

Learning Pillar of Islam through Multimedia Mobile Application

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Abstract. Mobile application has been gaining popularity due to mobile technology advancement. Nowadays, children are more exposed to the entertainment application in an early age but less exposed to the Islamic content application in the gadgets. Besides various types of guidance in the form of books, CDs or often found through internet sites, but different types of worship are guidance are less practical because it is not 'mobile'. Due to the problems, the aim of this research is to design and develop mobile application for learning of pillar of Islam by using the Android operating system that can run on Android-based smartphones and can learn anytime and anywhere without being limited by space and time. Pillars of Islam is the pillar of religion for Muslims and becoming a Muslim general guideline in worship to Allah. The purpose of this development is to attract children to know, learn and understand about the content of pillar of Islam in an earlier age. This paper presents the development process of multimedia mobile application for learning pillar of Islam. The development life cycle was adopted from ADDIE Instructional Design (ID) model. Overall, there are five phases involved in the development life cycle: analysis, design, development, implementation and evaluation. It is hoped that this mobile application can provide fun and enjoyable learning environment.

Keywords: multimedia mobile application, learning, pillar of Islam.