

Development of Yanbu'a-Based Audiobook Learning Media to Improve Qur'an Reading Skills at TPQ Darussa'adah Cidahu

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Abstract: This study aims to analyze: (1) To find out the procedure for developing Yanbu'a Based Audiobook Learning Media Joint Model Borg & Gall and Dick & Carry to Improve the Ability to Read the Qur'an at TPQ Darussa'adah Cidahu, (2) Feasibility Level of Yanbu'a Based Audiobook Learning Media Borg & Gall and Dick & Carry Combined Model To Improve The Ability To Read The Qur'an at TPQ Darussa'adah Cidahu, (3) Effectiveness of Yanbu'a Based Audiobook Borg & Gall and Dick & Carry Combined Model To Improve Qur'an Reading Ability in TPQ Darussa'adah Cidahu. This research method is a development research or also called Research and Development (R&D). Using the combined Borg & Gall and Dick & Carry models with ten stages: (1) Preliminary study; (2) Planning; (3) Model design; (4) Expert validation and one to one test; (5) Model revision; (6) Small group test; (7) Model revision; (8) Large group test; (9) Revision of the final product; (10) Implementation. The subjects in this study were TPQ Darussa'adah Cidahu students. The result shown was that the audiobook feasibility assessment by the material expert obtained a score of 96.5% (very feasible). The feasibility assessment by the design expert obtained a score of 100% (very feasible). The feasibility assessment by media experts obtained a score of 87% (very feasible). Based on the results of the study, it can be concluded that the development of audiobooks can improve the ability to read the Qur'an. This can be seen from the calculation of the respondent's average N-Gain greater than the control N-Gain which has a value of 0.82.

Keywords: Development, Audiobook, Bookcreator

Introduction

Education is one of the platforms to realize the talents or abilities that humans bring from birth, so that human have skills that can be used to support themselves. Education in Indonesia has not been as expected, judging from educational institutions that have not been able to produce quality human resources. Schools are inseparable from the role of a teacher, where the role of the teacher is very dominant in determining the output of an educational unit or school. Therefore, professional teachers are not only required to be able to teach well but more than that, the role of the teacher is required to be able to understand the character of the participants comprehensively in order to know the ability of each student to absorb learning material.

One of the determining factors for success in learning activities is the use of learning media. Learning media can help increase interest so that concentration on learning is more focused so that it can improve learning outcomes as expected. The professionalism of the teacher is expected to bring students to fun and creative learning situations that are not boring. This is because in the learning process there are still many teachers using a monotonous and teacher-centered lecture method and the final results are not optimal.

Smartphone can be used as a tool to access practical, easy and fun digital reading materials (Dewi et al., 2019). Especially in the current situation of the Covid-19 pandemic, students can take advantage of their time by reading books. Teachers and parents need digital learning media that allows students to use for learning at home.

Learning media are very diverse in variety and form. Learning media includes tools used to convey the content of teaching materials consisting of books, software and so on (Nurfadhillah et al., 2021). One of the interesting, creative, and digital learning media to support the development of children's understanding related to reading the Qur'an is audiobooks. The audiobook is used as a learning medium to increase students' understanding. This audiobook can be accessed by students anywhere and anytime.

The selection of TPQ Darussa'adah as a school institution that will be the place of research, namely through several considerations based on the initial observations of researchers, firstly TPQ Darussa'adah is one of the TPQs assisted by researchers, secondly TPQ Darussa'adah has adequate learning facilities such as laptops, LCD projectors and there is wifi that is easily accessible so that it is possible to be used as a place for research and trial of products to be produced by researchers, third, the lack of interesting learning media in the school, so teachers need interesting learning media to improve students' Qur'an reading skills.

Model Development Concept

Development research is a systematic study to design, develop and evaluate programs, processes and learning outcomes that must meet the criteria of consistency and effectiveness internally (Rayanto, 2020). Meanwhile, according to Tegeh, development research is an effort to develop and produce a product in the form of materials, media, tools and learning strategies (Sutarti, 2017). Development research is used to develop and validate an effective educational product for school use and not to test theories. The steps of the process are referred to as the R & D cycle, which consists of studying research findings related to the product to be developed, developing a product based on these findings, the field of testing in the settings where it will be used and revising it to correct deficiencies found in the stage of applying for testing (Sutarti, 2017).

Learning development models can provide guiding principles in analyzing, producing and improving the learning environment and generating learning strategies (Octavia, 2020). The selection of the Dick and Carey instructional design model because this research and development is based on the use of a systems approach to the basic components of learning system design which includes analysis, design, development, implementation and evaluation. These two models are very suitable to be combined to produce an audiobook that will be applied to students at TPQ Darussa'adah Cidahu.

Audiobook Media Development

Learning media is also increasingly developing along with the development of the world of information and technology, in the current era of globalization almost all circles from children to old age can already operate technology. There are many technologies that can be used to assist learners in understanding learning materials. Many people believe that technology will be able to help learning situations where learning with effort becomes learning with fun. So the learning process, especially science lessons that are fun, creative, not boring and no longer scary, will be the right choice for teachers (Tambunan et al., 2019).

An audiobook is a recording of a book text or other written material that is talked about by a person or group of people. In Indonesia, several government agencies have developed books in audio form but still in limited form. These institutions include the Book Curriculum Center (Puskurbuk) and are followed by the Educational Radio Media Development Center. With audiobooks, students who have limited kouta problems can better understand the learning material without having to use a large kouta (Ningsih, 2022).

Book creator is an application consisting of text, images, and sounds and is published in digital form that can be read on computers and other electronic devices such as androids, smartphones, or tablets (Khikmawati et al., 2021). Through the features in this book creator, it can facilitate the diverse learning styles of students and teachers can add quizzes in the form of simple games that are tailored to the cognitive abilities of students. So that it can increase student learning motivation and provide a more meaningful learning experience because the appearance and arrangement of the material are packaged according to the cognitive development and learning style of students.

Website 2 APK Builder is an application that runs on a windows operating system where this application is useful for making it easier to convert web-based applications to apk-based. The way it works is simple, namely by changing the web file format (.html) to the android application format (.apk) so that this web-based application can be run properly on an Android smartphone where the media is expected to be interactive learning (ADITYA, 2021). The Yanbu;a method is a method of learning to read the Qur'an in addition to reading in it there is also learning to write and memorize the Qur'an, the Yanbu'a book consists of 7 volumes to read it students must not spell but must read directly quickly, precisely, lancer and not intermittently adjusted to the rules of makhoriul letters. The Yanbu'a method is also an application of Thoriqoh Read and Memorize the Qur'an, whose writing is adapted to Rosm Ustmani and is called complete literacy and memorization of the

Yanbu'a method. This method is a means to learn to read the Qur'an systematically, practically and easily absorbed by students (Palufi & Syahid, 2020).

Method

Research Objectives

This study had three tujans, including; 1) To find out the procedure for developing Yanbu'a-based audiobook learning media with a combined Borg & Gall and Dick & Carey model to improve the ability to read the Qur'an at TPQ Darussa'adah Cidahu, Sukabumi Regency; 2) Analyzing the feasibility level of Yanbu'a-based audiobook learning media with a combined Borg & Gall and Dick & Carey model to improve the ability to read the Qur'an at TPQ Darussa'adah Cidahu, Sukabumi Regency; 3) Analyzing the effectiveness of the development of Yanbu'a-based audiobook learning media with a combined model of Borg & Gall and Dick & Carey to improve the ability to read the Qur'an at TPQ Darussa'adah Cidahu, Sukabumi Regency.

Development Steps

This research uses procedures in accordance with the stages in the development of Yanbu'a-based audiobook learning media. The procedural steps in this research and development use the Borg & Gall model integrated with the Dick & Carey model. The Borg & Gall model is more dominant for making book creator-based learning media viable and usable while the Dick & Carey model is more dominant to the resulting learning media materials and strategies. The design of the Borg & Gall and Dick & Carey model development steps can be seen in Gambar 1.

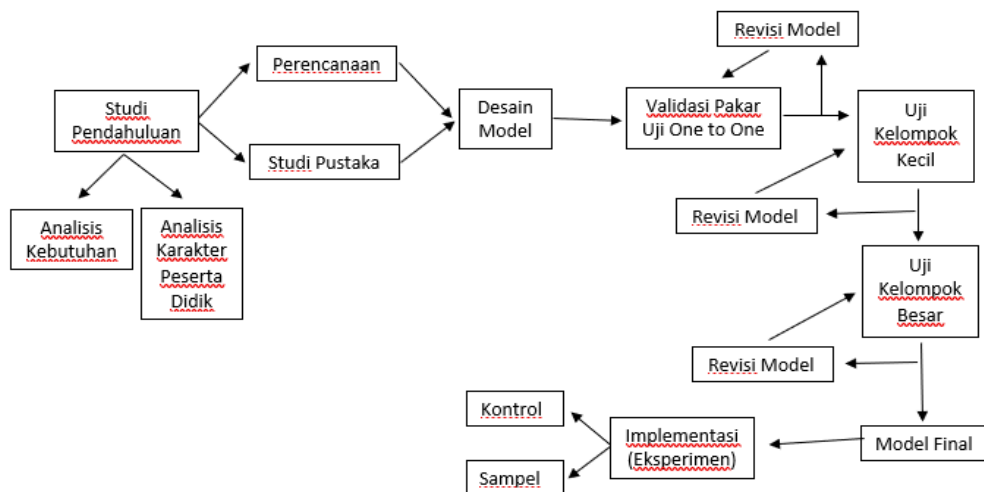


Figure 1. Design Development Steps Borg & Gall and Dick & Carey

In this development research, two data analysis techniques were used, namely qualitative data analysis techniques and quantitative descriptive analysis. Qualitative data analysis techniques go through four stages, namely data collection, data reduction, data display and conclusions drawing / verifying. As for quantitative data analysis techniques using the N-Gain score Test which is carried out by calculating the difference between the pretest value and the posttest value. By calculating the difference between the pre-test and post-test values or the gain score, it can be known whether the use of a certain method can be said to be effective or not (Rahma, 2021).

Results and Discussion

Preliminary Research

The result of this needs analysis is that there are no digital books that can be used in learning activities. On the other hand, the availability of device facilities and internet networks in the school and home environment is quite adequate and supportive. In addition, a good response was also given by teachers, parents and students

who are used to using smartphones to support audiobooks. Researchers conducted interviews with two teachers. Interviews were conducted to determine the level of ability to read the Qur'an, available learning infrastructure, and the need for learning media at TPQ Darussa'adah Cidahu. The results of the preliminary research obtained were 100% of teachers stated that students have the ability to read the Qur'an, especially low comprehension of hijaiyah letters. This is based on learning outcomes which show as many as 16 students or 64% have a score below KKM and 9 students or 36% reach KKM where the KKM value is 70. 100% of teachers also stated that the infrastructure in schools is very supportive of audiobooks.

Product Development

Development research is a process of researching a problem systematically, critically and scientifically to improve ability and understanding, obtain new facts, or carry out a better interpretation. In the development process carried out by the researcher is the integration of the Borg & Gall and Dick & Carey models which have 10 stages, namely; 1) Preliminary studies; 2) Planning; 3) Design; 4) Expert validation and one to one test; 5) Revision of the model; 6) Small group test; 7) Model revision; 8) Large group test; 9) Final revision; 10) Implementation.

In the preliminary study stage, it shows that there is no digital-based learning media that can improve students' ability to read the Qur'an. Then planning is carried out, namely the preparation of research plans such as the formulation of goals. After planning, then next make a model design. Product designs are arranged in ms word and saved in pdf form which is then made an audiobook with the book creator application. Those audiobooks are converted to android-based by using the Web 2 APK Builder app. The result of this android-based audiobook is called the draft 1 model.

After obtaining draft 1, expert validation was carried out by three people, namely the material expert test, the learning design expert test and the media expert test. Then one to one tests are carried out, small group tests, large group tests and field tests. This field test is to determine the effectiveness of the product carried out by an experimental method consisting of two classes, namely the control class and the sample class. The results of this effectiveness test use the N-Gain score formula.

Product Eligibility

Material Expert Test

Based on the results of the material expert recapitulation in Figure 2 showing the results of the calculation of the material expert assessment, an average value of 96.5% was obtained, which means "Very Feasible". This means that in the aspect of the material developed it is very feasible to use for research.

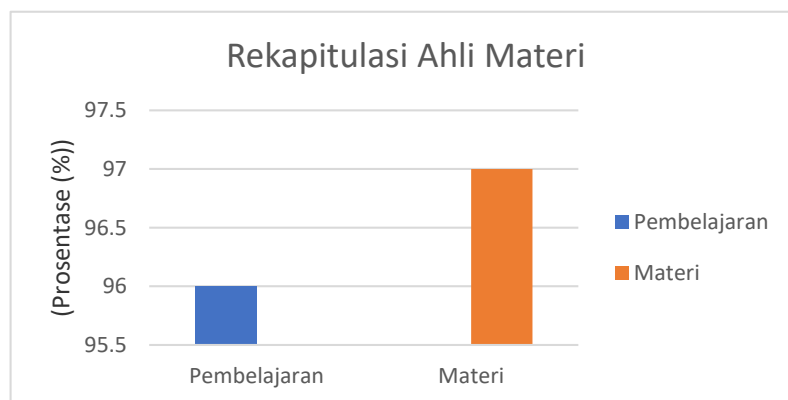


Figure 2. Material Expert Recapitulation

Test the Design Expert

Based on the results of the media expert recapitulation in Figure 3, it shows that the calculation results of the media expert's assessment were obtained on average 87% which means "very feasible". This means that in the aspect of the developed media it is very feasible to use for research.

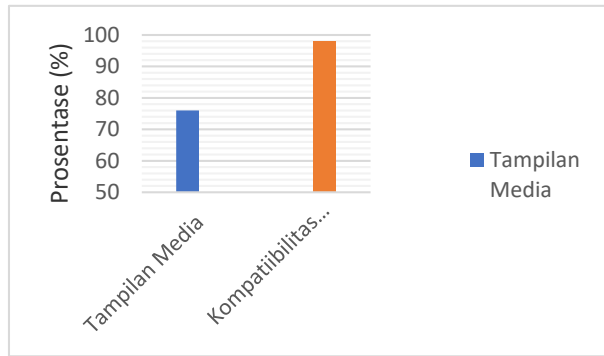


Figure 3. Recapitulation of Learning Media Experts

Media Expert Test

Based on the results of the design expert recapitulation in Figure 4, it shows that the calculation results of the learning design expert's assessment obtained an average value of 100% which means "very feasible". This means that in the aspect of the developed design it is very worthy of use for research.

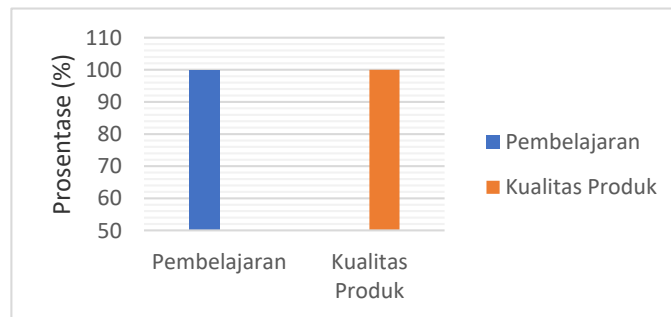


Figure 4. Recapitulation of Learning Design Experts

Test One to One

Based on the data obtained through one to one trials, the product is categorized as "very feasible". This shows with an average trial result of 85%.

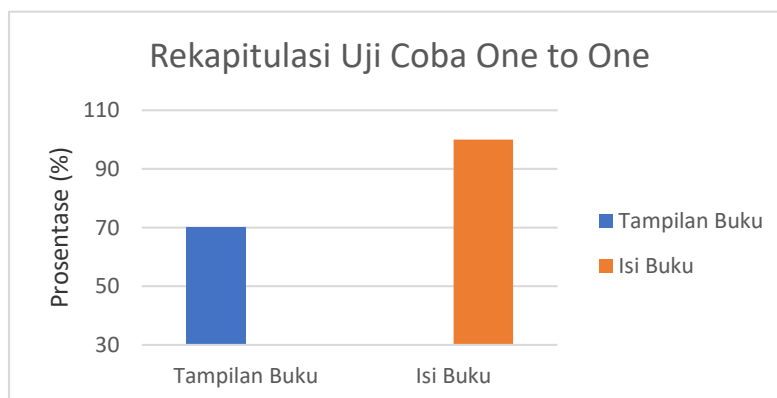


Figure 5. One to One Trial Recapitulation

Small Group Test

Based on the data obtained through one to one trials, the product is categorized as "very feasible". This shows with an average trial result of 95%.

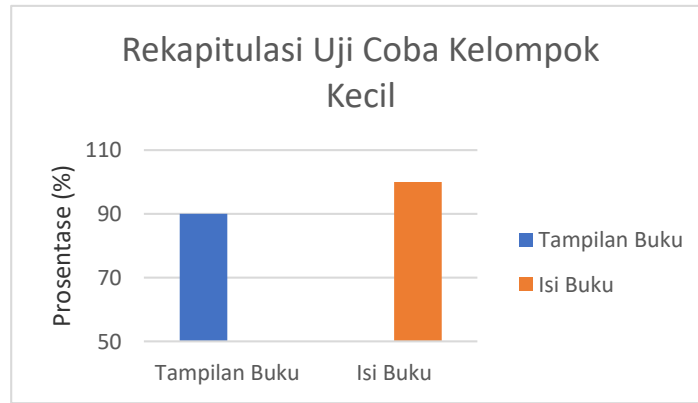


Figure 6. Recapitulation of Small Group Trials

Large Group Test

Based on the data obtained through large group tests, the product is categorized as "very viable". This shows with an average trial result of 85.5%.

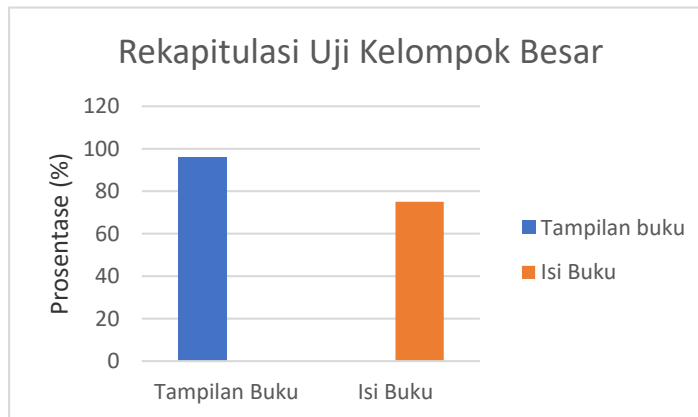


Figure 7. Recapitulation of Large Group Tests

Product Effectiveness

To determine the effectiveness of this audiobook product, field trials were carried out with experimental methods consisting of a control class and a sample class. Researchers conducted a trial of 20 students who were sampled and 20 students who were controlled. The 40 learners were given pretests before using the audiobook. After the pretest is carried out, the sample learners are assisted by teachers and parents to download the audiobook application that has been sent through the Wa class group, then the sample learners use audiobooks with the guidance of teachers and parents. After hearing and reading the material in the audiobook, students are given posttest.

Analysis of pretests and posttest data or called N-Gain is an analysis to test the effectiveness of audiobooks on students' ability to understand the material. Pretests and posttest were given to 20 learners who were sampled. Pretests are done before using audiobooks while posttest are done after using audiobooks. The value of pretests and posttest is the result of cognitive knowledge of the sample in using audiobooks. The following are presented the results of the analysis of the value of N-Gain.

Based on the table above, the control N-Gain has an average value of 0.49 while the sample N-Gain is 0.82. The N-Gain value of the sample is greater than the control N-Gain value, so there is an increase in the ability to read students to the material effectively. So it can be concluded that the development of audiobooks can improve the ability to read the Qur'an, especially in hijaiyah letters.

The Need to Use Audiobook

An audiobook is a digital book in which there is a sound recording. The development of audiobooks in this learning is used in order to improve the ability to read the Qur'an at TPQ Darussa'adah. Based on the needs analysis conducted by researchers at TPQ Darussa'adah, there is no availability of digital books used in the learning process. Meanwhile, the availability of device facilities such as laptops, computers and projectors is adequate. The availability of an internet network in the school environment supports the existence of audiobooks in learning.

Based on the interviews conducted, it also shows that TPQ Darussa'adah students have the ability to read the Qur'an, especially the low hijaiyah letters. This lack of motivation and interest in learning to read the Qur'an is due to monotonous learning. Learning only uses printed books without other media so that motivation and interest in learning are low and cause the resulting learning outcomes to be less than optimal. Learning results show that as many as 64% of students have a score below KKM and as many as 36% of students achieve KKM with a KKM score of 70.

Visual learning styles are learning styles that focus on the sense of sight. As many as 85% of TPQ Darussa'adah students tend to be interested in visual media used in learning. With this media, learning becomes fun, active and creative. Audio-visual media-based learning is learning that can facilitate the presentation of learning materials so as to increase student learning motivation. This medium is able to relieve boredom towards students and make them more active in learning. The audio-visual media used in TPQ Darussa'adah is audiobook media. The involvement of parents in assisting students to use the audiobook is very much needed. The role of parents is to supervise students during independent learning at home.

Advantages and Disadvantages of Audiobooks

The advantages of audiobooks include; 1) Yanbu'a method-based audiobooks; 2) Audiobooks have an attractive design; 3) The audiobook comes with practice questions and answers; 4) The audiobook comes with a teaching guide of Yanbu'a method. While the shortcomings of audiobooks are that audiobook is android-based so that only android-based smartphones or tablets are able to access the audiobook.

Barriers and Challenges to the Audiobook Development Process

The obstacles faced by researchers are not yet proficient in using book creator applications and are not yet proficient in typing Arabic in word. Meanwhile, the challenge faced by researchers is that researchers must be able to operate book creator applications and type Arabic through word.

Research Limitations

The audiobook developed by researchers is not fully able to answer the needs of teachers and students in the basis of learning the Qur'an, especially in understanding hijaiyah letters. This audiobook presents not only interesting writing but the audio made is also interesting. There are several limitations to the audiobook developed, including; 1) Audiobooks can only be accessed when there is an internet network; 2) Audiobooks can only be used on android-based devices; 3) This audiobook has only been applied in one school; 4) There is a need for a parent's role in the use of audiobooks.

Conclusion

The feasibility of a learning media product developed is determined based on the validation results of the test of material experts, design experts and learning media experts. The feasibility test results from the three experts obtained results with an average percentage of test results from material experts of 96.5% which means they are very feasible to use, the percentage of learning design expert test results is 100% which means they are very feasible to use and the percentage of learning media expert test results is 87% which means they are very feasible to use. The results of the analysis of the effectiveness of a product are determined by a comparison of the N-Gain values of the control and the sample. The control N-Gain had an average value of 0.49 while the sample N-Gain was 0.82. The N-Gain value of the sample is greater than the control N-Gain value, so there is an

increase in students' reading ability to the material effectively. So it can be concluded that the development of audiobooks can improve the ability to read the basic learning of the Qur'an, especially in hijaiyah letters.

Implication

The implications of this research can improve the quality of student education, especially in increasing understanding of the basic learning of the Qur'an, especially hijaiyah letters. The implementation of audiobooks can make students more interested in following the learning process which has an impact on improving the quality and learning outcomes. The development of this learning media is also able to encourage teachers and researchers to always innovate and dig deeper into creativity in providing solutions to problems in the existing learning process.

Suggestion

The results of this study still have shortcomings and there are still many things that need to be studied and redeveloped. Researchers have suggestions for future research including; 1) Other researchers are expected to create audiobooks without internet access. 2) Other researchers are expected to create audiobooks that can be accessed in addition to being android-based. 3) Other researchers are expected to be able to apply more than one school. 4) Other researchers are expected to be able to improve the quality of audiobooks to make them even better.

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