Development of the "Urubah" Game Using Unity 3D Software Based On Android as Arabic Learning Media

Ihwan Mahmudi, Audria Neviezka Sarasti Syafrodin, Marheni Br Maha, Dina Ayu Wulandari, Zakiya Setyo Rahmawati

Universitas Darussalam Gontor, Universitas Islam Sumatera Utara

INTRODUCTION

- Arabic language material is one of the materials required in education in Indonesia
- This research developed a learning media in the form of a game using UNITY 3D based on Android.
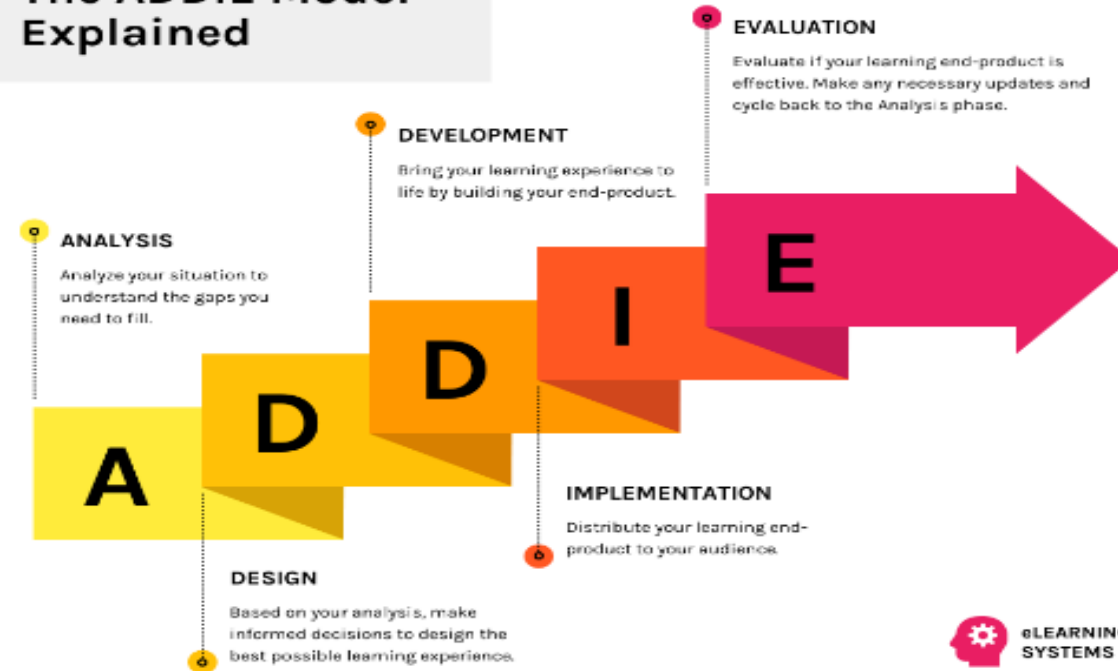
Android-based teaching media is very necessary in learning for the following reasons:

1. Increase learning effectiveness

2. Adapt to current developments

3. Increase learning accessibility

METHOD

The ADDIE Model Explained

ANALYSIS
Analyze your situation to understand the gaps you need to fill.

DESIGN
Based on your analysis, make informed decisions to design the best possible learning experience.

DEVELOPMENT
Bring your learning experience to life by building your end-product.

IMPLEMENTATION
Distribute your learning end-product to your audience.

EVALUATION
Evaluate if your learning end-product is effective. Make any necessary updates and cycle back to the Analysis phase.

eLEARNING SYSTEMS

DESIGN

Developing game system components into applications:
1. Inserting images and sounds into the Unity program
2. Write the product language
3. Adding motion graphics mode
4. Building the application in Android form (Android)

Show Program

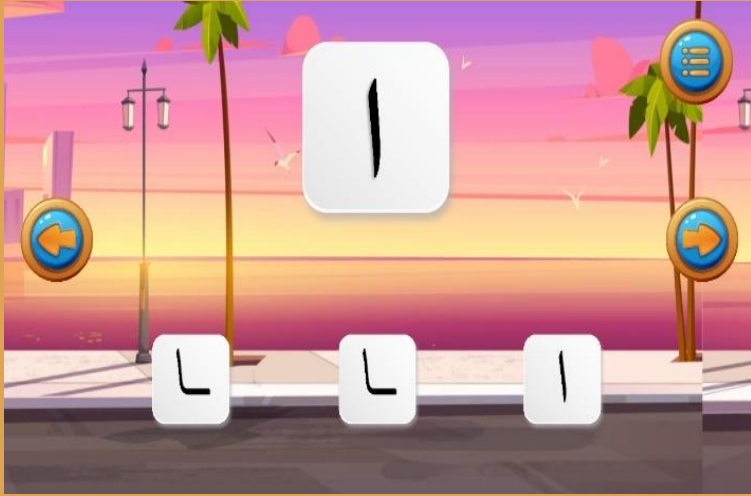Start screen and student information

Main screen

Screen to select class or ability level

Lesson review topic option screen

Learning screen

Evaluation screen and lesson review

Game screen

Effectiveness of Using ARUBAH Game

Validator Assessment Results

No	Validator (n)	Score (x)	Quality
1	Validator – 1 (Design)	94 %	Very Valid
2	Validator – 2 (Language)	96 %	Very Valid
3	Validator – 3 (Content)	97 %	Very Valid
4	Validator – 4 (Instructor)	95 %	Very Valid
	Rata-rata persentase	96,4 %	Very Valid

Effectiveness of Using ARUBAH Game

Pre-Test and Post-Test

Statistics		Pretest	Posttest
N	Valid	42	42
	Missing	0	0
Mean		5.12	7.76
Std. Error of Mean		.239	.215
Median		5.00	8.00
Mode		6	7[a]
Std. Deviation		1.549	1.394

CLOSING

Developing teaching media that is in line with technological developments and in accordance with student needs is one effort to improve the quality of education. By developing innovative and interactive teaching media, the learning process can become more efficient and effective, so that students can achieve more optimal learning outcomes.

Thankyou

وسلام الله عليكم ورحمته وبركاته