

**THE DEVELOPMENT OF DIGITAL COMIC FOR TEACHING AND
LEARNING OF FORM FIVE AL-QURAN AND SUNNAH EDUCATION
SUBJECT**

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UNIVERSITI SAINS ISLAM MALAYSIA

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Thesis submitted in partial fulfillment for the degree of
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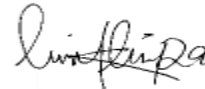
AUTHOR DECLARATION

I declare that the work in this dissertation was carried out in accordance with the regulations of Universiti Sains Islam Malaysia. It is original and is the results of my own work, unless otherwise indicated or acknowledged as referenced work. This dissertation has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

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ABSTRAK

Kesukaran pelajar untuk memahami dan menghafal subjek Pendidikan Al-Quran dan Al-Sunnah (PQS) terutama mengenai topik yang berkaitan Pengajian Hadis dalam bentuk buku teks bercetak telah mempengaruhi motivasi pelajar untuk mempelajari subjek berkenaan. Penampilan rupa buku teks yang kurang menarik menjadi punca pelajar kurang berminat untuk belajar. Komik digital dapat meningkatkan minat pelajar untuk belajar kerana kandungannya yang lebih interaktif, fleksibel dan mudah dibaca berbanding buku teks bercetak. Dengan perkembangan pendigitalan semasa dan pandemik Covid-19, buku teks berasaskan komik digital dapat menjadi alternatif mudah kepada guru terutamanya bagi aktiviti pembelajaran atas talian. Aktiviti pembelajaran atas talian menggunakan buku teks bercetak mungkin kurang menarik minat pelajar untuk meneliti bahan yang disediakan. Oleh itu, kajian ini membangunkan komik digital subjek PQS sebagai penyelesaian bagi memudahkan dan memberi motivasi untuk pelajar mempelajari subjek ini terutama dalam aktiviti pembelajaran atas talian. Penyelidikan ini memberi fokus kepada pembangunan komik digital bagi subjek PQS dengan pengkhususan topik Pengajian Hadis sebagai medium pembelajaran untuk pelajar Tingkatan 5 Ibnu Rusyd SMA Al-Ihsan, Kuantan Pahang. Kajian ini menggunakan kerangka teori dengan kombinasi prinsip komik, pembelajaran multimedia kognitif, model A.D.D.I.E dan kanvas infiniti bagi membangunkan komik digital. Komik digital subjek PQS ini telah mendapat pengesahan pakar media, guru dan pelajar. Pengesahan penerimaan pelajar terhadap komik digital bagi subjek PQS ini adalah berdasarkan soal selidik dan dinilai dengan menggunakan Skala 5-Likert. Data yang diperolehi kemudian dianalisis dengan menggunakan SPSS untuk mencari skor min bagi menentukan kesahan media komik digital. Penemuan menunjukkan bahawa skor min adalah 3.27 oleh pakar media, skor min dengan pengesahan guru adalah 4.93, dan skor min oleh pelajar Tingkatan 5 Ibnu Rusyd adalah 4.39. Penemuan positif ini menunjukkan bahawa komik digital yang secara khusus memfokuskan topik Pengajian Hadis telah diterima dan sesuai untuk memudahkan sesi pembelajaran PQS sama ada semasa kelas fizikal dan juga kelas atas talian. Penyelidikan pada masa hadapan boleh meneroka keberkesanan penggunaan komik digital PQS

terhadap motivasi pelajar khususnya bagi topik Pengajian Hadis berbanding penggunaan medium pengajaran lain seperti buku teks dan video.



ABSTRACT

The student's difficulties in understanding and memorizing the Al-Quran and Sunnah Education (PQS) subject especially on the topic related to *Pengajian Hadith* in the form of printed textbook has affect students' motivation to learn this subject. The appearance of the textbook that is less attractive makes students less interested in learning. Digital comics able to increase student interest in learning as the contents are more interactive, flexible and easier to read than printed textbook. With the current development of digitization and the Covid-19 pandemic, digital comic-based textbook can be a suitable alternative for teachers facilitate the online learning activities. Online learning activities using printed textbooks might make students paying less attention to the material provided. Therefore, this study developed the digital comic of PQS subject as a solution to facilitate and motivate students in learning of this subject especially for online learning activities. This research focused on the development of the digital comic of PQS subject as learning media for Form 5 Ibnu Rusyd students of SMA Al-Ihsan, Kuantan Pahang, on the topic of *Pengajian Hadith*. This study used a theoretical framework by combination of the comics principle, cognitive multimedia learning, A.D.D.I.E model and infinite canvas to develop digital comic. This digital comic of PQS subject have been validated by the media expert, teacher and students. The students' validation of digital comic of this PQS subject was based on the questionnaire and assessed by 5-Likert Scale was used. The data obtained were then analyzed by using SPSS to find the mean score to determine the validity of the digital comic media. Findings revealed that, the mean score was 3.27 by media experts, the mean score by teacher validation was 4.93, and the mean score by the Form 5 Ibnu Rusyd students was 4.39. These positive findings indicated that this digital comic specifically focusing on the topic of *Pengajian Hadith* have been validated and suitable to be used in facilitating the teaching and learning of PQS subject in the physical classroom and online classes. Future research can explore on the effectiveness of utilizing the PQS digital comics in students' motivation in learning the PQS subjects as compared to other instructional medias such as printed textbooks and videos.

الملخص

إن الصعوبات التي يواجهها الطالب في فهم وحفظ المادة تعليم القرآن والسنة (PQS) خاصة فيما يتعلق بالموضوع المتعلق بدراسات الحديث في شكل كتاب مدرسي مطبوع قد أثرت على دافع الطلاب لتعلم هذا المادة. إن ظهور الكتاب المدرسي الأقل جاذبية يجعل الطلاب أقل اهتمامًا بالتعلم. الرسوم الهزلية الرقمية قادرة على زيادة اهتمام الطلاب بالتعلم حيث أن المحتويات أكثر تفاعلية ومرونة وأسهل في القراءة من الكتب المدرسية المطبوعة. مع التطور الحالي للرقمنة ووباء Covid-19، يمكن أن يكون الكتاب المدرسي الرقمي الهزلي بديلاً مناسباً للمعلمين لتسهيل أنشطة التعلم عبر الإنترنت. قد تؤدي أنشطة التعلم عبر الإنترنت التي تستخدم الكتب المدرسية المطبوعة إلى جعل الطلاب يولون اهتمامًا أقل للمواد المقدمة. لذلك، طورت هذه الدراسة الكومبيديا الرقمية لموضوع PQS كحل لتسهيل وتحفيز الطلاب في تعلم هذا المادة خاصة لأنشطة التعلم عبر الإنترنت. ركز هذا البحث على تطوير الكومبيديا الرقمية لموضوع PQS كوسائط تعليمية لطلاب من الفصل 5 ابن الرشد من المدرسة الثانوية الدينية الاحسان كوانتن بهنج، حول موضوع حديث. استخدمت هذه الدراسة إطارًا نظريًا من خلال الجمع بين مبدأ الرسوم الهزلية والتعلم المعرفي للوسائط المتعددة ونموذج A.D.D.I.E والقماش اللانهائي لتطوير الرسوم الهزلية الرقمية. تم التحقق من صحة هذا الكومبيدي الرقمي للمادة PQS من قبل خبير وسائل الإعلام والمدرس والطلاب. استند التحقق من صحة الطلاب للرسوم الهزلية الرقمية للمادة PQS هذا إلى الاستبيان وتم تقييمه بواسطة مقياس 5-Likert الذي تم استخدامه. ثم تم تحليل البيانات التي تم الحصول عليها باستخدام برنامج SPSS لإيجاد متوسط الدرجات لتحديد صلاحية الوسائط المصورة الرقمية. أظهرت النتائج أن متوسط الدرجات كان 3.27 من قبل خبراء الإعلام، ومتوسط الدرجة من خلال التحقق من صحة المعلم كان 4.93، ومتوسط النتيجة لطلاب نموذج 5 ابن الرشد كان 4.39. أشارت هذه النتائج الإيجابية إلى أن هذا الكتاب الهزلي الرقمي الذي يركز بشكل خاص على دراسات الحديث قد تم التحقق من صحته ومناسب لاستخدامه في تسهيل تدريس وتعلم مادة PQS في الفصول الدراسية المادية والصفوف عبر الإنترنت. يمكن أن يستكشف البحث المستقبلي فعالية استخدام الرسوم الهزلية الرقمية PQS في تحفيز الطلاب على تعلم موضوعات PQS مقارنة بالوسائط التعليمية الأخرى مثل الكتب المدرسية ومقاطع الفيديو المطبوعة.

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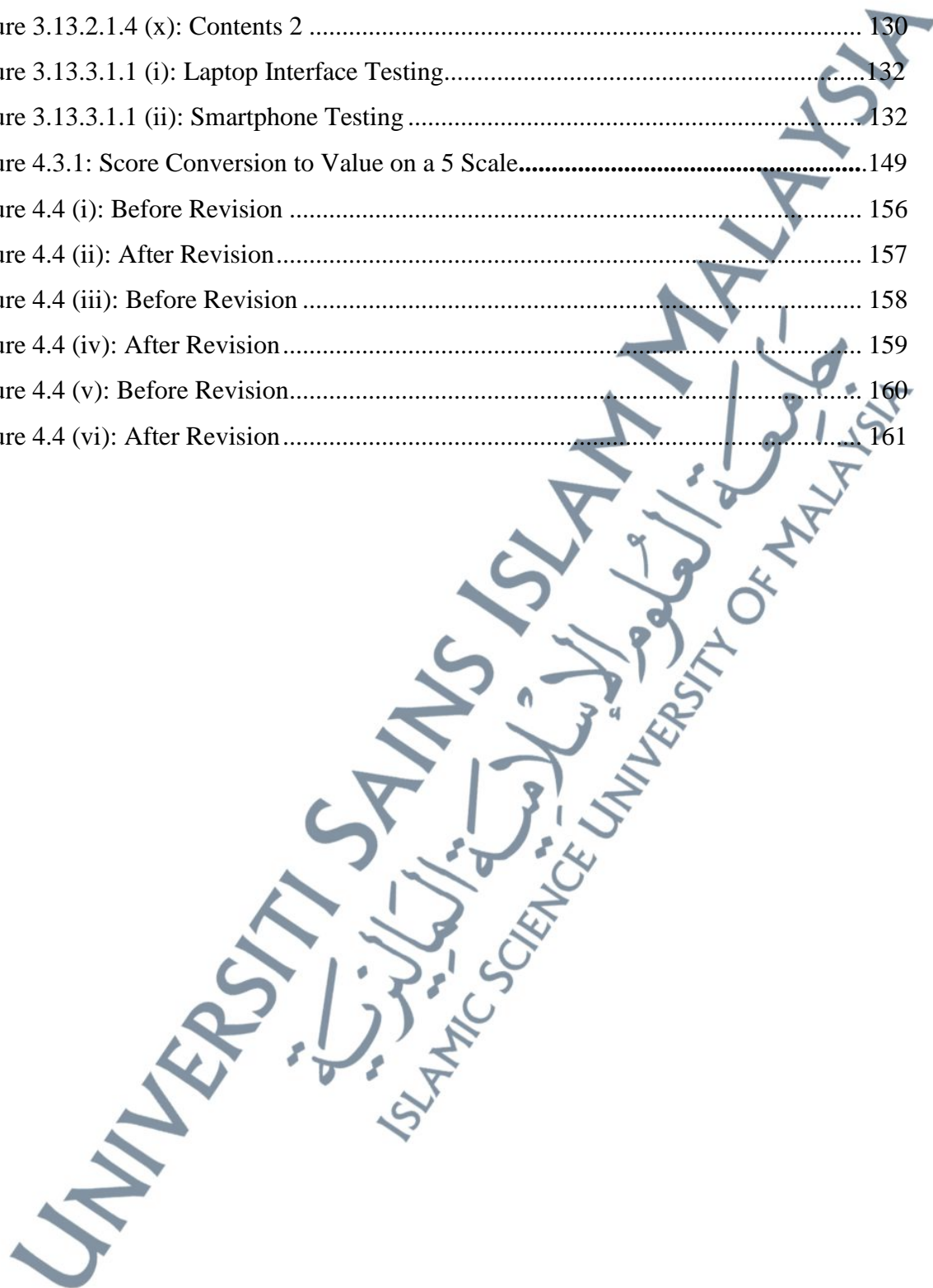
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