

An Analysis of Mobile Applications for Hadith 40 Imam Nawawi

Siti Azrehan Aziz, Faezatul Ahya Mohd Isa and Farhana Abdullah Asuhaimi

International Islamic University College Selangor (KUIS)

azrehan@kuis.edu.my, farhana@kuis.edu.my

Abstract. A mobile application is a computer program designed to run on a mobile device such as phone, tablet or watch. Mobile application can encourage and motivate people to learn about any field of knowledge and make it easier to access. Nowadays, there are many Islamic mobile application was developed. An Islamic mobile application is very important and useful to practicing the knowledge as a Muslim people. Al- Quran and Hadith are the guidance for all Muslims people. A Hadith refers to various collected accounting of the sayings, actions and habits of the Prophet Muhammad s.a.w during his lifetime. This paper was discussed about the analysis of Mobile Applications for Hadith 40 Imam Nawawi. There are some existing mobile applications about Hadith 40 Imam Nawawi in the market. The comparison will be made among the existing mobile applications in term of contents, multimedia elements used, software used to develop, and platform used to display the applications.

Keywords: Mobile application, Hadith, Hadith 40 Imam Nawawi.

INTRODUCTION

Organizations around the world always want to reach their customers on time. Smartphone helps organizations to interact with their customers instantly. Through mobile apps which is the software were installed to smartphone or handheld device, were be used to facilitate the user access knowledge anytime and anywhere.

Mobile apps of Hadith 40 Imam Nawawi, an ilmiah application which covered 42 hadith, compiled by Imam an- Nawawi with their hadith and translation. Mobile Apps Hadith 40 Imam Nawawi exposes the illustration graphic corner for each hadith and developed with elements of Multimedia like animation and sound.

Problem Statement

There are many mobile applications in the market, but it is lack of Mobile Apps of Hadis 40 Imam Nawawi. The existing of mobile apps of Hadith 40 Imam Al-Nawawi are less of multimedia element used to make it more interesting and understanding about the meaning of hadith explanation.

Scopes

Scopes cover the target audience that will be used these mobile apps and focuses on the muslim people whether for their reference of lifestyle or study purposes. It is easy to access using mobile apps as a platform.

Objectives

The objectives of this research are to compare the existing Mobile Applications of Hadis 40 Imam Nawawi in term of five elements of multimedia at the same time can identify the best element to be used in mobile application of Hadis 40 Imam Nawawi that will be developed.

LITERATURE REVIEW

Multimedia

Multimedia interactives are applications that allow the user to “control, combine, and manipulate different types of media, such as text, sound, video, computer graphics, and animation” (Encyclopaedia Britannica, 2017).

In the paper, “A Brief Guide to Interactive Multimedia and the Study of the United States,” (n.d.) Georgetown University professor Randall Bass defines multimedia as “any package of materials that includes some combination of texts, graphics, still images, animation, video, and audio.” These materials are integrated in a way that provides multiple paths for a user to access material, in the way that works for them.

Mobile Application

Based on the NETLINGO The Internet Dictionary First Edition 2002, the definition mobile is the ability to move around, it also refers to anything that can be moved around (or transported) and still functioning properly. It usually describes handheld devices, such as PDAs and cellphone (mobile phones). Then while, for application a.k.a “app”, “program”, “software” used interchangeably with program and software, this is a general term for a program that perform a specific task.

Based on general study of Mobile Application and Its Global Impact by Md Rashedul Islam, Md. Rofiqul Islam, Tahidul Araffin Mazumder (2010), at first the mobile application comes as simplest way with our early cellphones, alarm clocks and etc. from Anckar and D’Incau (2002) observed that mobile applications related to banking services had high acceptance in Finland. The applications offering news, games and personalized shopping had lower acceptance in the said country. Freestone and Mitchell (2004) suggested that the Gen Y was more comfortable with adopting new technology compared to earlier generations.

Hadith 40 Imam Nawawi

Based on Project40HN website by Muslim American Society (MAS) launched in Ramadhan (2012), Imam al-Nawawi’s collection of 40 Hadiths is one of the most important collection, not 40. He was one of the greatest scholars of Islam and lived from 631 A.H. to 676 A.H, passing away at the age of 45.

Imam al – Nawawi begins by mentioning a narration attributed to Prophet Muhammad (SAW) as one reason for the compilation of the “Forty Hadith”. The hadith states that anyone who memorizes forty hadiths from the hadiths of the Prophets Muhammad (SAW). Allah will resurrect him among the scholars. Imam al- Nawawi, however also clearly mentions that this hadith is weak.

RESULT AND ANALYSIS

The analysis has been done for the five mobile applications about Hadith 40 Imam Nawawi. The comparison has been made in terms of five elements in multimedia which is graphic, audio, video, animation and text. The result also provides the platform that can be used for every application.

TABLE (1). The Comparison of Five Existing Mobile Apps Hadith.

No	Mobile Apps	Graphic	Audio	Video	Animation	Text	Platform
1	Terjemah Hadits Arbain Nawawi	No	No	No	No	Yes	Android
2	Hadiths Arba'in I	No	No	No	No	Yes	Android
3	Hadiths Arba'in II	No	No	No	No	Yes	Android
4	40 Hadith Nawawi	No	Yes	No	No	Yes	Ios
5	iHadith 40 Hadith of Messenger S.A.W	No	No	No	No	Yes	Ios8

From the Table 1, it shows the comparison between existing mobile apps about Hadith 40 Imam Nawawi. The result shows that all the applications have used text as their explanation either in Arabic or English/Malay language. There is only one application used audio for the explanation and reading hadith that is 40 Hadith Nawawi apps. From all the five application stated, there are no graphic, video and animation elements used in each application. The designs of interface are plain and simple with no several of color used. It will be much better to understand with animation elements to visualize the hadith meaning.

For the application and market potential, there are a few things that researcher should emphasize which is the good application must be add-on animation or music (sound). Second point, each hadith have their illustrate graphic. Third, used a bright color for the interface and last, the Arabic word should have their line as a guide on how to read the hadith.

CONCLUSION

As the conclusion, there are many mobile application of hadith at the current market. An analysis has been shown, most of an existing mobile app in market lack of multimedia elements used. The more elements used will make it more interesting and easy to understand of the hadith. For the next phase, the design and implementation will be doing to develop these mobile applications as per suggestion.

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