



MEGA INNOVATION CARNIVAL 2020 For Knowledge and Humanity

# **PROCEEDING BOOK**

6 - 8 MARCH 2020

CENTRE OF FOUNDATION STUDIES UNIVERSITI TEKNOLOGI MARA CAWANGAN SELANGOR KAMPUS DENGKIL



6-8 March 2020, UiTM Cawangan Selangor, Kampus Dengkil

## Tajwino Shortcut to Expert Tajweed Al-Quran

Akmal Hazim Mohamed Khirul Nizzuan, Nur Aida Syamimi Azhar, Aqilah Basir, Nur Hanis Ayuni Che Hashim, Siti Nor Azimah Sabaruddin\*

Centre of Foundation Studies, Universiti Teknologi MARA, Cawangan Selangor, Kampus Dengkil, 43800 Dengkil, Selangor, Malaysia

\*E-mail: sitiazimah@uitm.edu.my

### **ABSTRACT**

These days, most Muslims are not practical in the study of tajweed to have a proper recitation of al-Quran. This is because of less encouragement in the study of tajweed rules and uninteresting teachingaids to help this study. Hence, this is where the innovation of Tajwino based on the UNO card game will play its role in helping Muslims to have better approach in studying tajweed as it makes teaching and learning process much more fun. The first objective of this study is to enhance and memorise Tajweed rules easily. This product focuses on 'Nun Sakinah and Tanwin' rules which is the basics rule for everyone to know in order to recite al-Quran which are Ikhfa' Hakiki, Izhar Halqi, Idgham Maal Ghunnah, Idgham Bila Ghunnah and Iqlab. However, this product also can help in studying the rules of Mad Wajib Muttasil, Mad Jaiz Munfasil, Idgham Mislain Syafawi, Ikhfa Syafawi, Izhar Syafawi, Qalqalah Kubra, Qalqalah Sughra ,Mad Silah Tawilah,Mad Silah Qasirah, Mad Lin, Mad Iwadh dan Mad Aridh Lissukun. These are the other rules which can be played in Tajwino as it functions as a wild card. Tajwino will act as an interesting teaching aid that is suitable to be used for all people regardless of age. Therefore, the second objective of this product is to act as learning materials especially for teachers. Moving forward, parents can also use this product as way to attract children in studying tajweed rules. The process of learning while playing will supposedly be much easier and efficient if it was collaborated with a game that build up the mind.

Keywords: Tajweed rules; teaching aid; teaching and learning

### 1. INTRODUCTION

Nowadays, it is common for teenagers either children were exposed with the gadgets that is not good for their brain development. Therefore, the Tajwino 'Game Card' innovation has been designed specifically to draw their attention to learning and improving their skill of tajwid. This game card is inspired by UNO cards which is one of the most popular game cards among children and adolescent.

The main purposed of this game card produced is to help individuals, especially students to practice the law of tajwid. Besides that, this innovation also aims to create an effective and fun learning environment when combined with games. Past studies have proven that playing while learning can have a more effective effect. Apart from that, some research has mentioned that play is also important for healthy brain



6-8 March 2020, UiTM Cawangan Selangor, Kampus Dengkil

development. This research shows that plays help develop brain development by stimulating the formation of nerve cells. Through learning the Quran, the results of the theory or basics of tajweed learned can be strengthened and practiced by playing this Tajwino card. In addition, students can spare their free time with something more benefit and useful things.

Basically, this game card is played by the concept of tajwid rule where various tajweed rules are introduced in this game using the *hijaiyyah* letter. This games also give some exposure to the students about tajweed rule that becomes forgettable in this era due to the development of technology which can change their mind.

In Islam, tajweed al-Quran plays a very important role in the recitation of the Quran. Learning the law of tajweed is 'Fardhu Kifayah' where if no one has learned it among a group, then all of them are called sinners. If the reader does not know the laws of tajweed until exchange of letters and lines will bring the implications of change the meaning of the verses of al-Quran. If this happens, it will clearly cause sin and 'haram'.

### 2. INNOVATION DEVELOPMENT

Initially, this project was started on a small scale, which only produced prototypes where game cards were produced using coloured paper only. After realizing its usefulness that can give a quality impact and also the spirit to participate in the KSTI competition in 2019, this project continues by improving the game cards produced using thicker and quality paper. In terms of design and size of the card has also been improved to make it more suitable. This aims to add charm to this game card to better fit the style in the current era.



**Figure 1:** Prototype



6-8 March 2020, UiTM Cawangan Selangor, Kampus Dengkil



**Figure 2:** First version



Figure 3: Latest version

This card designed with two games of tajweed. The fact that this game comes with 2 games which is the player can play 2 games using all those cards, we call it 2 in 1. Student will not get bored while playing the games because they can choose between 2 games to play. Second game or side game called 'Tajwino Fast Speed' where in this game the player need to more focus because the game is quite challenging as it requires critical thinking ability in identify the rules of tajwid. It is not just fun to play but the students will get input while having fun but it can be a leaning kit about tajwid rule that can attract them and preserve the tajwid rule for the next generation.

## 3. COMMERCIAL POTENTIAL

We are inventing the game card that are using some of these materials (refer table 1). This product is design to all people especially the students that are currently studying Tajwid and al-Quran. This are beneficial for them to memorise the reading skill of al-Quran, tajweed and improve their reading of al-Quran by using this game card.

This tajwino card will be introduced and marketed at the primary and secondary school at affordable prices. The price for this set of game cards is RM18. This game card can be used as one of the teaching aids in the teaching and learning of the Quran.



6-8 March 2020, UiTM Cawangan Selangor, Kampus Dengkil

Materials	Quantity	Price per unit
Card + Design	1	RM15
Box	1	RM3
	Total	RM 18

### 4. CONCLUSION

In conclusion, our product offers an alternative way to all people out there especially muslim to expert tajweed al-Quran. Thus, since we added on the card how to pronounce all of hijaiyyah letters, people starting from early age of 4 can use our product as a beginning before studying tajweed al-Quran. At affordable price, people can have their own Tajwino which consist of game cards and also a book that inform them the rules of the games and the list of Tajweed. Studying the Al-Quran tremendously important for Muslim especially for the day of resurrection. From Uthman Bin Affan RA, Prophet Muhamad SAW said, 'The best among us are the one who study the Al-Quran and teach it. That was the core objective why we worked hand in hand to innovate and produce this product.

The recommendation and improvement that we are planning to do in future is to generate QR Code and improvise our product because as we can see nowadays, human life continue to improve comparable with modernization and development of technologies that are growing rapidly. So, it is suitable if this product continues to be introduced in the form of QR Code. Therefore, people can just install from play store and scan the QR Code to start playing the game. We believe that with this product's recommendation and improvement, our product can help people to improve and expert in tajweed al-Quran and reach through international markets and compete fairly with other innovation ideas and products.

### **ACKNOWLEDGEMENT**

First and foremost, praises and thanks to Allah, the almighty for His showers of blessings throughout our project to complete the manuscript, successfully. We would like to express our deep and sincere gratitude to Ustazah Siti Nor Azimah Binti Sabaruddin, lecturer from Centre Foundation Studies UiTM Dengkil for providing invaluable guidance throughout this research. Her vision and motivation have deeply inspired us. Nevertheless, this project also had received a gold award in the Creations de UiTM Mega Innovation Carnival 2020. Our team also got the first place for the 'Karnival Sains dan Teknologi Islam' competition. We are very thankful to our teachers in previous school because we get an opportunity by joining competition and gain some experiences from the events.

### REFERENCES

- [1] Abd Allah al-Jawhari al-Syed (1995), Ghayah al-Murid Fil al-Ilm al-Tajwid.
- [2] Aliza Ali, Zahara Aziz & Rahaty Majzud. (2011). Teaching and Learning Reading Through Play. World Applied Sciences Journal 14 (Learning Innovation and Intervention for Diverse Learners) (pp. 15-20).
- [3] YADIM (1986). Terjemahan Sahih Al-Bukhari, Yayasan Dakwah Islamiah Malaysia, K.L.



6-8 March 2020, UiTM Cawangan Selangor, Kampus Dengkil

- [4] Zakiah Mohamad Ashari, Azlina Mohd. Kosnin, Yeo Kee Jiar. (2013). Keberkesanan Modul Belajar Melalui Bermain Terhadap Kefahaman Pengalaman Pranombor Kanak-kanak Prasekolah. 2 nd International Seminar on Quality and Affordable Education (ISQAE).
- [5] Zainora binti Daud1, Shaharuddin Saad2, Ahmad Shahir Masdan. (2017). Private Tahfiz School In Selangor: A Pilot Study On The Mastery Of Ilmu Tajwid. 10<sup>th</sup> edition. Jurnal Pengajian Islam. (pp. 141-151).
- [6] https://muftiwp.gov.my/.





CENTRE OF FOUNDATION STUDIES UNIVERSITITEKNOLOGIMARA CAWANGAN SELANGOR KAMPUS DENGKIL

