

Ez-Warsh Mobile App Design for Teaching and Learning the Science of Qiraat

*Hayati Hussin, Senior Lecturer, Faculty of Quran and Sunnah Studies, Universiti Sains Islam Malaysia.
hayati.hussin@usim.edu.my*

Abdul Rahim Ahmad, Senior Lecturer, Institute of Malaysian and International Studies, Universiti Kebangsaan Malaysia.

Muhammad Hafiz Saleh, Lecturer, Faculty of Quran and Sunnah Studies, Universiti Sains Islam Malaysia.

Zainora Daud, Senior Lecturer, Faculty of Quran and Sunnah Studies, Universiti Sains Islam Malaysia.

Khairul Anuar Mohammad, Associate Professor, Faculty of Quran and Sunnah Studies, Universiti Sains Islam Malaysia.

ABSTRACT

The science of Qiraat is one of the historical glories in the Islamic history to be proud of, and it is still learned until today. It's learning and teaching process remains conventionally. Besides that, this knowledge is spread out for certain groups of students especially those who are from the field of *tahfiz* al-Quran. Consequently, it has led towards an ignorance phenomenon of this knowledge among the community. The various styles of *qiraat* recitation could also lead to confusion and divergence among the society. Thus, this study aims to introduce a mobile application which has been developed by integrating the elements of *naqli* and *aqli* knowledge as an effort to introduce the recitation of *riwayat Warsh* to the Muslim society. The methodology used is qualitative and applied content analysis method and the mobile app design. As a result, a mobile app for teaching and learning the science of Qiraat on *riwayat Warsh* named EZ-WARSH has successfully developed in Malay language. Though, it still needs some more time to ensure that it could work effectively. This study could contribute towards the new learning method known as M-Learning among students in the public and private institutions as well as the Muslim society.

Keywords: *Android Application, Qiraat, M-Learning, Warsh.*

Introduction

The Information and Communication Technology (ICT) in the teaching and learning process is so significant in today's era. This technology has been globally dominant as almost everything can be reached at the fingertips. Almost every second, people use the technology. Any country that neglected the implementation of technology is considered as an underdeveloped country. To sum it up, the ICT advancement has made life more manageable along with its benefits for the individuals, communities and countries. Corresponding with the growth of information technology and the use of Android, various software and application have been developed to ease and to speed up the teaching and learning process so that it would be more attractive than the traditional methods (Andris, 2014). Several mobile app designs on the aspects of the Quran are being studied and developed for the benefit of Muslims society. Among the mobile app design through the Android operating systems are; Quran Android, Quran MP3 Android, Quran MP4 and others in various languages.

The Holy Quran is the greatest miracle bestowed upon the Prophet Muhammad and his people. Uniquely, the revealed Quran upon us has various styles of recitation, each with its unique method of pronunciation. Certain restrictive conditions for accepting or rejecting any form of recitation has been drafted known as the science of *Qiraat* (Ibn al-Jazariy, 2000). It seems that the Android application on various styles of recitation models has not been developed yet. All of the mentioned software and application earlier are only referring to the Quranic recitation and also about the writing format of *Rasm Uthmani*. *Rasm Uthmani* is the styles of writing the Holy Quran, and it holds various forms of recitation as it is one of the validity conditions to be met in the various recitations (Ibn al-Jazariy, 2000).

The Android application has a large community in developing and writing the design of mobile apps. Currently, there are more than 2.8 million Android applications available as it is a popular tool for mobile users (Statista, 2018). It is a golden opportunity to enhance traditional knowledge, such as the science of *Qiraat* so it could remain fresh and attractive to learned. It should be kept in mind that the creation of something will certainly have its strength and flaw, so does with the Android operating system. The results are in the hand of the user because it is easy to gain access to the advanced technology without any border. The user will decide to choose any mobile apps that have been designed in the system. Despite the rhetoric, researchers and academicians should come up with an alternative. It is a non-stop effort that needs to be carried out all the time. They need to manoeuvre in collective surroundings with innovations and the latest discovery for universal goodness (Muhammad, A., & Qayyum, 2012). It is the method implemented by the Prophet PBUH in educating his Companions.

Problem Statement

The science of *Qiraat* is among the historical glory of the Islamic scholars which has been proud of and learned until today. The Malaysia government is concerned to empower the welfare of the *tahfiz* al-Quran education in this country. However, the teaching and learning process to spread out the science of *Qiraat* to the students remain the conventional way and unattractive. Consequently, it has led towards an ignorance phenomenon out of the community. The strange pronunciation learned in the science of *Qiraat* could also lead to confusion and divergence. For example, the word '*alayhim*' in *Surah al-Fatihah* could also be recited as '*alayhimu*' according to *Qiraat* by *riwayat Qalun* and *Imam Ibn Kathir*. It also could be recited with '*alayhum*' according to *Qiraat* by *Imam Hamzah* and *Imam Ya'qub* (Jamal al-Din, 2014). In the end, the simple issues for the science of *Qiraat* scholars are felt difficult and confusing for other Muslims, even though they live in the era where the information and communication technology is at their fingertips.

In today's advanced and modern era, we could not possibly outrun the technological sophistication. The evolution of the education from the traditional method to the problem based learning is still being discussed until today. In Malaysia, Mobile Learning or known as M-Learning is still new among the teachers and students (Aisyah, 2011). Teaching and learning the science of *Qiraat* through M-Learning is crucial due to its flexibility place and time to learn. The teaching and learning activities by M-Learning should be a positively and its benefit could make the teachers and the students organise and design their timetable.

Research Objectives

The objectives of this study are to introduce the *Ez-Warsh* Mobile App Design, to explain the benefits of *Ez-Warsh* Mobile App Design in assisting the process of teaching and learning the science of *Qiraat* and to describe the outcomes of the *Ez-Warsh* Mobile App Design towards the teaching and learning the science of *Qiraat*.

Research Methodology

This is a qualitative study and applies the content analysis method and prototype development. The explanation and the division of the methodology used in this study are as follows:

Phase 1: Content Analysis

This phase will analyse the content related to the main focus in this research. This study empirically reviewed the information and the data obtained before analysing so that all of it can be used and verified. The collected data is intended to develop a prototype using the android application based related to the

styles of recitation (*qiraat*) in the Quran. After the prototype has successfully developed, it has undergone the evaluation test to ensure its validity and reliability.

Phase 2: Data Collection Method

This phase involves the data collection process, and it is the most widely used by the researcher to obtain the information related to this study. The technique of this methodology is through the document analysis method. It is divided into two sources which are the primary and the secondary sources.

a) Primary Source: The primary sources used are as follows: Al-Quran, *Mushaf Dar al-Sahabah fi al-Qira'at al-Asyr al-Mutawatirah Min Tariq al-Syatibiyyah wa al-Durrah* by Jamal al-Din Muhammad Sharaf, *Mu'jam al-Qira'at. Al-Khatib* by Abd al-Latif, *Ithaf Fadhla' al-Bashr fi al-Qira'at al-Arba'at al-Ashr* by Al-Banna. Ahmad bin Muhammad, *Tayyibat al-Nashr fi al-Qira'at Al-Ashr* by Ibn al-Jazariy, Abu Khayr Shams al-Din Muhammad Ibn Muhammad Ibn Muhammad Ibn Ali Ibn Yusuf, *Hirz al-Amaniy Wawajhu al-Tahaniy fi al-Qira'at al-Sab'* by Al-Shatibiyy, al-Qasim Firuh, *Sharh Tayyibat al-Nashr fi al-Qira'at Al-Ashr by Ibn al-Jazariy* by Abu Khayr Shams al-Din Muhammad Ibn Muhammad Ibn Muhammad Ibn Ali Ibn Yusuf, *Tahbir al-Taysir fi al-Qira'at al-Ashr* by Ibn al-Jazariy, Abu Khayr Shams al-Din Muhammad Ibn Muhammad Ibn Muhammad Ibn Ali Ibn Yusuf, *Ma'rifat Al-Qurra'al-Kibar Ala al-Tabaqat wa al-A'sar* by Al-Dhahabiy, Uthman.

b) Secondary Sources: The secondary sources used are like Doctorate Theses and the theses or the dissertation for Master Degree, research journals, dictionaries, proceedings and conference papers, newspapers, magazines, and certified online websites.

Phase 3: The Development of 'EZ-WARSH'

In this phase, the researchers develop the Ez-Warsh Mobile App Design using the Android platform based on the authoritative *Qiraat* books and other secondary sources. It will undergo several other phases which are:

Phase 4: Analysis Phase

After obtaining all of the data needed, the researchers continued the study by performing an analysis on it, in order to acquire the outcome. The obtained data, either it is the primary or the secondary sources will be filtered using these methods:

(a) Inductive Method: This method which also known as inductive-generative is implemented by the researcher to obtain the data continuously so that the studied problems could be clarified and adopted by the researchers later on in order to find the connection between the facts and the accumulated evidence for developing the Ez-Warsh Mobile App Design.

(b) Deductive Method: Deductive method is defined as a thinking pattern for seeking the proof based on the general evidence or arguments towards specific issues. In this context, it is a process to conclude and formulate based on the available information or facts from a general circumstance into a specific one. This method is also widely used by researchers to analyze the data used in the Ez-Warsh Mobile App Design.

Phase 5: Design Phase

After several questions are resolved in the analysis phase, only then it can be continued to another phase which is the design phase. This phase implemented the Interpretive Structural Modeling (ISM) introduced by Warfield (1973). The objective of this phase is to design and set the aims of the prototype development, the *Qiraat* exposure strategy used, the chosen approach as well as the appropriate form of presentation to develop this application.

Phase 6: Ez-Warsh Mobile App Design Prototype Development

In the final phase, the prototype development will take its place. There are several software used to develop this prototype such as, Photoshop, MySQL Server, Flash and others as the secondary software as well as the Macromedia Dreamweaver as its fundamental software. During the development process, the other elements such as the teaching and learning notes have been used as the medium among other elements of the VAR so that all necessary information is delivered to the prototype users thoroughly. Regarding the entire presentation interface, the green background colour will be applied in order to create

a harmonious and calm atmosphere along with the contrast forefront colour like blue. The simple use of a neat layout will be applied on every page on the apps for the uniformity purposes.

Research Outcome

Ez-Warsh Mobile App Design is a software developed in order to carry on the sustainability of conventional learning method. The Quran revealed upon us must be learned with a guidance of qualified teachers by the *talaqqi musyafahah* method. Nevertheless, it does not reject self-directed learning. One of the self-directed learning is through the Mobile learning (M-Learning). M-Learning is more to self-directed learning tool by using the mobile devices such as mobile phones and tablets. Therefore, the self-directed learning through appropriate technological implementation in the teaching and learning process is necessity nowadays. Furthermore, the current teaching and learning process is no longer focusing in the classroom; on the contrary, it could take place anywhere at any time. The education system has undergone another evolution in the educational technology when the M-Learning has been introduced to assist the teaching and learning process.

Ez-Warsh Mobile App Design is a *Qiraat* software specially designed to learn and teach *riwayat Warsh* based on the VAR (visual, auditory, reading) learning style. It is emphasis various use of senses based on the VAR learning style. This application could help students in comprehending the styles of recitation in *riwayat Warsh* after undergo the conventional learning method where it could be revised independently by using this application. This application serves as a qiraat teaching tool which is developed based on the VAR learning style. Ez-Warsh Mobile App Design starts with the introductory display. Inside the introduction, there are three buttons named as “definition, *Warsh* and specification”. When the users press on the definition button, it will appear the information about the definition of *Qiraat* knowledge, its terms and concept. While, the *Warsh* button gives brief explanantion abut the biography of *riwayat Warsh*. There is also specification button which explains the development of the Ez-Warsh Mobile App Design. After the display of the introduction, the display of *manhaj* (method) will appear. By pressing this button, users can browse all of *riwayat Warsh* styles of recitation beginning from the *al-Basmalah* chapter until the *al-Ithbat al-Ya* chapter.

When users press on the *al-Basmalah* chapter, they can learn the technique on how to recite the *basmalah* according to *riwayat Warsh* by listening to it. After completing the *manhaj* button, the user could then press the video button. There are three chosen Surah on this display. Those surah are surah al-Fatihah, al-Dhuha and al-Shams. The users are also able to listen and watch the recitation of *riwayat Warsh* directly. The display has particular signs on the verses to show the differences and the recitation *manhaj* for *riwayat Warsh*.

Conclusion

Ez-Warsh Mobile App Design is an innovation product produced to assist the teaching and learning the science of *Qiraat*. The combination between the conventional method and the multimedia elements by integrating the visual, auditory and reading (VAR) could attract students to use M-Learning. Through the teaching and learning by using the video, audio and reading, students will be more concentrated, active, constructive, enthusiastic and capable to spread the spirit of cooperation in a creative and critical thinking surrounding. Such developments are essential in order to bring forth the competitive and ambitious graduate. Ez-Warsh Mobile App Design could ease the delivery method of *Qiraat* knowledge as it possesses its benefits.

Acknowledgements

This paper is fully supported by the Fundamental Research Grant Scheme of the Ministry of Higher Education and the Islamic Science University of Malaysia under the research proposal entitled: The online Teaching and Learning Model of Ten Type of Qiraat in the Malay Language. (Ref: FRGS/1/2017/SSI03/USIM/02/15).

REFERENCES

1. Ibn al-Jazariy, Abu Khayr Shams al-Din Muhammad Ibn Muhammad Ibn Muhammad Ibn Ali Ibn Yusuf. 2000. *Sharh Tayyibat al-Nashr fi al-Qiraat Al-Ashr*. Beirut. 3rd ed., Dar al-Kutub al-Ilmiyyah. P.11-12.
2. Sahata Sitanggang, Andris. 2014. *Penerapan Teknologi Smartphone Menggunakan Android Yang Berbasiskan Mobile Computing*. Jamika - Jurnal Manajemen Informatika Unikom, Vol.1 (4). ISSN 2088-4125. P. 61-62.
3. Ibn al-Jazariy. Abu Khayr Shams al-Din Muhammad Ibn Muhammad Ibn Muhammad Ibn Ali Ibn Yusuf. 2000.. *Tahbir al-Taysir fi al-Qira'at al-Ashr*. 1st ed. Beirut, Dar al-Furqan. P. 63.
4. Statista<https://www.bing.com/search?q=Number+of+apps+on+android&go=Gelintar&q=ds&ffor=QBRE>). 2018.
5. Muhammad, A., & Qayyum, Z.ul. E-Hafiz: 2012. *Intelligent System to Help Muslims in Recitation and Memorization of Quran*. Life Science, Retrieved from http://www.lifesciencesite.com/ljs/life0901/080_8204life0901_534_541.pdf.
6. Al-Maqrizi Taqiyyuddin Ahmad Ali. 1988. *Shudhur al-Uqud Fi Zikr al-Nuqud*. Dar al-Marikh li Al-Nashr. London: P.162.
7. Jamal al-Din Muhammad Sharaf. . 2004. *Mushaf Dar al-Sahabah fi al-Qiraat al-Asyr al-Mutawatirah Min Tariq al-Syatibiyah wa al-Durrah*. 1st ed., Qaherah, Dar al-Sahabah t.tp.. P.3.
8. Aisyah Hashim. 2011 .<http://aisyahashimteknovasi.blogspot.my/2011/03/isu-dalam-teknologi-kelebihan.html>.

VIII. Appendix

Table 1: EZ-Warsh software



Table 2: The *manhaj* display with the audio



Table 3: Chosen surah the *manhaj* display with the video

