



International Journal of Advanced Research in Future Ready Learning and Education

<https://www.akademiabaru.com/submit/index.php/frle/index>

ISSN: 2462 - 1951



Exploring Surah Ad-Dhuha: A Fun and Educational Tafsir App for Kids

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ABSTRACT

In this digital age, mobile applications have become an effective tool for education and learning. This project focuses on developing a mobile application that aims to introduce and educate children about Surah Ad-Dhuha through an engaging and enjoyable experience. Besides, this application will not only introduce children to the tafsir of Surah Ad-Dhuha but also instill in them a deeper connection to the Quran and its teachings also inspires a love for the Quran and its wisdom from an early age. We initiated the development of this application because no application provided a kid-friendly tafsir of Surah Ad-Dhuha or any kind of surah in "Play Store". According to modern learning, kids prefer learning visually rather than looking at long texts or those without pictures. So, we took the initiative to build this application by helping them understand the tafsir of Surah Ad-Dhuha. Adopting a mixed-methodology approach that seamlessly integrates qualitative and quantitative methods provides a comprehensive understanding of the app's effectiveness and user experience in exploring Surah Ad-Dhuha. This has been achieved based on a survey done by thirty students who take part in Quranic and Multimedia studies at USIM. The project results indicate that the percentage of respondents among Quranic with Multimedia students in evaluating the effectiveness of the application and user experience is highly favorable. In conclusion, our application provides an exciting and effective way for kids to learn about Surah Ad-Dhuha, nurturing a love for the Quran and aiding in their understanding of its interpretation.

Keywords:

Digital era; tafsir; visually

Received: 12 February 2024

Revised: 20 March 2024

Accepted: 22 March 2024

Published: 20 April 2024

1. Introduction

In this digital age, mobile applications have become an effective tool for education and learning. As a result, there is a growing need for innovative and interactive educational apps for children. This project focuses on developing a mobile application that aims to introduce and educate children about Surah Ad-Dhuha from the Holy Quran through an engaging and enjoyable experience. It's a fun way for them to understand and explore what it means. The application aims to create a pleasant and better learning experience for kids by logically combining the key points, mixed media content, and gamification techniques.

Surah Ad-Dhuha holds immense significance in Islamic literature, and understanding its meaning and context is a must for Muslims worldwide. However, traditional tafsir resources may not always be accessible or engaging for young children. Therefore, the development of a user-friendly mobile

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application specifically designed for kids becomes imperative to introduce them to the teachings and values contained within the surah.

The use of gamification techniques, such as earning points will motivate children to actively participate in the learning process. Additionally, the inclusion of multimedia content, such as animations and audiovisuals, will enhance their understanding of the surah's concepts and make the learning experience more dynamic and engaging. The app will draw from authentic tafsir resources and scholarly interpretations of Surah Ad-Dhuha, ensuring the accuracy and reliability of the content. It will present the tafsir in a child-friendly and age-appropriate manner, making complex ideas and concepts easily understandable for young minds.

The "DHUHAKIDS" app will not only introduce children to the tafsir of Surah Ad-Dhuha but also instill in them a deeper connection to the Quran and its teachings. By providing an interactive and fun platform for learning, the app aims to inspire a love for the Quran and its wisdom from an early age.

This research project is made to shed light on the significance of developing a fun and educational tafsir app for kids focusing on Surah Ad-Dhuha. It holds great importance as it fulfills the need for educational resources that are suitable for modern learning driven by technological developments and changes in kids' learning styles. The findings will provide a true picture of the difference between learning visually through this application and traditional learning and the research gap for this project lies in the limited focus on digital tools specifically designed to teach Surah Ad-Dhuha to children.

In conclusion, this project proposal seeks to develop an innovative and educational mobile application that will enable children to explore the tafsir of Surah Ad-Dhuha in a fun and interactive manner. By leveraging technology and gamification techniques, the app aims to create an engaging learning experience that boosts a deeper understanding of the surah's message, values, and teachings among young children.

2. Literature Review

2.1 Importance of Quranic Education for Children

Education is one of the important ways to develop human resources and the application of human values that aim to shape life's discipline to create a peaceful, harmonious, and peaceful society. Islam places a high importance on knowledge to the extent that every individual must acquire it [8].

2.2 Educational Apps for Children

The emergence of mobile touch devices, such as the iPhone, iPod touch, and iPad, provides rich opportunities for young learners. Teachers in the early years see these as valid pedagogical devices [16] as they compensate for the fine motor skills required to operate a traditional computer with a mouse and allow young children to easily manipulate and interact with screen objects and create digital content. Informal observations suggest that some of the Apps designed for these devices allow young children to learn and discover in ways that are commensurate with their preferred learning modes: physical touch, trial and error, and repetition [13]. These attributes make touch devices an appealing platform for young learners and may account for why parents and teachers are embracing these technologies.

2.3 Gamification and Engagement

Gamification in education has become the focus of attention in recent years. While “gamification is the practice of using game design elements, game mechanics and game thinking in non-game activities to motivate participants” [1], educational gamification is a teaching method that requires learners to participate in competitions according to preset rules [6].

2.4 Value of Islamic Religious Education

Value is price, the value of expertise, amount of content, content, or quality. Values are traits (things) that are important or useful for humanity, value can also be interpreted as something that perfects humans according to their nature. Something of value means that it has meaning, with which humans feel satisfied and useful, it is a number in intelligence, a measure of something. And a person's value can be raised or lowered. Value is a belief or belief that forms the basis for a person or group of people to choose their actions. A limit that becomes a measure for humans whether they should stop or not, whether they should change or remain silent, and so on and that value is what moves people to do something.

Islamic education is an effort that is carried out systematically to help and encourage someone to develop their potential to become a generation that is clean in heart, mind, appearance, feelings, and physical posture by referring to the Qur'an and the provisions of the Prophet as the source and cannot be influenced by other than the divine rules contained in the Qur'an [22].

2.5 Learning Religious Moderation by Virtual

The presence of Islamic digital literature for children is an interesting and important phenomenon to study when online learning activities become the only dominating option during a pandemic. Islamic digital literature is a source of religious knowledge for children, especially for those who live in urban areas. Children can learn religion virtually by accessing Islamic digital literature. By utilizing Islamic digital literature, learning religion for children is more fun. When viewed from its appearance, Islamic digital literature for children consists of two elements. First, illustration elements, are used as imagination in the context of the topic being discussed. Illustrations in Islamic digital literature show various forms of animation or cartoons that attract children to learn. Second, the text element is used to convey the meaning of the message in the illustration. Both complement each other to achieve learning goals and provide understanding to children about religious values. So that it is not only in the form of text as in conventional classical literature [10].

2.6 Kid's Mobile Entertainment and Apps

An online survey was sent to a pre-identified sample of parents who own an iPhone, iPod touch, iPad, BlackBerry, or another smart mobile device, as well as a pre-identified sample of households with children (ages 0 to 14) who use one of the measured devices. Surveys were conducted from June 18 through July 28, 2010. The NPD Group's analysis includes 1,043 completed surveys from parents of children who use one of the measured devices [4].

As a result, most smart mobile devices used by parents and children have fewer than 20 apps that were downloaded specifically for a child. Seven percent of these devices have more than 60 kid-targeted apps. Games are the most popular type of app downloaded on smart mobile devices used by children, with the average device containing approximately 10 game-related apps. Then, Eighty-

two percent of all apps downloaded for children were free. However, those who report purchasing apps for their children say they are willing to spend more money on these types of apps. Five percent of survey respondents report that the most motivating factor for downloading an app is whether it's free. Other motivators include recommendations from family and friends, a child's desire for an app, and the app's affiliation with a character or personality. Most children reuse the same app several times. Only about 1% reported abandoning apps after just one use.

2.7 Benefits of Interactive Learning Tools

Online-based learning has become an increasingly common mode of learning in higher education. According to a report by the Babson survey research group [2], 28.4% of all enrolled students in higher education took at least one distance learning course in 2014. Interactive learning is a comprehensive approach to education [14].

2.8 Impact of Visual and Multimedia Elements

Multimedia brings variations of elements such as graphics and audio that make learning easier and faster [12].

2.9 Educational Apps and Learning Outcomes

Studies on mobile learning focus on how learners on the move gain new knowledge, skills, and experiences [19]. The rapid development of mobile technologies brings some disadvantages to researchers and learners as well. Learners devote time to getting used to the characteristics of the new device. Researchers face challenges in carrying out longitudinal studies. People who have mobile devices desire to use these devices in mobile learning settings for their personal needs, which poses challenges to researchers in having control over variables [17].

2.10 Classification of Pedagogical Design

Each App was then viewed and classified according to its pedagogical design features, based on a classification scheme used to analyze interactive multimedia [7]. Three broad classifications were proposed, based on the learner's locus of control over the activities presented in the App and their level of cognitive investment. The three broad classifications were instructive, manipulable, and constructive. Two other sub-categories also emerged from the preliminary analysis: Constructive/Manipulable and Manipulable/Instructive Apps. These Apps contained a hybrid pedagogical design, with elements from both classifications.

Instructive Apps had elements of 'drill-and-practice' design, whereby the App delivered a predetermined 'task' that elicited a homogenous response from the user. These Apps require minimal cognitive investment on behalf of the learner. "Math Bingo" by ABCya.com is an exemplar of instructive design.

Manipulable Apps allow for guided discovery and experimentation but within a pre-determined context or framework. These Apps required more cognitive involvement than Instructive Apps, but less than Constructive Apps. An example of a manipulable tool is "Toontastic" by Launchpad Toys.

Constructive Apps were characterized by a more open-ended design which allowed users to create their content or digital artefact using the App. Musical Apps and drawing Apps are emblematic of Constructive Apps. “Drawing Pad” by Darren Murtha is an example of this pedagogical design.

2.11 Navigation Design and Usability in Language Learning Websites

According to Nur Anisa Ibrahim Gani and Hadina Habil [15], the second aspect, which is the "operational description", the website functions in an exemplary manner as it organizes its lessons, activities, and resources systematically. Furthermore, the navigation buttons of the Learn English Kids exhibit a straightforward and uncomplicated design that effectively caters to the intended audience, namely young learners.

2.12 The Thematic and Linguistic Analysis of Surah Ad-Dhuha

Surah Ad-Dhuha, as a fundamental part of Islamic scripture, has garnered attention for its relevance to contemporary educational initiatives. Yusuf *et al.* [21] conducted a thematic and linguistic analysis of Surah Ad-Dhuha, emphasizing its themes of hope, gratitude, and divine guidance. They argued that the Surah's timeless teachings offer valuable insights into navigating life's challenges. Additionally, Siddiqui [20] provided a historical analysis of Surah Ad-Dhuha's revelation, shedding light on its significance within the broader framework of Islamic history. These studies collectively underscore the multidimensional significance of Surah Ad-Dhuha in Islamic theology and its potential as a tool for educational engagement.

3. Methodology

3.1 ADDIE Model

The development of educational apps has transformed the way children engage with learning content. The ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model provides a structured framework to guide the creation and evaluation of educational apps. This project explores how the ADDIE model can be applied to the development of a fun and educational tafsir app for kids, focusing specifically on the exploration of Surah Ad-Dhuha.



Fig. 1. ADDIE Model

The ADDIE model is a commonly used instructional design framework that stands for Analysis, Design, Development, Implementation, and Evaluation. Each step serves a specific purpose in the process of creating effective learning experiences.

3.1.1. Analysis:

This phase involves identifying the learning needs of the target audience (kids) regarding understanding Surah Ad-Dhuha and determining the educational goals and objectives of the Tafsir app, such as enhancing children's understanding of the Surah's meaning and significance. Other than that, analyze the characteristics of the target audience, including their age, language proficiency, and technological familiarity, and lastly assess existing resources and constraints, such as budget, time, and technological limitations.

3.1.2 Design:

In this phase, the instructional strategies, content, and media are planned and designed based on the analysis conducted in the previous phase. The focus is on defining specific learning objectives for the Tafsir app, such as learning key themes and lessons from Surah Ad-Dhuha engagingly and selecting appropriate instructional strategies and methods, such as interactive storytelling, gamification, and quizzes, to make learning enjoyable for kids. We also focus on designing the user interface and user experience of the app to be intuitive and appealing to children and plan for the content structure, including multimedia elements like animations, audio narration, and interactive activities.

3.1.3 Development:

This phase involves developing the content for the Tafsir app based on the design specifications, including writing age-appropriate explanations of Surah Ad-Dhuha, creating interactive games and quizzes, and producing audiovisual materials. Next, build the app using appropriate technology platforms, considering factors such as compatibility with different devices and accessibility features for children with special needs. Lastly, we need to test the app to ensure functionality, usability, and engagement, making revisions as needed based on feedback from children and experts.

3.1.4 Implementation:

During this phase, the process is to launch the "DHUHAKIDS" app for kids on appropriate distribution platforms, such as app stores or educational websites. Then, promote the app to the target audience through various channels, such as social media, schools, and community organizations, and provide support and guidance to users, including tutorials, help resources, and customer service, to ensure a positive learning experience.

3.1.5 Evaluation:

The final phase focuses on assessing the effectiveness and learning outcomes, such as children's understanding of Surah Ad-Dhuha and their engagement with the app. Evaluation can be formative, occurring throughout the design and development process, or summative, occurring after the instruction has been implemented. It involves gathering feedback from learners and using the evaluation findings to identify strengths and weaknesses of the app and make improvements for future iterations, ensuring continuous enhancement of the learning experience.

3.2 Data Collection Method

3.2.1 Survey and questionnaires

In the context of "Exploring Surah Ad-Dhuha: A Fun and Educational Tafsir App for Kids," the utilization of surveys and questionnaires proves instrumental in comprehending the app's impact on its young user base. Administering structured surveys or questionnaires allows researchers to systematically collect quantitative data, opinions, and invaluable feedback from a diverse sample of children using the app. This method becomes a pivotal tool for assessing the app's effectiveness, user satisfaction, and potential areas for improvement. By reaching out to a substantial number of respondents, the surveys and questionnaires enable a comprehensive understanding of how children engage with the educational content, providing valuable insights that can inform enhancements, modifications, or additional features to optimize the app's educational value and overall user experience. Here is a list of questions for survey and questionnaires:

Table 1

List of questions for survey and questionnaires

No.	Section	Question
1	Section A: Demography	<ol style="list-style-type: none"> 1. Gender 2. Age 3. Course
2	Section B: User Feedback on the Design Interfaces of "DHUHAKIDS" app	<ol style="list-style-type: none"> 1. Is this application interesting? 2. Is this application easy to use? 3. Is the design suitable for kids? 4. Is the content easy to understand? 5. Is the color suitable for kids?
3	Section C: Users Feedback on the Effectiveness of "DHUHAKIDS" app	<ol style="list-style-type: none"> 1. In your opinion, is this application effective for children in learning Surah Ad-Dhuha? 2. Which features of the app do you think children enjoy the most? 3. Were there any features of the app that children will find difficult to navigate or understand? 4. How would you describe the impact of this app on children education? 5. Do you have any additional comments or suggestions for the improvement of the app?

4. Analysis

The information obtained from a completed questionnaire is thoroughly analyzed in this section. The demographic analysis in Section A covers comprehensive respondent data, such as gender, age, and field of study. Section B also goes through the application's interface design in great detail, with an emphasis on evaluating the visual and interactive elements. In the following Section C, the effectiveness of the application is evaluated through feedback from respondents. Each dataset is carefully documented in the following tables and pie charts.

4.1 Section A: Demography

4.1.1 Gender

A fairly balanced representation of gender is found in the gender distribution of responders to the application “DHUHAKIDS”, with 46.7% identifying as male and 53.3% as female.

Table 2
 Demographics of respondents based on gender

Gender	Number of People	Percentage (%)
Male	14	46.7
Female	16	53.3
Total	30	100

i. Percentage of respondents by gender

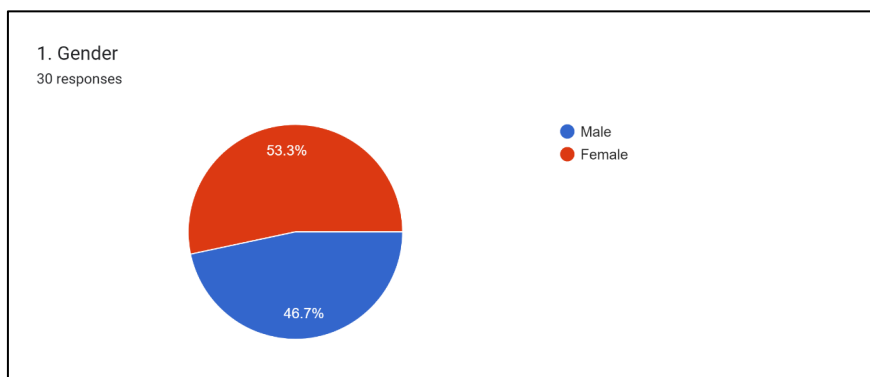


Fig. 2. Demographics of respondents by gender
 Source: Field Study 2024

The overall purpose of the app is to give all youngsters who are discovering the teachings of Surah Ad-Dhuha a fun and informative experience. This gender-neutral participation is in line with that aim.

4.1.2 Age

The “DHUHAKIDS” app's age distribution analysis shows a noticeable concentration, with 76.7% of respondents falling between the ages of 20 and 25, 20% over 25, and just 3.3% under 19.

Table 3
 Demographics of respondents based on age

Age	Number of People	Percentage (%)
<19 years old	1	3.3
20-25 years old	23	76.7
>25 years old	6	20
Total	30	100

ii. Percentage of respondents by age

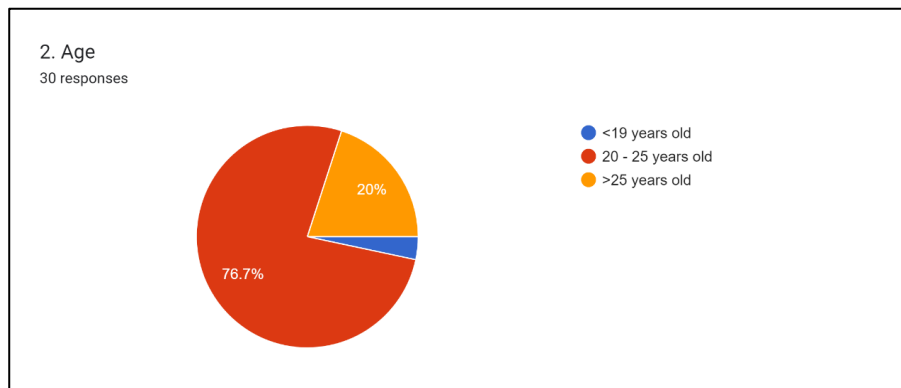


Fig. 3. Demographics of respondents by age

Source: field study 2024

To guarantee that the app's design successfully fulfills the requirements and expectations of its target audience and contributes to an overall pleasant user experience for youngsters studying Surah Ad-Dhuha, it will be crucial to comprehend and address these various opinions.

4.1.3 Course

Table 4 and Figure 4 indicate respondents from the Bachelor of Quranic Studies with multimedia 30 respondents.

Table 4
 Demographics of respondents based on course

Course	Number of People	Percentage (%)
Bachelor of Quran and Sunnah Studies	0	0
Bachelor of Quranic Studies with Multimedia	30	100
Bachelor of Sunnah with Information Management	0	0
Bachelor of Qiraat Studies	0	0
Total	30	100

iii. Percentage of respondents by course

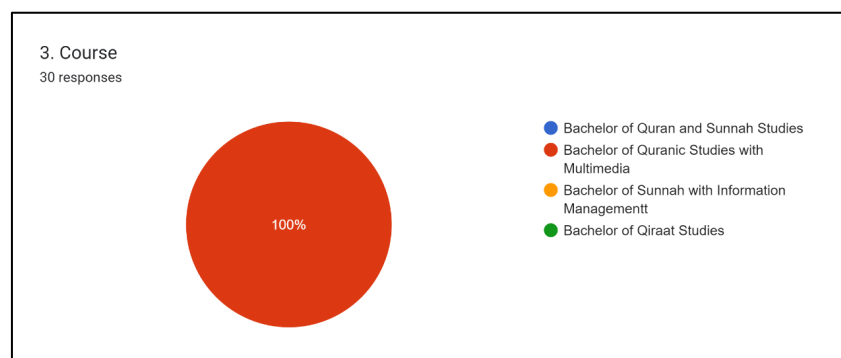


Fig. 4. Demographics of respondents by course

Source: field study 2024

The data presented in Table 4 and Figure 4 specifically highlights feedback from respondents with a background in Bachelor of Quranic Studies with Multimedia, constituting 30 respondents in total. This subset of participants provides valuable insights into how individuals with expertise in Quranic Studies with Multimedia perceive the app's effectiveness and alignment with educational objectives. Analyzing their responses contributes to a more comprehensive understanding of the app's reception within this targeted academic demographic.

4.2 Section B: User Feedback on the Design Interfaces of "DHUHAKIDS" app

4.2.1 Is this application interesting?

The "DHUHAKIDS" app has received positive feedback, according to an examination of user reviews, with 70% of respondents saying they found it engaging. Regarding interest, an additional 26.7% of users find the app to be moderate. There are no respondents who said the app isn't interesting, showing that people typically have a positive opinion of it.

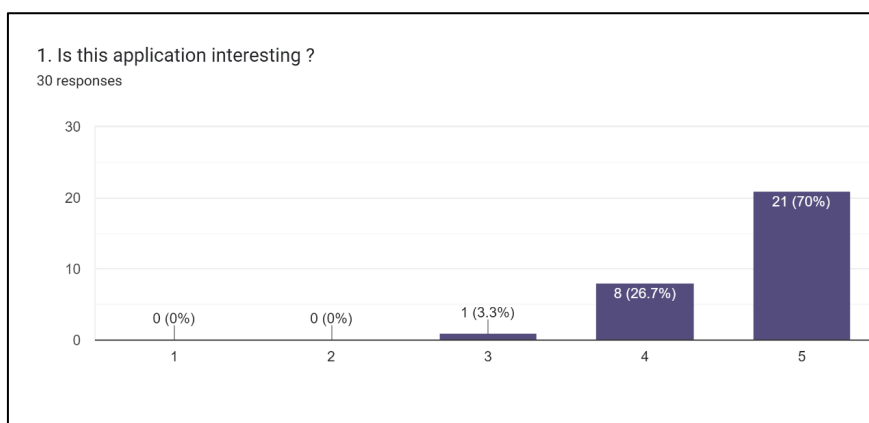


Fig. 5. Design Interfaces of "DHUHAKIDS" app

The application's ability to successfully hold the target audience's interest and attention is demonstrated by this good feedback. To guarantee continuous engagement and contentment, it becomes crucial to comprehend how they see the app's fascinating element while improving and refining features. A good user interface is truly appreciated only when it is integrated with smart total system architecture including hardware and software that renders a useful service in a meaningful way, as taken from the previous study [18]. In line with the encouraging comments received, this viewpoint highlights the significance of ongoing enhancements and feature optimizations for the program, intending to provide the intended student audience with an engaging and joyful learning experience.

4.2.2 Is this application easy to use?

An overwhelming majority of respondents, or 83.3%, said that the program is easy to use. This indicates a very favorable trend in the user-friendliness analysis of the "DHUHAKIDS" app. The lack of negative feedback or ambiguities points to an excellent job done by the app's designers and UI, demonstrating that accessibility and ease of use were given top priority. A helpful perspective is provided by the 16.7% of respondents who assessed the app as relatively easy to use. This indicates a potential area for development in terms of improving user navigation or offering more guidance.

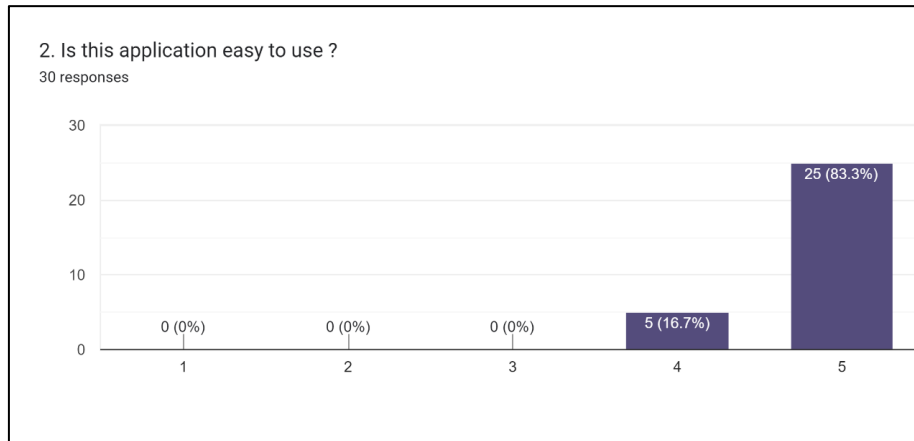


Fig. 6. Design interfaces of “DHUHAKIDS” app

The overwhelmingly positive feedback on the app's ease of use signals a user-centric design that is crucial for ensuring a seamless and enjoyable learning experience for children, aligning with the app's objective of making educational tafsir accessible and engaging for its young audience. The exceptionally high percentage of users finding the app easy to use underscores the success of the developers in prioritizing a user-friendly experience, a crucial factor for ensuring that the app effectively delivers its educational content to the targeted child audience while maintaining an engaging and straightforward interface. A user-friendly interface enables users to understand how to operate a system without the need to refer to a user manual [9]. By maintaining an easy-to-use interface, this user-friendly strategy not only guarantees that the intended kid audience efficiently receives instructional information but also improves the application's general usefulness.

4.2.3 Is the design suitable for kids?

According to the assessment of the application's color suitability for children, 60% of users agree that the selected colors are acceptable, while another 40% have a moderate opinion. A generally positive opinion of the app's color palette is indicated by the lack of negative reviews.

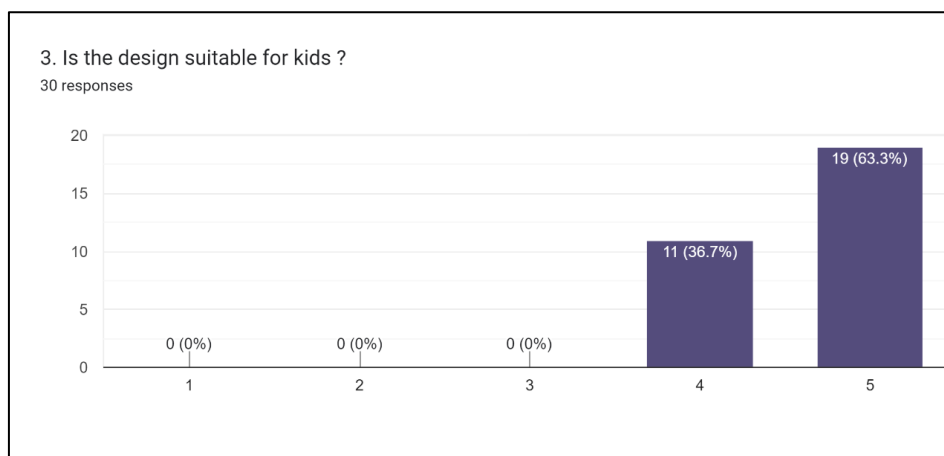


Fig. 7. Design Interfaces of “DHUHAKIDS” app

The app's design is well received by respondents 63.3% of respondents said it was appropriate for children, while 36.7% expressed a moderate opinion. The lack of answers indicating disapproval or uncertainty suggests that the design is generally well-liked. We must recognize the importance of kid-friendly design since it has a significant impact on the interaction and overall user experience of educational programs. An engaging and joyful learning environment is promoted by a design tailored to the interests of the kids in addition to improving aesthetic appeal. The positive reviews demonstrate how well the designers connected with the intended user base and conformed to the app's mission of providing children with an enjoyable and instructive experience with Surah Ad-Dhuha.

4.2.4 Is the content easy to understand?

The analysis of user feedback on the content of the application "DHUHAKIDS" reveals a response, with 53.3% of respondents affirming that the content is easy to understand, and 43.3% indicating a moderate level of understanding.

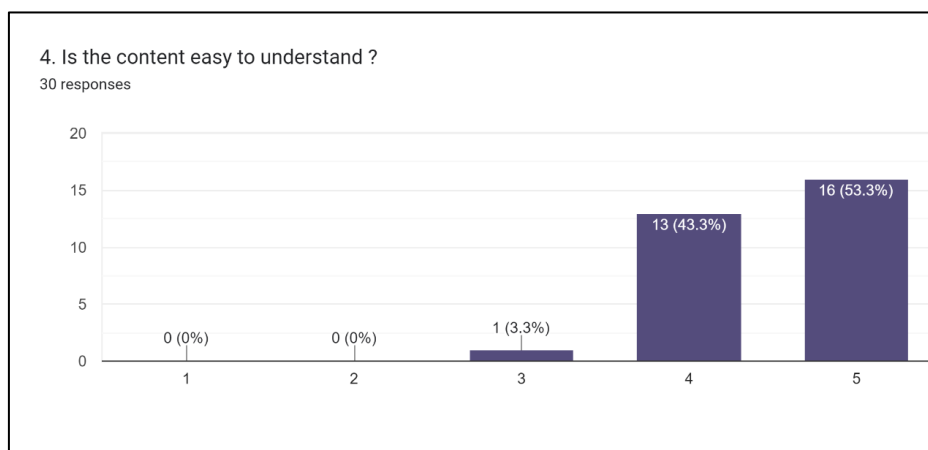


Fig. 8. Design Interfaces of "DHUHAKIDS" app

The response we got emphasizes how important it is that the educational material of "Exploring Surah Ad-Dhuha: A Fun and Educational Tafsir App for Kids" strikes a harmonic balance between depth and accessibility. Finding a balance is crucial to ensuring that kids can learn the lessons of Surah Ad-Dhuha efficiently and have fun with a clear and interesting educational process. It is evident from the acceptance of both simplicity of use and reasonable understanding that there is room for improvement and optimization of the app's ability to offer instructional information. It is essential to keep an application simple, especially if the target users are children taken from the previous study [3]. This understanding is essential for creating content that is tailored to children's various learning requirements and promoting an engaging and easily accessible educational experience through the app.

4.2.5 Is the color suitable for kids?

The analysis of user feedback on the suitability of colors in the application "DHUHAKIDS" reflects a generally positive response, with 60% of respondents affirming that the colors used in the app are suitable for kids. Additionally, 40% of respondents find the color scheme to be moderately suitable.

The fact that no one had doubts or gave negative feedback about the colors indicates that the app did a good job of selecting colors that kids like.

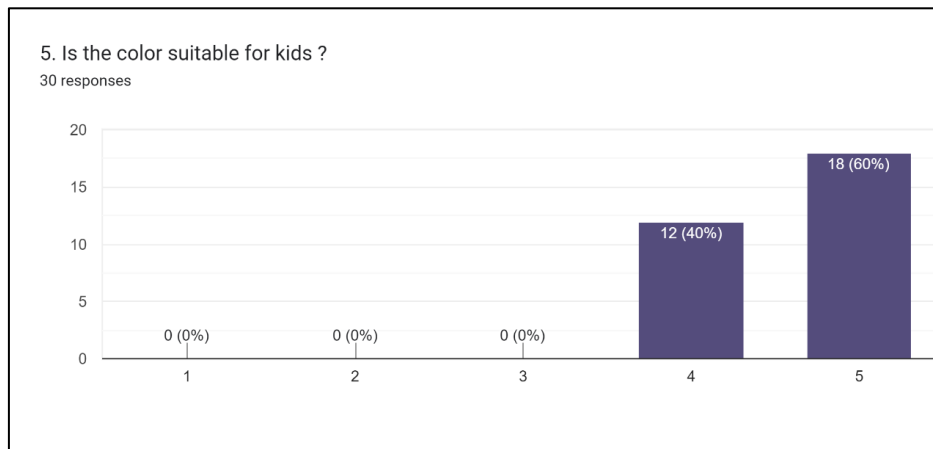


Fig. 9. Design interfaces of “DHUHAKIDS” app

The importance of color in educational applications must be emphasized in light of the significant impact that color has on children's attention spans and ability to learn. Research has shown that colors affect children's mood, attention span, and general cognitive development. A connection between colors and emotions found in research with young children is taken from the previous study by [11]. It is not only aesthetically pleasant but also helps to create a positive mood that is favorable to successful learning when bright and kid-friendly colors are used to create an appealing setting. Choosing a color scheme that appeals to kids' tastes and feelings improves the user experience in general and helps the app's younger users remember and enjoy their educational journey.

4.3 Section C: Users Feedback on the Effectiveness of “DHUHAKIDS” app

All respondents (100%) agreed that the "DHUHAKIDS" app is highly successful in helping children learn Surah Ad-Dhuha, according to the user opinion analysis conducted in the study.

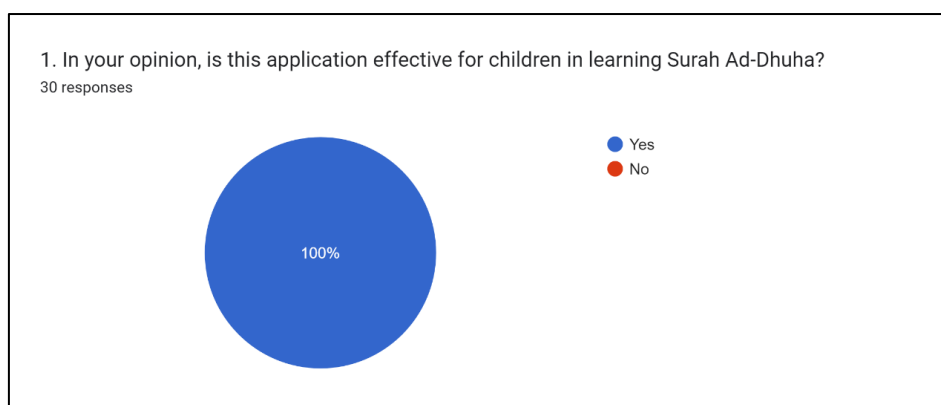


Fig. 10. Effectiveness of “DHUHAKIDS” app

The fact that there are no differing opinions indicates that the application is effective in achieving its educational objectives. Users believe it serves as a valuable tool for helping children understand

and memorize Surah Ad-Dhuha content. The app has succeeded in providing a comprehensive and engaging learning experience tailored to its intended audience, garnering unanimous agreement on its effectiveness. This widespread support highlights the potential positive impact of the app on children's learning experiences, affirming its success in fulfilling its educational. Mobile learning can also adapt quickly to meet changing learning needs, making it possible for learners to find information or learn new concepts at their own pace and convenience anywhere and at any time they choose are taken from the previous study [5]. Its ability to improve children's learning experiences is demonstrated by the robust evidence supporting the app's efficacy. It shows that the app's instructional goals have been effectively met.

According to the report, the presence of games is the aspect that 43.3% of respondents find most enticing, underscoring the important role that gamified and interactive components play in attracting younger people. The Tafsir pages' interpretative elements also attracted a lot of attention and 29.9% of respondents said they enjoyed learning about the meanings of Surah Ad-Dhuha. Furthermore, thirteen percent highlighted how important it is to engage directly with the verses on the Ayat Page. Gamification has a significant impact on children's enjoyment, as seen by its high endorsement rating of 43.3%. Pengenalan, Sound and Surface, The Design, and The Content only obtained a 3.3% recommendation.

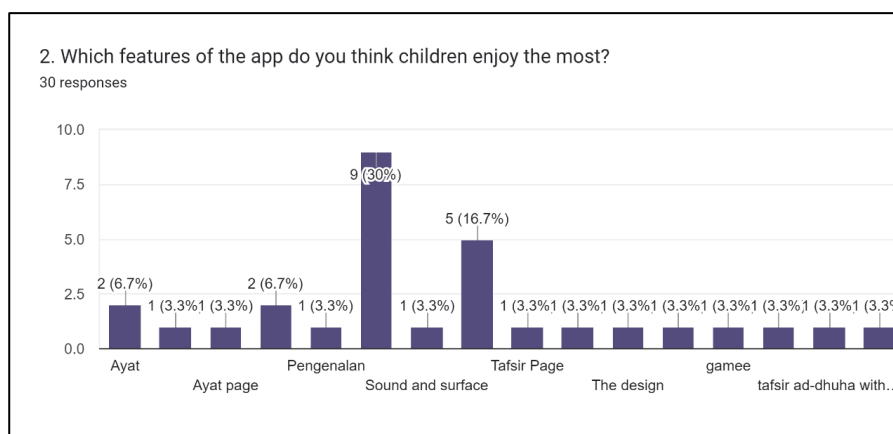


Fig. 11. Effectiveness of “DHUHAKIDS” app

With more games or activities to keep kids interested in learning through the app, this insightful observation suggests that adding more would improve the overall user experience and provide a clear course for future growth. "Exploring Surah Ad-Dhuha: A Fun and Educational Tafsir App for Kids" is a feature-rich app that demonstrates the potential influence of interactive elements. Children's discovery of Surah Ad-Dhuha might become even more interactive and pleasurable by adding additional engaging games or activities to the app, which would also satisfy the needs of younger users and enhance the educational experience. The ability to improve the app's features and better match them with the requirements and preferences of the intended user base is highlighted by this feedback.

Analyzing user feedback on possible issues using or comprehending elements of the app “DHUHAKIDS” reveals a resoundingly positive trend, with 27 out of 30 respondents saying they had no trouble at all.

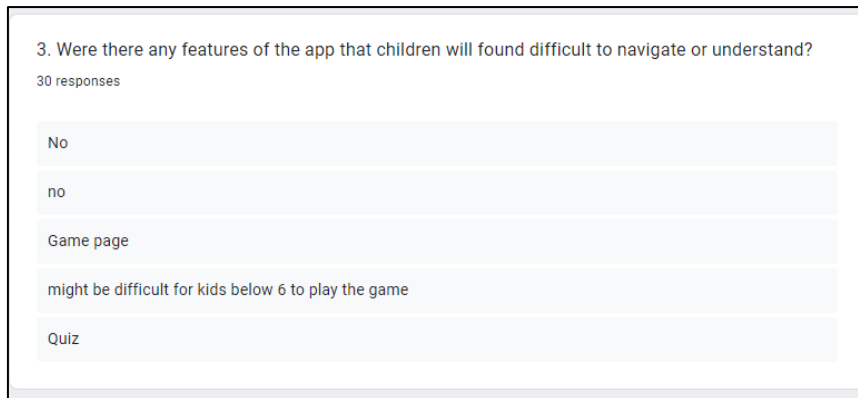


Fig. 12. Effectiveness of “DHUHAKIDS” app

However, there were a few notable criticisms. One respondent raised the possibility that children under the age of six would find the game page difficult, pointing to a potential age-related accessibility issue. A third responder brought up the quiz part, while a fourth individual explicitly cited the game page as a possible problem. These answers provide insightful information about specific areas that may need improvement or attention to improve the user experience, especially age-appropriate engagement and the readability of game and quiz interfaces. Addressing these concerns could contribute to further optimizing the app's usability, ensuring that the app remains accessible and fun for its target audience of young children who want to learn Surah Ad-Dhuha.

The "DHUHAKIDS" application has a significant and good influence on kids' education, according to the feedback. According to some respondents, the app is beneficial for people who don't have easy access to Islamic educational materials.

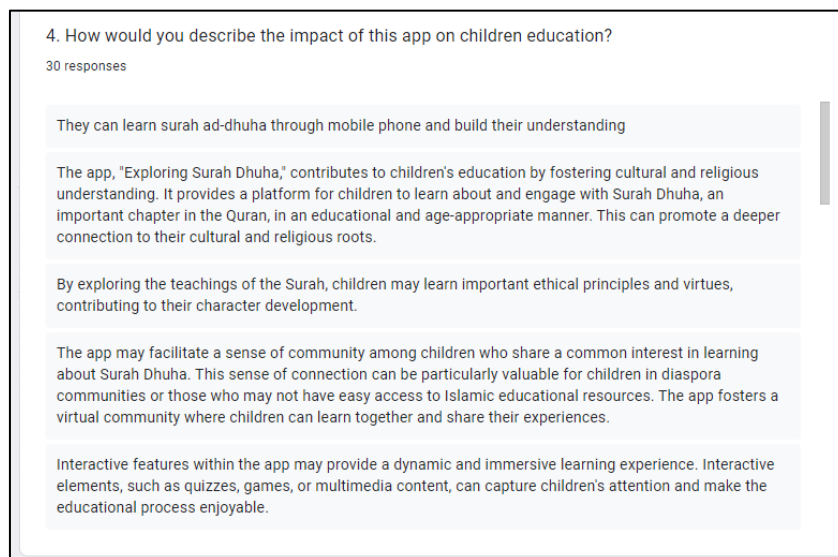


Fig. 13. Effectiveness of “DHUHAKIDS” app

This comprehensive analysis highlights the many beneficial effects of the "DHUHAKIDS" application on children's education. This application is efficiently captured by its attractive features, which include games, multimedia components, and interactive information, making learning fun. The application is also praised for promoting a deeper understanding of “Tafsir Al Quran”, arousing

interest, and creating the foundation for a lifelong love of studying Surah Ad-Dhuha. The app's many functions and beneficial results show how well it teaches users surah ad-dhuha in a fun way.

The feedback and recommendations from the respondents for the enhancement of the "DHUHAKIDS" app offer significant perspectives on several facets of the application's features and substance.

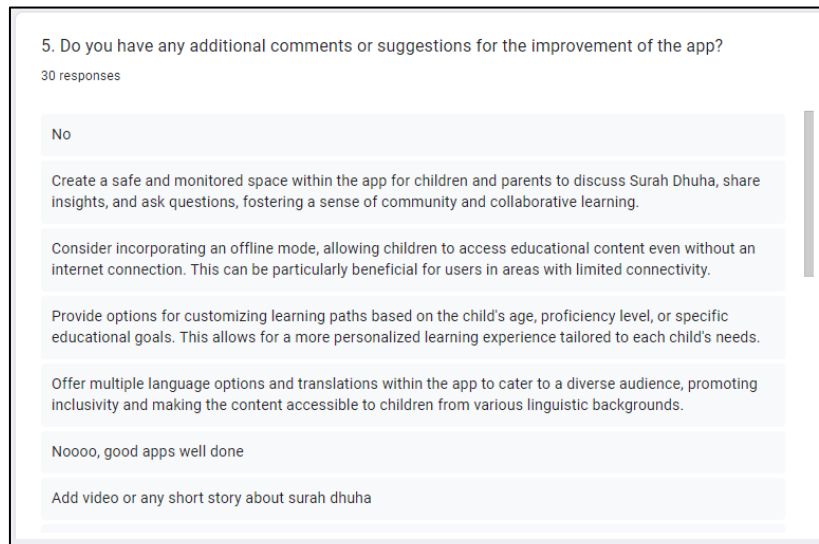


Fig. 14. Effectiveness of "DHUHAKIDS" app

As for the answers, some were happy to hear "No," "No, good apps well done," and "So far so good," but others offered insightful recommendations for making the app better. Establishing a monitored community involvement space, including an offline option for places with spotty internet access, and offering customized learning trajectories are some of these proposals. Offering several language options and translations was suggested as a way to promote inclusivity. Input also stressed how crucial it is to include multimedia components, kid-friendly activities, catchy music or sound effects, and Surah Ad-Dhuha-related films or short stories. The app's positive effects are emphasized by requests for more surahs and compliments such as "Very good" and "Well done, congrats!" These requests strike a balance between offering helpful feedback and encouraging changes that will benefit the app's target user population.

5. Result



Fig. 15. Logo "DHUHAKIDS" app



Fig. 16. Home Page

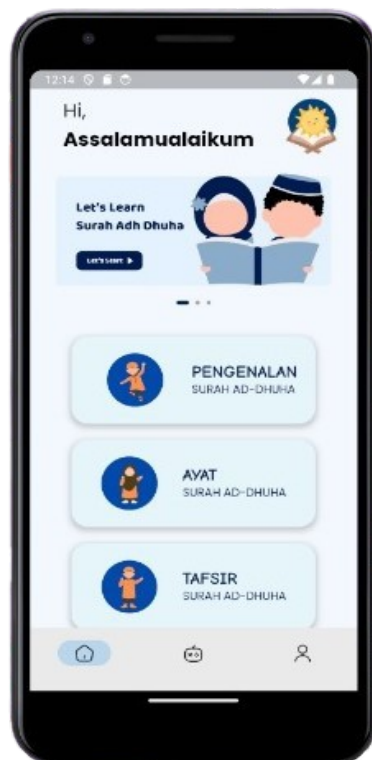


Fig. 17. Introduction Page



Fig. 18. Pengenalan page



Fig. 19. Ayat page



Fig. 20. Ayat page

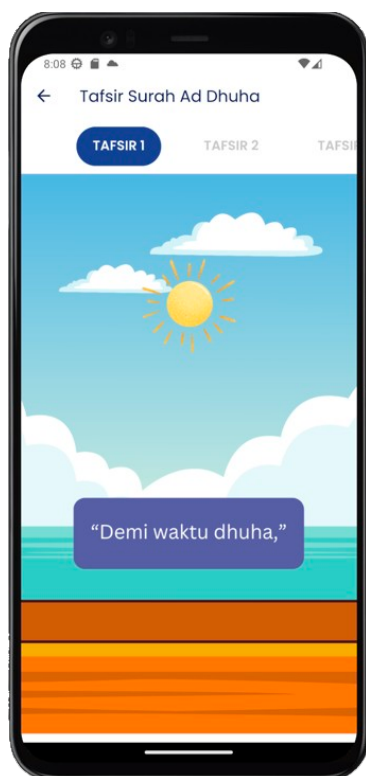


Fig. 21. Tafsir page



Fig. 22. Quiz page

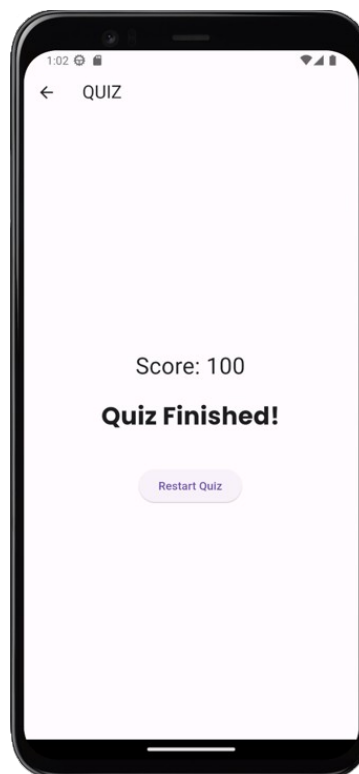


Fig. 23. Score page



Fig. 24. Profile authors page

6. Conclusions

In conclusion, "Exploring Surah Ad-Dhuha: A Fun and Educational Tafsir App for Kids" successfully achieves its research objectives by creating a significant advancement in leveraging digital technology for enhancing Islamic education, specifically in teaching children about Al-Quran specifically in learning surah ad-dhuha. The app ingeniously incorporates interactive exercises, captivating storytelling, and multimedia content, providing an enjoyable and immersive platform for children to learn and explore Surah Ad-Dhuha. To provide children with a positive and productive learning experience, the application, which is meant to be entertaining and stimulating logically integrates essential concepts, mixed-media material, and gamification strategies. The potential of digital technologies to improve children's education and fortify their ties to Islam is demonstrated by this initiative, setting the foundation for a future generation of knowledgeable and involved Muslims.

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