THE ADVENTURE OF NAQY(NAHWU QURANY)

NAHWU LEARNING SOLUTIONS BASED ON ONLINE GAMES

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Abstract Nahwu is the rules for knowing the form, state and position of the sentence when it is alone or composed . However, judging from the reality that there are many people who are lackingexplore and experience difficulties in studying the science of Nahwu and Shorof (Dodi, 2013) . Therefore, teaching media has an important role in learning foreign languages, especially in learning Arabic. Learning media is a means of delivering material that can help students understand, memorize, and digest subjects. The purpose of this research is to present a website -based design of Arabic teaching materials nahwu science learning packaged in interactive games with the Qur'an as an alternative to understanding Nahwu science. The research method used is research and development research and development) R&D research is carried out in stages including : analysis, design, development, implementation, and evaluation . The results of the study indicate that the creation of website -based Arabic teaching materials is needed because students are familiar with technology in the form of social media.

KeywordsArabic language; E-learning; Nahwu Science; learning media; website

A. **INTRODUCTION**

Arabic is the language actively spoken by about 280millionthe world's population, most of whom are in the Middle East andNorth Africa. Arabic is the mother tongue of almost 25 countries andhasbecome one of the official languages that are recognized and used inthe courtsUN official (Abdul Munip, 2019). Among the languages in the world, Arabic is the oldest andthe longest used. Since the Qur'an was revealed and the religion of Islamgrowing, Arabic speakers more and more until spoken more than 200,000mankind and is used officially by 20 countries. Arabic islanguage and religious guidance of Muslims worldwide . (Adriani, 2015)

Talking about Arabic will not be separated from the knowledge of Nahwu andSorof, because the knowledge of Nahwu and Shorof is the basis for language learningArab. The two sciences discuss the most common rules and grammarfundamental. However, judging from the reality that there are many people who are lackingexplore and experience difficulties in studying the science of Nahwu and Shorof (Dodi, 2013) most of them assume that the science of NahwuandShorof is a science that is difficult to understand and understand. Multiple methodsTeaching science is pretty much practiced by teachers, but studentspermanentjust face difficulties in learning the two sciences (Punawan, 2010).

The level of interest in the community in learning Nahwu Science is decreasing day by day along with the advancement of education and the development of the learning and teaching system, especially in the field of Arabic. This happens because the majority of Arabic language enthusiasts in

the field of muhadatsah pay less attention to Nahwu Science (qawaid) because it is considered to be able to hinder language fluency for beginners and is classified as a difficult subject (Nahdiyatul, t tt)

Teaching media has an important role in learning foreign languages, especially in learning Arabic. Learning media is not only for children's learners but for adult learners. Many studies have provided evidence that the effectiveness of the use of media in learning foreign languages, especially Arabic, but not many educators use learning media as a tool to support the Arabic learning process. One of the factors is because according to educators themselves, the provision of media takes a long time and costs quite a lot. This is the reason why educators don't want to take risks so that language learning that is usually taught without new innovations will make students get bored quickly.

Currently, there are still many educators who have not fully utilized the media in the process of teaching and learning activities. In fact, from various ideas about the understanding and urgency of the role of the media in the teaching and learning process, it is a must. The obstacles faced are caused by many factors, including the uneven development in the field of education in Indonesia. The current era, the development of increasingly sophisticated technology and internet networks that can penetrate at various layers, should no longer be a significant obstacle. Educators or students can access various information related to education in any form that is relevant to learning. (Siti, 2018)

Judging from some facts about the importance of studying Nahwu science, we present **" The Adventure of NAQY (Nahwu Qurany) Online Game-Based Nahwu Learning Solutions "**. That is a companion website for learning nahwu science that is packaged in an interactive game with the Qur'an as an alternative to understanding nahwu science . So it is hoped that readers will not feel bored in learning it and it is easier to digest Nahwu learning because there are games that are easily accessible anywhere and anytime. by various groups .

B. **MATERIAL & METHODS**

The method used in designing the NAQY online game application is using the ADDIE method. The ADDIE method stands for analysis, design, development, implementation, and evaluation. The development of this research model was first introduced in 1967 by Reiser and Molland. Building tools or infrastructure that is effective, dynamic, and supports work programs is a function of this method.
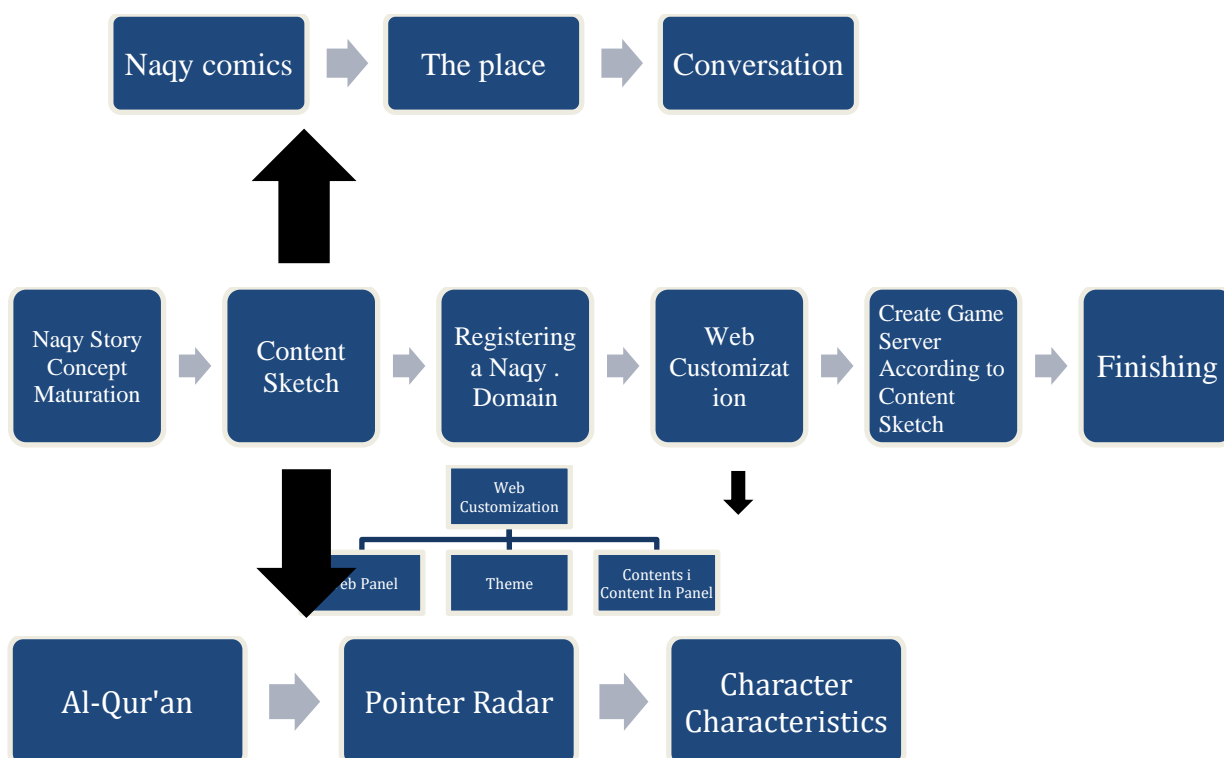
The first stage in the ADDIE method is analysis. In this stage, we analyze the urgency of learning Arabic rules in the Quran. Currently, many who read the Koran are not good at identifying the Nahwu rules in it. Even though one of the conveniences in memorizing the Qur'an is you know the rules of Mahou in the sentences. Learning the rules of the Arabic language is a necessity for students of knowledge to unlock new sciences. Then that the development of the world that is growing rapidly and significantly requires innovations in learning Arabic. The old method must be abandoned immediately because it is no longer suitable for use in the world of education today. So, from these analyzes, we aspire to create an application that makes it easy to learn Nahwu in the Quran. The selection of the object of the Qur'an as a means to learn the rules of Nahwu is based on the Qur'an being a perfect book in terms of sentences, meanings, and interpretations. Also, digital Qur'an-based Nahwu learning has its uniqueness. Then the analysis we do next is to analyze the Mahou material that will be included in the NAQY online game website.

The designs developed are application display designs which consist of NAQY character designs, Quran instructions designs, and atmosphere designs around NAQY. The design also includes the design of blog pages, about us, dashboards, and so on. For the development stage, we started designing the NAQY online game website by registering a domain to customize the web. The implementation phase is the trial phase of the NAQY game. However, in this study, the trial has not been carried out because we are still looking for funds to realize this NAQY online game website. Because the implementation has not been carried out, the evaluation of the success of the NAQY online game website has not occurred automatically.

The research method used is research and development research and development) R&D research is carried out in stages including : analysis, design, development, implementation, and evaluation.

C. RESULT AND DISCUSSION

There are several stages that need to be done in making the NAQY Online Game Website, which are as follows which is illustrated by the following scheme:

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┌─────────────┐    ┌─────────────┐    ┌─────────────┐
│ Naqy comics │ →  │  The place  │ →  │ Conversation│
└─────────────┘    └─────────────┘    └─────────────┘
       ↑
┌──────────┐  ┌──────────┐  ┌──────────┐  ┌──────────┐  ┌──────────────┐  ┌──────────┐
│Naqy Story│  │ Content  │  │Registering│ │   Web    │  │ Create Game  │  │          │
│ Concept  │→ │  Sketch  │→ │ a Naqy . │→ │Customizat│→ │Server        │→ │ Finishing│
│Maturation│  │          │  │  Domain  │  │   ion    │  │According to  │  │          │
└──────────┘  └──────────┘  └──────────┘  └──────────┘  │Content Sketch│  └──────────┘
                   │                            │        └──────────────┘
                   ↓           ┌──────────┐     ↓
                               │   Web    │
                               │Customization│
                         ┌─────────┴─────────┐
                   ┌─────────┐ ┌──────┐ ┌──────────────┐
                   │eb Panel │ │Theme │ │  Contents i  │
                   │         │ │      │ │Content In Panel│
                   └─────────┘ └──────┘ └──────────────┘

┌─────────────┐    ┌──────────────┐    ┌────────────────┐
│  Al-Qur'an  │ →  │ Pointer Radar│ →  │   Character    │
│             │    │              │    │ Characteristics│
└─────────────┘    └──────────────┘    └────────────────┘
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This scheme shows the stages carried out from the concept of the NAQY online game website to the finishing stage.

3.1. Material

What was done during the maturation of the NAQY online game website concept was collecting nahwu material. The method used is by analyzing the basic nahwu rules in the Quran chapters 29, 30, and chapter 1. Basic nahwu is the most basic nahwu rule so it is easy to identify.

Collection Material collection is carried out by referring to various sources. The primary source that is used as a reference is the Quran. Then the secondary sources are basic nahwu books and various other learning media besides books that explain about Nahwu. The inspiration for the NAQY comic story (as the opening game) and the gameplay is purely from our ideas.

This stage can be done more or less within one month depending on the level of difficulty and understanding of the researchers who designed it.

3.2. Content Sketch

3.2.1 NAQY comic content sketch

Consisting of a depiction of a young character named NAQY, the atmosphere around him, conversations with the surrounding characters. The climax of the NAQY comic story is that it requires a young man named NAQY to trace the traces of Nahwu's rules in the Quran.

3.2.2 Quran

Sketch Quran Adventure. It is a NAQY sketch tracing the road above it, there is a view of the sky that is written with a verse of the Koran which has murottal audio. NAQY must identify examples of nahwu rules in the verse. There are several hint and help slots that

NAQY can use to answer questions. The further the adventure along the road, the further the verse in the surah must identify its rules. When you have guessed the nahwu rule in the verse, either wrong or right, an explanation box will appear. To facilitate and strengthen the understanding of NAQY game website players.

The sketching stage is completed within one to two months. The rough sketch is described manually on sketch paper. Then after that the sketched concept that has been cooked is sketched using sketch applications that are in accordance with the sketch needs in the game. Sketches made for the basic look of the web are done by way of web customization by paying for a web domain.

3.3. Registering a DomainThe Adventure of NAQY(Nahwu Qurany)

Domain can simply be said to be a website name. We use Top-Level Domain with URL:com. Our consideration of using a "com" link address is because it is easy for people to find when surfing with google. The gaming website domain name "NAQY" is purely our own thought.

After registering a domain the next step is to buy a web hosting package. We use Counter-Strike: Global Offensive to run public servers. We choose shared hosting and VPS packages with consideration of affordable prices and high security performance. With VPS hosting it is possible to have full access to configure server settings according to the wishes and needs of NAQY online web games.

For the platform we chose a Content Management System (CMS). The platform we chose is WordPress. Although some people know that this platform is only for blogging, but actually WordPress can run all kinds of websites, including the online game website "NAQY".

3.4. Web Customization

Is the creation of site content. This is related to designing the pages that you want to include on the website and their panels. The sketch of the content that has been created in stage two is inserted into the blog page. Web customization also includes choosing a web theme and placing optional panels such as the homepage, blog page, about us, star adventure with a choice of juz and surah, score acquisition, and so on. The desired pages and sites are obtained by installing the WordPress plugin. There are more than 50 thousand choices of plugins from WordPress. We will choose the appropriate plugin for our product NAQY gaming website. This process is carried out in approximately two months.

3.3. Create a Game Server

After purchasing VPS Hosting, the next step in the game server creation stage is to install dependencies and then configure the server. We designed the game server according to our product NAQY, which is an adventure game looking for examples of nahwu rules in the Koran .This process is carried out in approximately two months.

3.6. Finishing

The finishing stage consists of two, namely testing the NAQY game website and evaluation. The function of this stage is to check the smoothness of the game and re-examine if there are errors in the nahwu learning material that we present in the form of this NAQY game so that repairs can be made immediately.

To conduct a trial of the web material, we will take a population and sample from the Darussalam Gontor Islamic Boarding School teacher who teaches nahwu subjects and madrasah tsanawiyah and aliyah students in Mantingan whose subjects include an Arabic learning curriculum.

The first trial phase is checking the material with the sample object, we limit it to teachers of Pondok Modern Darussalam Gontor, female campuses 1 and 2 in Mantingan. The reason for choosing the sample is to get data that is tested validly considering Pondok Modern Darussalam teaches simple Arabic rules in learning curriculum. As for what we use in this online game website, the basic nahwu rules are generally known by gontor students, especially teachers.

The second trial phase concerns the effectiveness and efficiency of the NAQY online web game to learn basic nahwu rules in the Quran. Our trial samples were taken from students of madrasah tsanawiyah and aliyah in Mantingan. What is measured in this second trial is the level of understanding of students. The complementary aspect that is measured is the level of excitement in playing the game. Does the NAQY game bring out happy emotions in students or not.

The results of the trial of the NAQY online game website may be twofold, namely: already meeting the standard and not meeting the standard. Our evaluation is based on the trial phase that has been carried out. In the evaluation stage, we will make improvements both in terms of material, the concept of the game, as well as the designs that we designed in the game. We will present new features that make it easier and add fun when playing the NAQY online game website.

CONCLUSION

Based on the results of this study, it can be concluded that this website can help in the process of learning Arabic, especially Nahwu, which has been considered a difficult subject. This website can be used as a complement in Arabic learning to make it easier to understand Nahwu science learning so that it is more fun, not boring, and boring when learning. Because it acts as a learning medium so that it can be accessed by anyone, anytime, and anywhere

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