Making Web-Based Digital Qur'an With Multi Language on The Foundation Mihhajus Sunnah Medan

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Abstract. The Qur'an is a reading that is an obligation as Muslims to read read and understood, this becomes a necessity when we make the Qur'an This is a life guide and a life guide. This will be a problem when the Qur'an cannot be understood and read in accordance with our language understanding, especially the language used is not our mother tongue. The existence of the Qur'an digital with multi-language in the translation plus there is a voice that can be guide us in reading the verses. This multilingual digital Quran presented using a Web-based application, with a combination of CMS 5+ and MSQL database and PHP in operating will add to the ease of use run it, because we can choose the verse, surah, and language we want listen and understand. This application can at least answer a child's little addiction educate and increase our scientific treasures in understanding, reading and listen to the good and true murottal al-Qur'an.

Keywords: Al-Qur'anpDigital, WEB-Based Al-Qur'anp, Multi-Qur'an Translation language.

1   Introduction

The Minhajus Sunnah Medan Foundation is an educational institution that financial costs are sourced from the community, so this institution has the the obligation to provide back its services to the community in a comprehensive manner, both in terms of education, savings and loan services, to scholarships to people who need Not capable. The Minhajus Sunnah Medan Foundation which is based on Islamic education, then provide religious learning services that are needed by the community, such as Arabic language courses, Manasik Haji, Consultation on fiqh and education levels from kindergarten, elementary, junior high and high school levels. Based on Islamic education services provided to the community encourage the management party to create a pal Quran application that is based on WEB that can be accessed by users or the public on the site/ WEB Foundation. Based on the researcher's investigation regarding previous research that discusses making digital Qur'an applications, most of the previous researchers discussed and focus on making digital al-Quran based on Android, such as:

1. Android-based quranl dictionary application using android studio by Sampurna Jaya, Moch Arief Sutisna and Rendy Yudha Graduation, 2019. In line research, the focus is on the discussion Android-Based Al-Qur'an Dictionary that makes it easier for users to search index in the Qur'an itself.
2. Application for Translation of the Qur'an Juz 30 in Javanese Language Based on Android Mobile By Sudaryanto, Alninditawidagdal Pandam andl , Fatah Yasin Al Ilrsyadi, S.T., M.T, in 2014, in the form of a thesis research. This research focused on the translation of the meaning of the Qur'an into the Javanese language with android application.

From the two researches and discussions above, there tends to be an expansion Android-based Al-Qur'an application and reciting the Qur'an only has 1 problem just. This is what will make the research carried out by current researchers will become more interesting because it will review the research of making applications 2 The digital Qur'an is WlEB based and uses multi-international languages in translate it.

A. Understanding Digital

We often hear, see and experience digital expressions in our lives at this time, especially in the transition of the industrial system 3.0 to 4.0 and 5.0. If viewed from the etymology of the word digital according to KBBI Online, it is revealed that digital it relates to numbers for a particular calculation system; relate with numbering. However, if viewed from the epistemology according to (Hartono, 2017). Digital technology is a change in the form of technology starting from manual mechanics and analog electronics into digital technology that is automatic. Similar to it (SCHMIDT, Rainer, 2015) argues that Digitization is more than using digital technologies to transfer data and perform computations and tasks. Digitization embraces disruptive effects of digital technologies on economy and society. From both opinions above we can draw a common thread that digital is a transition from manual form numbers/letters with a screen system or online. System switches manuals in our daily lives to digital systems are felt today, such as digital money, digital libraries, digital clocks, digital television and many more Again, the whole thing requires getting used to its use. What's more In the post-covid19 pandemic, all community activities tend to digitizing or online. This has accelerated the rolling of the third industrial revolution direction 5.0 or fully digital.

B. WEB/Website

WEB or website in general is a means to inform everything so that the community can answer, know and respond to information from what they are looking for, both news information, articles, merchandise, to political and security issues. Same with that (Putut Paelektro Widagdo, 2018) suggests that the website is a collection of several online components consisting of text, images, animated sounds so that produce media information that is interesting and very interested to be used as a medium for sharing information. The website can also process manual/offline data into information by identifying, collecting, managing and provide to be accessed together online. According to (Gunawan, 2019) the website is a change and transfer of information that submitted to the general public/community online by inputting data into in the database, and contains a collection of css and html languages for transferring data from the database to the online screen display by indicating the html address (domain). From the two information above, the writer can conclude that the website is a means of delivering data, information from offline to online data that is can be accessed by the general public by using the internet.

C. Al-Qur'an

Every human being who has a religious belief has a holy book as the guidance given by his religion, as well as the religion of Islam, has a guide in carrying out social activities in relation to humans, nature and society environment and relate to its creator (God). Many generations Islamic thought, the Qur'an as one of the wills left by Prophet Muhammad S.A.W. According to (Yusuf, 2014) that the Qur'an is a a holy book and guidance revealed by Allah to the Prophet Muhammad SAW for all mankind. Which contains matters of ratio and awareness (concience) man. In it there are also teachings for humans in the form of aqidah and monotheism, as well as cleanse oneself with various worship practices and show to him where lies the goodness in personal and social life.

We know in our books the history of the development of Islam and the Prophet's da'wah Muhammad, S.A.W that the Koran was obtained in a span of 22 years Prophet Muhammad S.A.W. and we both understand that in the Qur'an it not only contains teachings and commands but also contains about history, stories, and the picture of the ummah in the future. Thereby general description of the Koran as the holy book of Muslims.

D. Advantages and Disadvantages of the Digital Quran Application

In a system there must be advantages and disadvantages, no exception Digital Quran. The advantages of the Digital Qur'an are as follows: 1) More interactive, 2) Effective in use, 3) Can be widely implemented in various media, 4) Modeling the appropriate object simple, because it only displays multiple objects, 5) Unreliable creation cost too much, 6) Easy to operated. While the disadvantages of Digital Quran is: 1) Sensitive to change of point of view, 2) Creator already too much, 3) Requires an internet connection to run the application. Thus some of the advantages and disadvantages of the application that the author can conclude from several applications.

2 Research Methods

2.1 Research Approach

This study uses the Research & Development research method (Research and Development) by developing educational products in the form of a WEB-based Digital Qur'an application with multiple languages. In R&D research, researchers trying to develop educational products and test their feasibility (Sugiyono, 2016). Development research is oriented towards product design used in education based on problem analysis and analysis needs in the field. The products that will be developed in this research are WEB-based Digital Al-Qur'an application with multi-language aims make it easier for students, teachers and employees of the Medan Minhajus Sunnah Foundation to understand and read the Koran accompanied by mastery of English, especially those who related to the translation of the Qur'an, so as to improve worship and language.

2.2 Research Approach

In general, this research was carried out in 8 stages with the following procedures as follows:
1. Identify problems and needs. At this stage, the activities carried out include:
    a. Conduct studies and analyze the needs of students, teachers and employees Medan Minhajus Sunnah Foundation for reading and understanding translation in international languages.

       b.   Adjusting the results of studies and needs analysis with the Indonesian Ulema Council of North Sumatra in this case the study commission through discussion forums.

2. Data Collection, At this stage, the author collects and organizes data Qur'anic material as well as references to the theory of application-based design WEB databases. As a material for building a web-based database that is applied in this research development CMS 5+ (Content Management System) for the database used SQLite.

3. System Design. At this stage, data preparation, process flow, relations are carried out between data, display User Interface (UI) and User Experience (UX) in development of website applications and the level of conformity with the results of user needs analysis of digital al-Qur'an applications. In the system design will be explained CMS 5+ on the database system to be implemented with the design model Unified Modeling Language.

4. Implementation, this stage is carried out in constructing an application program that run by design and apply CMS 5+ to the system databases. Display of the resulting application and the process of installing the application adapted to the analysis and design.

5. Validation, At this stage, the product that has been designed will then be consulted with several experts who are competent in analyzing media Web-based learning. The experts who will assess this application consist of experts namely the Koran lecturer at UIN North Sumatra, an expert in instructional media, namely lecturers multimedia and instructional method experts, namely lecturers of educational technology, as well as Linguist at UIN North Sumatra.

6. Revision Phase I, the results of reviews from several experts will be used as material to revise the application that has been made. The results of this early stage revision are next will be tested on students, teachers and employees of the Medan Minhajus Sunnah Foundation.

7. Field trials, to test the effectiveness of the digital pal-Qur'an application Based on WEB, a trial of the use of the media was carried out on students, teachers and employees of the Medan Minhajus Sunnah Foundation. From this trial, they will asked to provide input regarding the shortcomings of the application.

8. Final Revision, if from the results of the trial it is known that there are still deficiencies in the Digital Al-Qur'an application, the researcher will revise the application again according to the input of students, teachers and employees, so that it becomes a learning media and a truly tested understanding of the Qur'an. Procedure flow drawing research can be seen in the image below:
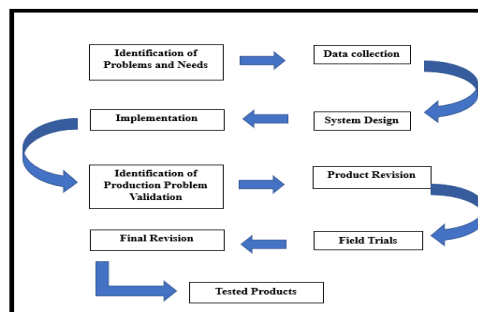

Figure .1 Flow of Research Stages

3. Result and Discussion

A. Making Learning Media

Making Learning Media Before making learning media, there are steps that must be done, to produce media that can cover lack of trainers or practical modules that used at the same time can reach all learners. Steps to pay attention to in making learning media are:

1) Determine the concept and form of media learning,
2) Determine basic competencies what students will achieve,
3) Determine the material which will be included in the learning media,
4) Determine the evaluation used for know the extent of the success of the media learning used.

   a) Software

   In this case the creation of a digital Qur'an application requires how many applications to create and run it, including: C++. HTML, Java and several supporting applications in designing and creating images and displays, namely: Adobe Photoshop, and Corel Draw. In addition, we also need a hosting in the application storage that has been made both in the form of coding and in the form of java script. This application requires a space that is not too large to accommodate an application that has been programmed, but requires a fairly large visit benefit in accessing it, so that the display to be accessed does not occur slowly or in current terms slow.

   b) Hardware

   Computer or laptop

   Computers or laptops are common items nowadays, every teacher is required to be able to use computers as part of the teacher's competencies that must be possessed. A computer is an electronic set consisting of a monitor, keyboard, mouse, and CPU. Computers can be used to write documents, perform complex mathematical calculations, video editing, programming, games, image editing, and various other advanced capabilities. Laptop is a portable computer device, so it can be taken anywhere. The use of a laptop is not fixed in one place. The computer specifications used to make the digital Qur'an are not demanding for specifications that are too high tall. Minimum computer specifications used is Core I3 Processor, RAM 3GB, HDD 320 GB, Windows 7 operating system already able to create an application.

B. System architecture planning stage.

At this stage, the design of the system architecture to be built is carried out. The system design is described in a use case which is translated through the application layout based on the storyboard that will be applied in the application.

C. System Component Design Stage

As stated above, the components in the learning media application are designed at this stage. Design refers to requirements analysis, software analysis, hardware analysis, and system architecture planning. The application design is made in a storyboard. Storyboard is a visual description of the appearance of learning media in the form of sketches.

D. Stage of Making Interface Design

The interface is made based on the design of the interface. The interface is built based on the storyboard that has been made on the interface design. At this stage the graphic design software is used in making the interface design. The software used is Corel Draw X7 from Corel

Corporation combined with Adobe Photoshop CC2015 from Adobe. Corel Draw is used to create display designs on media which include backgrounds, buttons, questions, basic competence pages, Alquran digital pages, material pages, evaluation pages, and profile pages. Adobe Photoshop is used to create the view and then convert it into a portable network graphic (png) format. The following is the design of the interface components in the learning media:

1. Main Menu Page
Is the main menu page in learning media that can be accessed by users. The menus contained on this page are basic competencies, Digital Qur'an, materials, and evaluation. Basic competency menu to show competencies that must be achieved after using this learning media. Digital Quran menu, a menu that is the result of combining virtual objects with real objects at the same time. Material menu, to support the Digital Qur'an menu so that students can more easily understand the material presented. The evaluation menu, as an independent evaluation carried out by students, is to find out the extent of the absorption of the material presented through the media used.
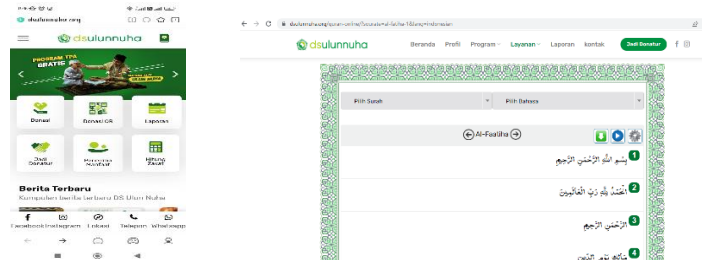

Figure 2. Android and Desktop Home screen

2. Application Usage
In using the application, it requires the role and interaction of the users, both in determining the verse, the type of surah and the chanter/reader of the verse in question. Besides that, we can also choose the language we want to see the translation of the meaning of the surahs and verses we want to listen to.
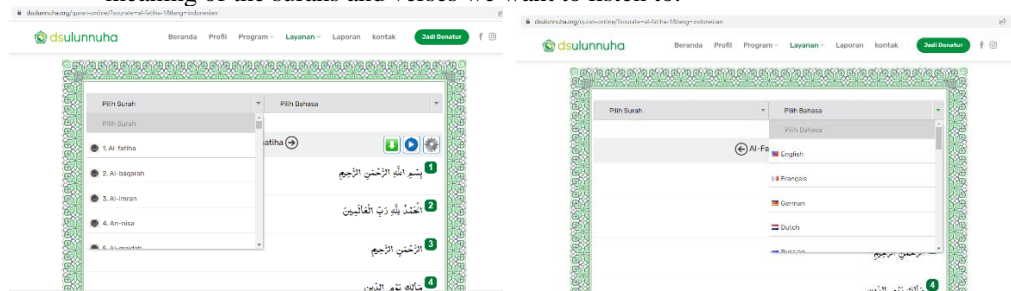

Figure 3, Display Language and Type of Surah

E. Validation of learning media experts

Validation by learning media experts is carried out with the following mechanism: provide the results of the development of ready-made learning media in in the form of a CD and then the media expert gives an assessment of the media in form of filling out questionnaire. Number of media experts rated to this media as many as 3 people. Questionnaire for learning media experts

contains the (1) aspects of appearance, (2) operational aspects and (3) aspects of interaction. The results of the reviews from media experts are summarized in table 1.

Table 1. Assessment of media experts

NO	Aspect	Number of Items	Average Score	Percentage
1	Appearance	17	3.51	89.67
2	Operational	4	3.81	95.33
3	Interaction	3	3.83	95.67
	TOTAL	24	3.74	93.56

Table 1 shows that the percentage score of the display aspect that given by the validator is 89.67%. For operational aspects, data obtained the percentage score of the operational aspects of the program given by the validator of 95.33% and the interaction aspect of the validator gives a percentage score of 95.67%. Based on the Likert scale, the percentage score of the display, operational and aspects interactions are 89.67%, 95.33% and 95.67%, then the Digital Qur'an media developed can be categorized as very good so it deserves to be used as a support for independent learning.

After the foundation residents and the community see and use this Digital Qur'an media then the measurement of this media is carried out by giving a questionnaire that filled by foundations and the community. From the results of the questionnaire given, the average results are obtained foundations and communities expressed interest in using this media and stated that this digital Qur'an is very useful to help them in learning independently at school and at home.

Table 2. Value of Community and Foundation Questionnaires

NO	Aspect	Number of Items	Average Score	Percentage
1	Benefit	4	3.2	80
2	Display	12	3.4	85
3	Interaction	6	3.14	78
4	Independent Learning	5	3.22	80
	TOTAL	28	3.24	81

The criteria given include aspects of usability, aspects of appearance, aspects of interaction and aspects of independent learning. The average score obtained is by 3.24 or by 81%. Based on the criteria on the Likert scale, this average score can be categorized as good so it can be said that the media This digital Qur'an provides benefits for the community to do study independently.

Digital Quran Media for Facilitating independent learning of the Qur'an can already be implemented as one of the Qur'anic learning media. From the data taken based on the questionnaire from the aspects of display, operation and interaction data obtained is quite good with an average of 3.74 on the Likert scale. This shows that the Digital Qur'an provides a significant added value in the community and foundations as material for independent learning. Based on the results of the survey and experimentation of researchers on a sample of 10 Community existence of Digital Quran media.

4. Conclusion

From the results of the manufacture, testing and discussion above, it can be the following conclusions are drawn:

    a. The digital Qur'an media developed meets the criteria very well based on the assessment of media experts as measured by dimensions of quality that include operational, display and interaction aspects with an average of 3.74 Likert scale so it is feasible to use for learning independent.

    b. The response of community students and foundations to the digital Qur'an media that was developed was very good either to support self-study of the Koran or with a teacher indicated by an average score rating 3.23 on a Likert scale.

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