## CHAPTER 1 INTRODUCTION

## 1.1. Background

Education is a structured process to develop an individual's knowledge, skills, attitudes, and values. It is a continuous endeavor to transfer knowledge and skills across generations. In essence, education shapes individuals into better beings in terms of intellectual, emotional, social, and spiritual development. Ki Hadjar Dewantara emphasized that the nature of education lies in embedding cultural principles within children, fostering spiritual and emotional growth. The Qur'an encourages the pursuit of knowledge as illustrated in Surah Al-'Alaq (96:1-5):

اِقْرَاْ بِاسْمِ رَبِّكَ الَّذِى خَلَقَ . خَلَقَ الْإِنْسَانَ مِنْ عَلَقٍ ۚ . اِقْرَاْ وَرَبُّكَ الْأَكْرَمُ ﴿ . الَّذِى عَلَمَ بِالْقَلَمِ . عَلَمَ الْإِنْسَانَ مَا لَمْ يَعْلَمُّ

"Read in the name of your Lord who created; Created man from a clot. Read, and your Lord is the Most Generous; Who taught by the pen; Taught man what he knew not." (Surah Al-'Alaq 96:1-5)

The word "Iqra" (Read) was the first command revealed to Prophet Muhammad SAW, signifying the importance of seeking knowledge. This command underscores Islam's profound regard for learning and education despite his illiteracy. The religion emphasizes intellectual development as a divine obligation for all its followers.

It is abundantly clear that a distinction exists between the pursuit of knowledge as prescribed by Islamic law and other forms of knowledge. The high-value Islam places on scholarship is undeniable, with learning integrated into each verse of the Qur'an. Moreover, specific verses address the importance of knowledge directly. Consequently, it is entirely valid to argue that Islam is a religion founded on expertise, which further necessitates that all Muslims pursue learning.<sup>2</sup>.

This study is based upon previous research titled 'Implementation of Augmented Reality Technology in Hijaiyah Letter Learning Media' by Faisal Reza Pradhana, Jumhurul Umami, and Raka Umri Dreftanta. It employed augmented reality technology as an educational tool. With the increasing trend of AR technology from 2019 to 2023<sup>3</sup>, especially in academic applications, this research

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<sup>&</sup>lt;sup>1</sup> Tarigan et al., "Filsafat Pendidikan Ki Hajar Dewantara dan Perkembangan Pendidikan di Indonesia."

<sup>&</sup>lt;sup>2</sup> "123-Article Text-410-1-10-20210621.Pdf."

<sup>&</sup>lt;sup>3</sup> Fitrianto, Rakasiwi, and Kurnialensya, "Systematic Literature Review: Trend Augmented Reality 2019-2023 dan Peluang Penerapannya di Masa Depan."

addresses the monotony in teaching hijaiyah letters at TK IT Cahaya Hati using books alone<sup>4</sup>.

One key educational institution is the kindergarten (KG), which caters to individuals between four and six years old. As such, early childhood education in KG is pivotal in optimizing the development of all potential and intelligence inherent in the child. Within the KG environment, children acquire foundational skills such as reading, writing, and arithmetic, developing their motor and social skills through engaging in play and learning activities.

TK IT Cahaya Hati, an educational institution founded in 2011 in Bekasi, West Java, includes Iqro' reading as part of its curriculum, held on Mondays, Wednesdays, and Fridays. Currently, the teaching approach relies solely on textbooks, which may result in a monotonous learning experience for children. An online interview conducted by the author with Ms. Arintowati, a teacher at KG IT Cahaya Hati, on 14 May 2024, indicated that the use of singing would be a more effective teaching method for the hijaiyah letters, as children are observed to memorize through this method quicker. In addition, using visually stimulating materials like wall-mounted images and flashcards is favored, as children respond more positively to visual stimuli.

The online interview with a TK IT Cahaya Hati teacher highlighted that the exclusive use of textbooks for Iqro's instruction results in diminished student engagement. Additionally, students tended to forget the hijaiyah letters, stemming from a lack of at-home revision and difficulties differentiating between similar-looking hijaiyah letters. Therefore, the development of an Augmented Reality (AR) application for hijaiyah letter recognition is proposed as a solution. The application design would feature the hijaiyah letters integrated with related everyday objects to help recall. This approach aligns with research that emphasizes children's increased memory retention when learning is connected to items in their immediate surroundings.

## 1.2. Problem Formulation

The problems addressed in this research are as follows:

The current approach to hijaiyah instruction at KG IT Cahaya Hati is limited to textbooks, which restrict interactive learning opportunities and does not incorporate technological elements. There is a clear indication that young learners respond more positively to visual and auditory forms of engagement.

# 1.3 Research Objectives

The objective of this research is:

<sup>&</sup>lt;sup>4</sup> Pradhana, Umami, and Dreftanta, "PENERAPAN TEKNOLOGI AUGMENTED REALITY PADA MEDIA PEMBELAJARAN PENGENALAN HURUF HIJAIYAH."

The implementation of Augmented Reality technology will introduce hijaiyah letters to children at TK IT Cahaya Hati.

### 1.4. Problem Limitation

The delimitations of this study, as determined by the researcher, are:

- a) This research will focus on developing an Augmented Reality (AR) application for recognizing hijaiyah letters, specifically for children at TK IT Cahaya Hati.
- b) This application will be specifically designed for preschool children aged 4 to 6 years at TK IT Cahaya Hati.
- c) This application is only compatible with the Android operating system.
- d) The development focuses solely on individual hijaiyah letters and nothing further.
- e) This application will recognize hijaiyah letters by employing visually appealing and interactive methods tailored to children.

### 1.5 Research Benefits

#### 1. For authors:

a) Enables them to fulfill the dissertation requirement for graduation.

#### 2. For Educators:

- a) Enhances their technological literacy using augmented reality when teaching hijaiyah letters.
- b) Provides a modern and user-friendly learning tool for students to enhance the teaching of hijaiyah letters.

#### 3. For Students TK IT CAHAYA HATI:

a) Using AR technology, pupils should experience a more engaging and enjoyable learning of the hijaiyah letters.

