CHAPTER 1 INTRODUCTION

1.1 Background.

Education is a planned basic effort to create a learning atmosphere and learning process so that students actively develop their potential. In language, education is defined as process of changing the attitudes and behaviour of a person or group of people in an effort to mature a person through teaching or training efforts. Education can also be seen from how the learning media takes place, learning media can be described as something that is needed in the learning process between students and educators. The right teaching methods and delivery of material can make children more responsive in understanding the material presented. It can be seen especially in religious education which is usually applied to Islamic religious education lessons, religious education is also an important part of children's learning and children's knowledge to get used to carrying out obligations and sunnahs recommended by religion.[1]

Religious learning can also help children's growth and development by providing learning simulations. one of the lessons in Islamic religious education is learning daily prayers for educators to know the benefits of the importance of reading prayers and carrying them out. it has a positive impact on educators to always practice what has been recommended. it is widely known that daily prayers have many benefits, getting used to something that has a good meaning in life is a very useful thing for . So getting used to reading daily prayers that are instilled from an early age has a positive impact on life.[2]

Daily prayers are very familiar to our understanding of life. It is not little known that the number of daily prayers is very large, but only a few are actually understood and memorised by most people. especially in children aged 7 to 12 years. While there are a wide variety of prayers that should be said every day, in reality, only a handful of prayers are often well understood and remembered. So from the above understanding, daily prayers in the home that are not well understood become prayers that are not easy to apply in daily life. Currently, *digital* media *games* are very popular for children's areas which are one of the preferred information and entertainment media, so it

---

[1] Febrianty Fince M Na'u and Eunike Milasari Listyaningrum, "Instilling Independence in 5-6 Year Old Children through Daily Habits," *Journal of Learning Innovation in Schools* 4, no. 2 (2023): 372–80, https://doi.org/10.51874/jips.v4i2.128.

[2] F N Aini, Y Rahmanto, and D Pasha, "Jus Amma Learning Application Using Android-Based Addie Method," *Journal of Media* ... 1, no. November (2023): 22-28, https://jurnal.kertekmedia.com/index.php/mediaswarnadwipa/article/view/26%0Ahttps://jurnal.kertekmedia.com/index.php/mediaswarnadwipa/article/download/26/20.

can be seen that children's interest in *digital* media is very high.[3] Databoks argues that Indonesia is the first country with the number of *gamers* and contributors to *game streams* in Southeast Asia. Creating educational *games* that have some interactive in the game as a tool to provide innovative play and understanding of daily prayers developed in an educational way or utilising media such as *games.[4]*

Desktop-based educational *games* are the most popular applications for children and adults.[5] Researchers will use the *FPS game* method or what is commonly called *(First Person Shooter)*. The reason researchers want to use *FPS games* is that *games* with the most fans for *PC* (*Personal Computer*) *game* users. Numerical data on Indonesia's top *games* conducted by databox in January 2024 has an overall percentage, namely *MOBA* 25%, *FPS* 16%, *role play* 15%, *shooting* 14%, *sports* 10%, *simulation* 9%, *casual* 9%, others 2%.[6]

Quranic verses that explain the recommendation to pray to Allah SWT:

وَقَالَ رَبُّكُمُ ٱدْعُونِىٓ أَسْتَجِبْ لَكُمْ ۚ إِنَّ ٱلَّذِينَ يَسْتَكْبِرُونَ عَنْ عِبَادَتِى سَيَدْخُلُونَ جَهَنَّمَ دَاخِرِينَ.

And your Lord said, "Pray to Me, and I will grant you. Verily, those who are arrogant and do not worship Me will enter Hellfire in a state of ." (Al-Mu'min; 60).

As for the observations that have been made that utilising the digitalisation era, especially in the form of *games* for learning understanding and memorising daily prayers has a positive impact on early childhood. in other studies, it is argued that the problems that are often encountered in teaching daily prayers still use the method of lecturing and memorising therefore students tend to get bored, so an interesting method is needed for students by providing *game* methods for learning.[7] both studies have a goal that it is very important to provide interesting learning methods, especially in daily prayers for children to be easily understood. Based on the results of research using question forms at Muhammdiyah 1 Krian Elementary School has a problem for daily prayer subjects which states that for understanding in the learning methods carried out is not too bad, but

---

[3] Case Study, Nagari Lubuk Basung, and Kecamatan Lubuk Basung, "THE EXISTENCE OF TRADITIONAL CHILDREN'S GAMES IN THE MODERN ERA," n.d..

[4] Nabilah Muhammad, "Countries with the Most Streamed Games in Southeast Asia," *Databoks*, January 11, 2024, 1-1.

[5] Khoerul Amin et al., "EDUCATION GAME 'SI KOKO'S JOURNEY' AS A LEARNING MEDIA," *Journal of Informatics and Computer Engineering Journal*, vol. 3, 2023, https://jurnal.bsi.ac.id/index.php/ijec/.

[6] Agnes Z. Yonathan, "Gen Z Indonesia's Top Games of Choice," Goodstates, 9 February, 2024.

[7] Alfian Dorif Murtadlo et al., "Development of Islamic Prayer Educational Games: Architecture Design and Implementation," *Religion Education Social Laa Roiba Journal* 6 (2024): 4043, https://doi.org/10.47476/reslaj.v6i9.2516.

researchers see an oddity in the research that students of Muhammadiyah 1 Krian Elementary School as a whole do not understand daily prayers in homes that are rarely applied such as lack of understanding of mirror prayers and prayers entering the house so from the following problems researchers want to apply new method by providing learning methods through educational *games*.

Based on the above facts, students of Muhammadiyah 1 Krian Elementary School, especially grade 4, need a daily prayer learning system by making a learning method based on 3-dimensional daily prayer education games that are able to educate children in learning religion so that they can have extensive knowledge about daily prayers that have many varieties, as explained above that *Personal Computer games* have not a few fans, so researchers want to take advantage of this data for use in daily prayer games, the reason researchers use computer-based games in order to take advantage of the computer lab at Muhammadiyah 1 Krian Elementary School for learning daily prayers at home. This *game* is done by providing knowledge of various kinds of daily prayers at home. It is hoped that this *game* can facilitate learning and can also produce fun results for children.

1.2 Problem Formulation

The formulation of the problem taken by the researcher summarised from the background is that currently at the research site SD Muhammadiyah 1 Krian learning daily prayers using the memorising method, although this method is quite effective, some students experience difficulties due to the lack of interactive media that makes the memorising method more interesting.

1.3 Problem Limitation

The following is the scope of the problem of the educational *game* Daily Prayer:

1. The research will be conducted at SD Muhammadiyah 1Krian elementary school.

2. The source material for the research will be primary school students.

3. The daily prayer material sourced from the book Daily Prayer for Muslim Children published by Mizan Publishing.

4. *The game* in this research only explains about daily prayers at home.

5. This *game* is aimed at children aged 7 to 12 years old.

6. The type of *game* created is a *PC (Personal Computer) game.*

1.4 Research Objectives

The purpose of the research is to *develop* a 3D-based educational game specialising in *daily prayers that applies the* First Person Shooter (FPS) model and the MDA *framework* method for *3D* educational *games* at SD Muhamamdiyah 1 Krian.

1.5 Research Benefits

The benefits of this research made based on the research conducted are as follows:

1. **Benefits for Students**

   The benefits for students in this study are:

   a. Introducing the company overview that students need in entering the world of work in accordance with the student's field and work experience.
   b. Implement and improve the knowledge that has been obtained directly during lectures.
   c. Increase courage and confidence and responsibility in carrying out entrusted tasks.

2. **Benefits for the University**

   The benefits for universities in the following research are:

   a. Improve the quality of graduates through work experience.
   b. Provide an overview of the readiness of students in the world of work.
   c. Knowing the ability of students to master the subject matter obtained in lectures in the application of knowledge and as an evaluation material.
   d. Recognised in the industry as a university with students who are competent in the work they do.

3. **Community Benefits**

   The benefits for the community in this study are:

   a. Facilitate elementary school students in learning Islamic religious lessons, namely prayers.
   b. Providing *3D Game-based* daily prayer learning to improve the quality of learning, especially on daily prayers that are rarely performed.
   c. Easily understand and memorise daily prayers that are rarely performed