

ANALYSIS OF THE EFFECTIVENESS OF USING ANDROID BASED "EDUCATIONAL GAME APPLICATIONS" IN IMPROVING MASTERY OF ARABIC VOCABULARY

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Abstract: Games are one of the industries that developed in this era. Games are not only used for entertainment, but also used for educational purposes. The use of android-based educational game applications is one of the alternative media to improve the mastery of Arabic vocabulary. In Arabic language learning, vocabulary is an important element for acquiring skills in communicating. Therefore, the use of android-based educational game applications is a solution so that learning is not boring and trains focus and makes children interested in continuing to learn. This study aims to analyze the effectiveness of using android-based educational game applications in improving Arabic vocabulary. In this study, researchers used a qualitative approach to the Literature Review method by taking various theories and various kinds of research that had been carried out in previous journals. The results obtained from the data analysis carried out by researchers show that there is an effectiveness in the development of learning in mastering Arabic vocabulary.

Keywords: Educational Games, Apps, Android, Arabic

Introduction

Education is very important for humans in living a social life. Education is an essential element of all aspects of life. If education is likened to the body then the heart of education is learning. Therefore, humans are obliged to continue the process in learning. A lesson will produce graduates with good grades if the learning goes well. However, there are some obstacles in learning that result in hampering the process of delivering messages or materials in a learning process. (Triwiyanto, 2017) states that education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual power, self-control, personality, intelligence, noble character, as well as the skills needed for themselves, society, nation and state. In learning, teachers must be able to create fun and interesting learning so that the learning motivation of students is stronger. The same is true in arabic language learning. According to (Muhbib Abdul Wahab, 2011) Arabic language learning in Indonesia still has several problems, namely: the relevance of curriculum materials, unattractive learning methods and strategies, limited learning media, professionalism of tutors or teachers, lack of use of technology and information, pressure on the flow of language globalization, and the tug-of-war between *fushhah* and *amiyah*.

Considering the very fast and rapid development of technology in every aspect of life that is used as a tool, including the use of technological developments as a medium and learning resource. Media learning as a messenger technology (information) that can be used for learning purposes. With technology, learning becomes more interesting and much more fun than before so that it is able to present enthusiasm and arouse the learning motivation of students. One of the technologies that can be used as a learning medium is a smartphone (android) because in it there are a lot of interactive multimedia features such as audio, images, text and others. And also almost all circles ranging from young children to parents use smartphones with various types and brands that are varied. The Ministry of Communication and Informatics reported that internet usage in Indonesia is very high. This is due to the low price of the internet and the large number of smartphone users, which is 167 million people or 89% of the total population of Indonesia (Humanities, 2021).

The use of smartphones among teenagers is mostly only used to play social media and games. Children's habits and preferences for playing games can hinder their motivation to learn, but it is different if games are used for positive things as learning media innovations can make creative and innovative media to be applied, learning in the form of games is one of the oldest methods of education that has many advantages and is used throughout human history. Pembelajaran in the form of a game or commonly called educational game is a game specially designed for learning to students in developing an understanding of the concept of directing, motivating and training the skills of students when playing it. Educational games can increase the effectiveness of learning because they can prevent boredom and learning is much more fun if packaged in a game format (Mokoagow et al., 2021). In learning Arabic, vocabulary is one of the important elements that must be absorbed by learners to acquire good communication skills. If it is likened to a building, the vocabulary is the foundation in the building. However, there is an obstacle that is often experienced by Arabic language learners, namely the lack of vocabulary mastery. This is related to the learning methods and media used by teachers in delivering the vocabulary material which results in a lack of understanding of students and interest in the material.

Therefore, learning media innovations must be carried out, one of which is the use of android-based educational games. Android-based educational games in increasing the use of Arabic vocabulary can be designed as well as possible, using attractive visuals and learning designs, and supported by game features such as level levels that are challenging so that learning feels light and fun.

Literature Review

All learning has different characteristics, attractions, and ways of delivery. Not all subjects will match the character and interests of the students who receive the learning (Rozi & Kristari, 2020). Learning will obtain maximum quality results in accordance with learning objectives when using strategies in effective learning by utilizing media that are currently developing (Munir, 2017). Various studies on the effectiveness of using android-based educational game applications in improving the mastery of Arabic vocabulary have been studied by previous researchers. The references in this study are taken from journals and previous studies that have similarities in theory and subject. Here are some previous studies that discuss the effectiveness of using android-based gaming applications in improving mastery of Arabic vocabulary.

First, research conducted by Noza Aflisia, Asri Karolina, and Eka Yanuarti with the title of utilizing the kahoot application to improve mastery of Arabic language elements. The research uses literature research by going through the stages of data collection, identification, and analysis. Second, research conducted by Abdul Aziz Fakhruddin, Mochammad Firdaus, Lailatul Mauludiyah with the title wordwall application as a medium to improve mastery of Arabic

vocabulary for junior high school students. The research uses a quantitative research approach with an associative type of research. The research also used data collection methods carried out by means of interviews, tests, questionnaires, and documentation. Third, research conducted by Zulpina with the title quizz, an alternative medium for online Arabic language learning for ibtidaiyah madrasah students. The research was conducted using a qualitative descriptive approach with a literature study method.

Method

The method used by researchers in this study is Literature Review. Literature Review is one of the scientific methods used in research that focuses on a specific topic, which provides insight into the development of the topic. In this method, researchers look for previous regular issues that are relevant to the research topic to be carried out by identifying, evaluating the works of research results and the results of thoughts that have been produced by practitioners and researchers. The library sources that the author uses in the preparation of this journal are journals, articles, and also supporting books so that they can be used as a strong foundation or handle in the content and discussion of the journal.

Result and Discussion

1. Learning media

Learning media is one of the important components of learning resources, learning media also determines the success of a learning. According to Sanjaya (in prastowo 2017:292) learning media has a central position in the learning process. The parable can be analogous to that learning media really supports the learning process to run optimally, effectively and efficiently. In addition, learning media is useful for attracting students' interest in learning materials and increasing students' understanding of the material presented.

2. Android in education

Android is not only used for entertainment and work purposes. However, with the nature of being based on a large developer to develop applications, so that applications have a wider and more diverse function. Android plus education allows us to create a collaborative learning. That is to become a learning environment that joins many things in learning actively and together, giving feedback to each other so as to produce something good in the learning process.

3. Vocabulary

Vocabulary has an important role both as a process in thinking and as a communication tool in society vocabulary is the main tool that a person who will learn language has because vocabulary serves to form a sentence expressing the content of thoughts and feelings perfectly both orally and in writing so that this is what can be taken in a teaching in terms of streamlining communication in Arabic, with active and passive mastery of vocabulary.

4. Theory of ability in Arabic

The ability to speak Arabic is very much needed so that someone can communicate well, especially for Muslims, besides that Arabic has a role for the progress of Muslims around the world, this is because Arabic is the language of the Qur'an and it is appropriate as Muslims to master Arabic which will make it easier for someone to learn the teachings of their religion, namely Islam, so it can be said that Arabic is the key that will lead Muslims to understand the teachings of the Islamic religion correctly and the ability to speak Arabic can be the main factor in the progress of thinking in Muslims around the world, because of the reasons for the decline

of Muslims from their civilization, one of the factors is because it underestimates the importance of speaking Arabic.

Therefore, the author intends to present a potion related to the importance of educational collaboration in sticking all efforts in overcoming the difficulties of Muslims when mastering Arabic, namely starting from the difficulty of adding or memorizing Arabic vocabulary.

5.Learning media: Game-based learning applications that can be used are:

1. WordWall

WordWall application is an application used for learning media with the aim of being an assessment tool for educators of students In addition, there is a special feature of this wordwall application, which is fun for students because the learning in it is very interesting such as matching quizzes or pairing random word search pairs of words and so on so that this application can be found in the browser so that it is easy for an educator to access and use.



Figure 1: Wordwall

Source: <https://www.ruangparabintang.com>

2. Quizizz

Quizizz application is a game-based application that can be used as a fun learning medium because there are unusual games in it. What distinguishes quizizi from other game applications is that it has interesting features such as music as an accompaniment to running games or as an entertainer for students while studying. Different theme characters: Avatars and the most interesting thing is to practice or do quizzes made by the teacher.



Figure 2: Quizizz

Source: <https://www.ruangparabintang.com>

3. Kahoot

The kahoot application is a simple learning game application but can be fun for students from elementary to college students. Participants who use kahoot will be shown the question on their Android Tablet or computer screen and then students are given time to answer if the answer is right or wrong. It will automatically appear directly on the screen on each answer. Participants get points including the one that gets the best points, kahoot displays the 5 highest point positions with interesting animated images while at the end of the game kahut displays the order of the three largest. Kahoot can be used as an evaluation tool to help memorize vocabulary.



Figure 3: Kahoot

Source: <https://www.prnewswire.com>

In the preparation of this review literature, researchers access in several reference sources access to scientific journals that are relevant to the topic compiled by the researcher. In this case, researchers limit references or scientific journals published over the past 10 years.

The following are the results of the review of scientific journals:

Table 1: Review Results of 7 Journals

No.	Researchers	Heading	Educational Gaming App	Result
1.	Noza Aflisia, Asri Karolina, and Eka Yanuarti	Pemanfaatan Aplikasi Kahoot Untuk Meningkatkan Penguasaan Unsur Bahasa Arab	Kahoot	Effective in increasing learning motivation.
2.	Abdul Aziz Fakhruddin, Mochammad Firdaus, Lailatul Mauludiyah	Aplikasi Wordwall Sebagai Media Untuk Meningkatkan Penguasaan Kosa Kata Bahasa Arab Siswa SMP	Wordwall	It is effective and can increase student fun and interest.
3.	Zulpina	Quizizz, Media Alternatif Pembelajaran Bahasa Arab Online Bagi Siswa Madrasah Ibtidaiyah	Quizizz	Easy, effective and attractive.
4.	Hanifah Nur Azizah	Peningkatan Penguasaan Kosa Kata Bahasa Arab Melalui Penggunaan Media Wordwall	Wordwall	Effective

5.	Muhammad Nur Kholis, Laily Fitriani, Riski Gunawan, Moh. Sholeh Afyuddin, Nuryani	<i>Can Wordwall Application Improve Student Arabic Mastery?</i>	Wordwall	Effective
6.	Khotijah, Ahmad Arifin	Desain dan Implementasi <i>Mobile Learning</i> Sebagai Upaya Peningkatan Pembelajaran Bahasa Arab Di Madrasah Aliyah	Quizizz	Effectual in increasing student learning motivation
7.	Ahmad Fadilah Khomsah, Muhammad Imron	Pembelajaran Bahasa Arab Melalui Kolaborasi Metode <i>Questioning</i> dan Media Kahoot	Kahoot	Effective

From table 1 above, it is clear that the results of each researcher with various experiments state that the use of android-based educational game applications is very effective in improving mastery of Arabic vocabulary and making students interested and motivated in learning.

Conclusion

Based on the results of research reviews and discussions, researchers can conclude that there is an effectiveness in using android-based educational game applications in improving mastery of Arabic vocabulary. The use of educational game applications in learning becomes more interesting and fun and makes students motivated in learning. So that the use of technology in learning affects the learning process and student learning outcomes in elementary school

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