

## KITAB DIGITAL: MOBILE LEARNING APPLICATION TO SUPPORT E-LEARNING FOR KAMPUNG SANTRI

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**Abstract:** *This study aims to develop online learning applications for resident of Kampung Santri, Indonesia to access and search for online kitab. This study has applied a combination of quantitative and qualitative methods in obtaining data through the distribution of questionnaires, interviews and observations. Learning application is a platform that people can easily access to learn and is available round the clock because nowadays technology is at our fingertips, but there is a significant gaps in body of literature in transforming community through technology. Therefore, this study is an effort made by UTHM and UniBanten students in ensuring community ability and mastering technology so that the residents of Kampung Santri can function effectively and not left behind in the twenty-first century.*

**Keywords:** *Kitab Digital, Learning Application, Kampung Santri*

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### Introduction

Now, one world is shaken by the 2019 Corona Virus or better known as Covid-19. The pandemic originated in Wuhan, China in Hubei province with the first case on January 7, 2019. The Covid-19 pandemic spread rapidly as it was easily transmitted only by droplets of fluid resulting from saliva splashes while talking or coughing. The Covid-19 pandemic has spread to every country, with the exception of Malaysia and Indonesia. As a result, many people are affected by this pandemic and have difficulty living. Daily routines change drastically, and are no exception with the closure of places of worship. Therefore, student representatives from Universiti Tun Hussein Onn (UTHM) have joined the Sultan Hassanuddin Banten State Islamic University in the Kuliah Kerja Nyata program (KUKERTA) to assist Kampung Santri in

learning religious knowledge by telephone. This application was created specifically for Kampung Santri, in the apps has been filled with Surahs from the Al-Quran. Kampung Santri is a village that located ain Banten, Indoneisa. This problem stated by student from UIN Sultan Maulana Hasanuddin which is Ayyash, Divia and Nada. They find the problem in Kampung Santri which is in this pandemic covid-19, the mosque is crowded by the resident in that village and the books they are been using are limited for the resident in Kampung Santri to use.

### **Literature**

Technology nowadays plays a very important role in human life not only to find information but it is used in communication process and problem solving process. It has facilitated by the availability of mobile devices such as smartphones (Norliza, 2013). Furthermore, with the availability of such facilities, religious knowledge lessons are also easily available. Mobile apps are a program that is loaded into mobile devices and can be used anytime and anywhere (Md. Rashedul, Md. Rofiqul & Tahidul Arafhin, 2010). People prefer using mobile phone than computer and printed material because it is more effective and more preferable method (Basal & Yilmaz, 2016). It also needs to be small, cordless to easy to carry anywhere (Zoraini et al., 2009). Mobile applications consist of software / program sets that run on mobile devices and perform specific tasks for users. According to Chun, Chung, and Shin (2013). Furthermore, Dakwah activities are not only limited to verbal calls, but should also use the media which is broad and up to date as long as it does not contradict the teachings of Islam (Syamsul Bahri Andi Galigo, 2006). Some mobile apps can also be downloaded for free on the Google Store or iOS, not only that if the user downloads any mobile apps from the Google Store or the iOS mobile apps have been guaranteed safe. One of the most widely used smartphones today is Android-based smartphones, where Android provides an open platform for developers to create their own applications (Hery Handoy, 2012). Mobile apps can also reduce the use of notebooks that are easily damaged and do not last long (Ahmad Sobri 2010). Mobile Learning or known as m-learning is a method of learning that using mobile devices in teaching and learning (Yong & Shengnan, 2010). While the study of the use of mobile applications in the field of Islamic education conducted by Aliff Nawati et. al (2014) also found that teachers and students are very satisfied today with the mobile applications developed. potential use of mobile applications can be used (Aliff Nawati, 2014) and has potential implemented in supporting educational learning. The use of mobile and multimedia technologies enables the delivery of knowledge presented in a more interesting and effective way in shaping and maintaining information for a long period of time and it can be achieved back in a faster time than the method traditional teaching (Ahmad Fkrudin, Mohd Isa, & Wan Norina, 2014). Teaching and learning system that applies the elements hypermedia such as animation, sound, graphics, hypertext, and color make the system presentation more interesting and able to attract students (Norazah & Ngau, 2009).

### **Problem statement**

Kampung Santri is a village that located ain Banten, Indoneisa. This problem stated by student from UIN Sultan Maulana Hasanuddin from observation and field work study. We found the problem in Kampung Santri which is in this pandemic covid-19, the mosque is crowded by the resident in that village and the books they are been using are limited for the resident in Kampung Santri to use. They are be crowded in mosque because of they want to read the books (kitab). The mosque has become the second home for the resident. They always spent their time in the mosque to read the books. This will lead to the virus covid-19 to be spread if they did not follow the sop. Second no application as a medium to spread the information and as a medium to access book. Kampung Santri that located at Kota Serang, Banten is a new village and still need a few upgrade in terms of management, academic, development and

technology .They does not have a platform to access kitab and book to study and get the information for their study.

Therefore this study has two objectives that try to help to solve the problems faced by the villagers and as an effort in curbing the spread of the Covid19 Pandemic.

1. Restrict movement of the Kampung Santri resident. Restrict the movement of the kampung Santri resident from gathering in mosques and madrasah.
2. New norms in pandemic covid-19 : Application  
 Application as a medium for study in pandemic Covid19. They can access books, information and many more

### Methodology

In the development of “Kitab Digital Kampung Santri” application by using the appsgeyser there’s a lot of purpose which is to help student in Kampung Santri for their study in era pandemic covid-19. According to Ping Yang and Hongjiao Xue (2017) the learning applications is a platform and new model of mobile learning experience which can improve the efficiency of school teaching. The learning applications is a platform for study at home which suitable in this era pandemic covid-19. The application contain the books which they can access without going to the mosque and madrasah. Learning applications represent the trend of learning in the future, this will be the learning platform and learning style for individualized learning in distance learning (Ping Yang and Hongjiao, 2017).So, they can follow standard operating procedure in pandemic covid-19 which is social distancing. The using of learning mobile applications will develop a country to become more facilitate, society of developing country will upgrade and make a new type of IT infrastructure. This will help Kampung Santri to develop their country with more technology. (Md. Rashedul Islam, Md.Rofiqaul Islam,Tohidul Arafhin Mazumder, 2017).

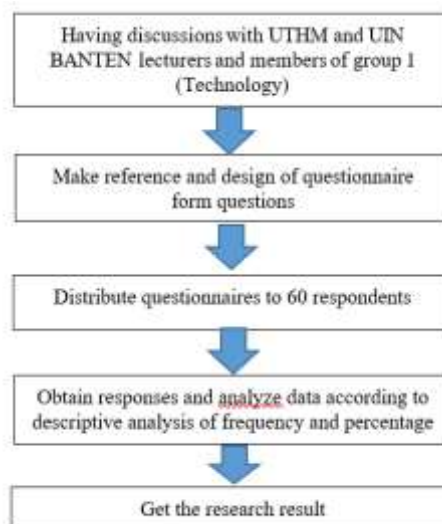


Figure 1: “Kitab Digital Kampung Santri” application development

The development of application “Kitab Digital Kampung Santri” is very helpful for resident of Kampung Santri to access books. They can access books in this application and read the books. We have develop this application with the text. The theme in this application is white green. The icon of the application we develop by inspiring the logo of Kampung Santri. In this application contain 8 books in Arabic language. The books are in pdf file and they can read it easily. We developed the application with the bookmarks, setting, and views of the book to give

the application more interesting and facilitated. The application contain the privacy policy for them to download it. They can get this application by click the link and qr code given to download it. Testing on app effectiveness are rushed to guarantee that the application runs correctly accurately the oversight and weakness of a component. After the development, the application will be tested for its effectiveness. This application will be tested by resident of Kampung Santri. As conclusion, this application get the positive feedback from Kampung Santri resident by using the google form because this application help them to easily access a books form home, so they don't need to go to mosque and madrasah to read it.

### Finding

The survey have been conducted by 12 respondents from among the 91.7% of students and 8.3% of others and have answered the 11 questionnaires. The average age of the students around 15 to 19 years old is 91.7% and the balance is around 20 to 24 years old. The level of high education is mostly from Strata 1 which is undergraduate or bachelor programme with 66.7% record. Table 2 shows the result from respondents on the overall effectiveness the application is.

**Table 1:** Result on the overall application effectiveness.

Scale Questions	Yes	No	Maybe
User-friendly	75%	0%	25%
Easy to use	83.3%	0%	16.7%
Interesting view	66.7%	0%	33.3%
Suit for daily life	66.7%	0%	33.3%
Provide knowledge on time	58.3%	0%	41.7%
Interested in using the app	75%	0%	25%
Provide various reading materials	50%	8.3%	41.7%
Easy to access reading materials	66.7%	0%	33.3%
Can be used without helps	41.7%	8.3%	50%
Provide accurate information	50%	0%	50%
Mobile-friendly	33.3%	0%	66.7%
<b>Average</b>	<b>60.61%</b>	<b>1.50%</b>	<b>37.89%</b>



**Figure 1:** Total satisfaction from students on the application

Figure 1 shows the overall satisfaction from respondents. According to the results obtained, at approximately 83.3% of the respondents reciprocated a positive feedback on the application. It is found that this application has helped the respondents to learn and acquire the knowledge provided within. The application resembles unique varieties of information that also helps them to read through easily and making it a user-friendly experience even with mobile devices.

## Conclusion and recommendation

An application will be more conducive if there is an attraction that can attract users. "Kitab Digital Kampung Santri" application should have more facilities. The application should add some functionality such as provide learning video, put some interactive game like learning quiz and provide the room to communicate with lecturer. They can easily learn by watching videos and they can have fun with the quiz. The facilities of communication room can make the students easily ask the questions to the teachers directly. In a nutshell, all these recommendations will help to produce the interesting application for residents of Kampung Santri especially students as their learning platform.

As conclusion, "Kitab Digital Kampung Santri" application is very useful for residents of Kampung Santri especially students as their learning platform. We hope that this application will grow successfully in order to help more students and community in their study. Therefore, the social and physical distancing can be followed by residents of Kampung Santri.

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