Game Edukasi Bahasa Arab Untuk Siswa Sekolah Dasar Kelas IV

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Abstract	Arabic is an important language for Muslims. At present, only a portion of Elementary Schools are capable of studying Arabic. The main factor in the learning process of elementary school children is the difficulty of students to focus on learning. So the teacher must do the delivery of learning material repeatedly. This research was conducted with the aim of designing educational games that utilize mobile android so that learning is more effective and students are more focused on the subject matter delivered. This research was conducted at the Integrated Islamic Elementary School (SDIT) Nahdlatul Ulama Cepogo by referring to the 4th grade handbook curriculum. With the interview method to the teacher concerned and research during the learning process, problems can be identified while learning takes place, and solutions to problems are found. which exists. This educational game is made using software construct 2, as well as making buttons with Adobe Photoshop CS5. The contents of this application display material maharah istima $\tilde{A}f\hat{A}\phi\tilde{A}\phi\hat{A},\hat{A}\gamma\tilde{A}\phi\hat{A}$ and mahabah kitabah. With an attractive appearance, this application helps teachers in the learning process, as well as student guardians in the learning process of students at home. Before testing, a game demo is conducted so that students understand how to use the application and then students try the application alternately. From the results of testing and questionnaires, obtained a percentage of 83% of 24 respondents who stated this game can be used as an interesting learning media.
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