainer videos for learning media include pictures, narrators, sound effects, backgrounds, material to be displayed, and so on.
4. The fourth stage of assembly is the manufacturing stage of multimedia. The materials that have been made or collected are then arranged according to the storyboard that was previously designed. In this study, the software used to unify and develop explainer video learning media is Adobe After Effects CC 2014. Adobe After Effects was chosen because this software is integrated with other Adobe software used by researchers, such as Adobe Photoshop, making it easier for researchers during the development process. learning media, because files from Adobe Photoshop can also be opened and edited in Adobe After Effects.
5. The fifth stage of testing is the stage carried out to test whether the learning media that has been made is in accordance with the original purpose. In this study, a test was carried out to find out whether the recitation learning media that was made was "appropriate" to be used as a means of assisting recitation learning.
6. The final stage in the Multimedia Development Life Cycle development method is where the media that has been created and tested is then distributed. In this study, Tajwid learning videos were distributed via YouTube.

## RESULT & DISCUSSION

### 1. Concept


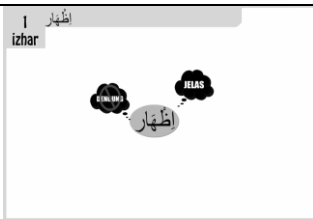
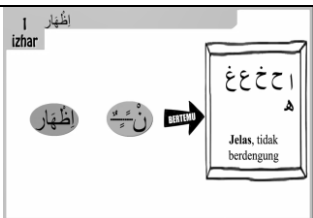
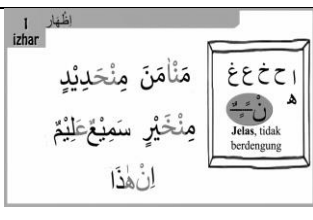
The learning media in the form of this video is made with the concept of learning to learn the science of tajwid, especially the law of nun sukun or tanwin and the sign of waqaf with a discussion of the laws of tajwid starting from the meaning, reason, to the correct way of reading. The rules of tajwid consist of Idzhar, Idgham Bigunnah, Idgham Bilagunnah, Iqlab, Ikhfa Haqiqi, Ikhfa Syafawi, Idgham Mimi, Idzhar Syafawi, ghunna ashliyyah, Idzhar Qamariyah, Idgham Syamsiyah, Qalqalah sugra and qalqalah kubro. while the waqaf sign consists of Waqf La Washal, Mim Sign,

Sad Sign, Sad-Lam-Ya Sign, Qaf Sign, Sad-Lam Sign, Qif Sign, Sin Sign, Kaf Sign, Triple Dot Sign, Waqf Sign, Tho Sign, Sign Jim and Tanda Zha.

## 2. Design

The process of designing learning media is made in the form of a storyboard which aims to describe and explain the contents of the learning videos that will be developed. At this stage, the creation of narratives will also begin to be combined with storyboards for use in the development of learning videos. The following is a storyboard on the opening scene, izhar material, and credits shown in table 1.

**Table 1.** Storyboard of Tajweed Science Learning Media

No	Visual	Information
1		Title "Waqf Sign", Font (Humanst521BT), Font color (White), Visual effect (Drop shadow), Transition in (Fade in), Transition out (Fade out). Waqaf sign footage, Visual effect, In and out transitions are the same as the title, Sound effect (Transition, max), Backsound "Savfk-The Traveling Symphony"
2		"Don't" sign. Sound effects (pop, big). Backsound "Fredji-Flying High"
3		Caption "Clear, not buzzing". Font (Time new roman). Font in (Position from bottom) Sound effect (transition, mid). Backsound "Fredji-Flying High".
4		Footage example of reciting izhar (مَنَامَنَ, مَنَحَدِيدٍ, مَنَحَيْرٍ, سَمِيعٌ عَلِيمٌ, اِنْ هَذَا), Font (Calibri), font color is black, because readings read izhar are marked in red. Transition in (fade in) Backsound "Fredji-Flying High".

## 3. Collecting Materials

Is a stage to collect materials needed in the development of learning media. Materials collected include images used as footage (raw material) as well as background in explainer videos. Because this learning media discusses the science of recitation, especially the law of nun breadfruit or tanwin and waqaf signs, then for pictures in the form of Arabic letters as shown in figure 2.

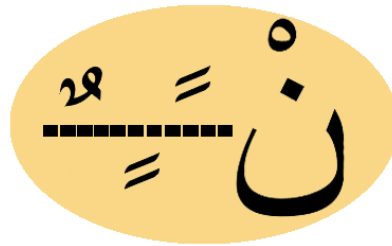


Figure 2. Nun breadfruit or tanwin material

Other material collected is the narrator's voice which is used to read the narration and also the material that has been compiled, to be recorded and used in learning videos. In addition, sound effects are used to further animate or dramatize a part of a particular scene. Sound effects are selected as needed. *Backsound* is also used to further enliven and support the atmosphere in the learning media being developed. Other materials regarding the laws of nun breadfruit or tanwin and waqf signs are taken from the tajwid book as shown in Figure 3. The materials that have been collected are then readjusted as needed to then be used during the assembly stage.



Figure 3. Materials from the Tajweed Book

#### 4. Assembly

The materials that have been collected are then arranged so that they become one unit according to the storyboard that has been made. Adobe After Effects CC 2014 is the main software used to compile images, narrator's voice, audio and learning media materials, this software was chosen because it includes features that support developing explainer videos and other graphic processing. Apart from Adobe After Effects CC 2014, researchers also use other software such as Sony Vegas Pro 13 which is used when entering and adjusting the backsound. The assembly process in one of the scenes is shown in Figure 4.



Figure 4. Assembly process

5. testing

In this study testing was carried out to determine the feasibility of the learning media that had been developed before being used for learning. Learning media testing is carried out by media experts and material experts. The purpose of testing by media experts is to obtain validation regarding the media that has been developed so that the feasibility of the media can be determined. the results of media experts state that the media aspects in the developed learning videos are very feasible to use. while testing by material experts aims to validate the material in the learning media developed and to find out whether the material presented in the learning media is appropriate and in accordance with the learning objectives. the result is that the learning media material developed is categorized as very feasible to use.

6. Distributions

The stages of distribution (distribution/distribution) of the learning videos that have been developed are using WhatsApp and Youtube application intermediaries so that more people can access the recitation learning videos and they can be used by anyone as a means to learn recitation knowledge, especially the law of nun breadfruit or tanwin independently or with assistance.

### CONCLUTIONS

Based on the results and discussion presented, it can be concluded that making animated videos for learning media for tajwid can use the Multimedia Development Life Cycle method . After testing by media experts and material experts, they stated that animated videos were very suitable for use as learning media Suggestions for the next research study of tajwid science using other methods and tajwid learning materials can be added.

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