

## AN EVALUATION OF E-LEARNING IN ARABIC LANGUAGE LEARNING

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*Abstract:* The purpose of this research is to evaluate the effectiveness of e-learning in Arabic language learning. Since the Arabic language is considered as one of the major language throughout the world, it is crucial to find an alternative way to support and help people in Arabic language learning. The electronic learning which is known as e-learning is considered as one of the most effective and interesting method of learning in this information age. In this research, the integration of Internet technology, multimedia technology and game has been implemented as one of the e-learning approach. A simple web based Arabic game is developed to evaluate the effectiveness of the e-learning in Arabic language learning. A group of students have been selected and participated in the evaluation. The research has shown that the e-learning approach is suitable and very helpful in Arabic language learning. The e-learning also can be considered as one of the alternative way in Arabic language learning.

**Keywords:** Arabic e-learning, Internet game, Arabic game

### INTRODUCTION

Arabic language is very important for the Muslim world as English language for the Western. Every Muslim must refer the Qur'an for any action in their life. The Qur'an is the first book in the Arabic language. Therefore the grammar and vocabulary of the Arabic language must be learned and comprehended in order to ensure the accuracy of reading and understanding the Qur'an [2]. Most of the people agreed that learning Arabic Language is not an easy task. Everyone struggles and tries various methods to understand Arabic language especially someone who lives outside the Arab regions.

Today's Internet is a marvel of miniaturization. It has been used broadly by the societies or individuals, which can be considered as one of the most essential and influential technology nowadays. Internet has been used and applied in various fields including education [1]. Modern education in 21st century now can be implemented with several methods. One of the methods in the modern education is an electronic learning (e-learning), where Internet users can use available services or facilities through Internet. The integration of Internet technology (Website), multimedia and game can be considered as one of the best approach in the e-learning [3].

#### *The Significant of Arabic Language*

Arabic language is one of the world's largest language, as well as an important language to religion and literature. Arabic language is also considered as one of the oldest languages in the history. As Muslims we have a direct connection to the Arabic language. It is the language of the Qur'an; a fact referred to the Qur'an itself in the following passages:

'We have sent it down as an Arabic Qur'an in order that ye may learn wisdom' (12:2)

According to [2], we must have sufficient knowledge of the Arabic language to understand the texts of the Qur'an and the Sunnah and to derive and extract proofs from them. People are frequently scared away from learning Arabic because the script looks so different. Arabic language has an alphabet made up of twenty-eight letters that are connected to each other in cursive writing.

Hence, to ensure an accurate reading and understanding of the Qur'an, tafsir (interpretation of the Qur'an), books on Islamic Shahriah, Hadith, Sirah, etc, Arabic grammar and vocabulary must first be learned. It is not easy to learn Arabic language. One needs various methods to understand Arabic

The development of this system involves five main stages as below:

- Collection of data
- System and Interface Design
- System Development
- System Testing
- User Testing

*Collection of data*

The collection of data mainly involves two main activities. The first activity is the collection of pictures and then scanned into computer images. After that, the pictures are edited by using Adobe software and then animated by using Flash software. Arabic sounds are recorded by using microphone and SoundForge XP software.

*System and Interface Design*

This Arabic Game consists of 5 main components, which are the animation picture, sound, keyboard, and hangman picture.

*System Development*

This Arabic Game is developed by the use of JavaScript programming language.

*System Testing*

For the purpose of the study, the software is run on Apache Web Server. Testing is really crucial to ensure that the game is free from error.

*User Testing*

Questionnaire is a set of questions used in obtaining the information based on the objectives of the research. The researcher had distributed thirty questionnaires to selected respondents from various backgrounds. The respondents consist of people who have some experiences with Arabic language and some who have no experience at all. The questions in the questionnaire consist of five questions. There are three questions in section A and two questions in section B. The questions are emphasized on the respondents' experience with Arabic language, learning method, their opinion with Arabic language and Arabic game. Data in the questionnaires were analyzed by using simple statistical test such as percentage and frequencies. In order to show the statistic, table and chart are used. For this purpose, the researcher has used *Statistical Package for Social Science or SPSS*.

**RESULTS AND DISCUSSION**

*Experience with Arabic Language*

Table 1 shows the experience of the respondents in Arabic language. From the table, it is obvious that there are 23 of the respondents claimed that they have some experience in Arabic language. This number represents 76.7% of the respondents whereas seven of them haven't had any experience, and this number represent 23.3% of the respondents.

Table 1: Experience with Arabic Language

	Frequency	Percent	Valid Percent
Yes	23	76.7	76.7
No	7	23.3	23.3
Total	30	100.0	100.0

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## RESULTS AND DISCUSSION

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*Opinions about Arabic Language*

Table 2 shows the opinions given by the respondents about Arabic language. Nine of the respondents said that Arabic language is easy to learn and easy to understand and represent 39.1% of the respondents. Meanwhile 60.9% of the respondents or 14 of them think that an Arabic language is hard to learn and hard to understand [9].

Table 2: Opinions about Arabic

	Frequency	Percent	Valid Percent
Easy to learn and easy to understand	9	39.1	39.1
Hard to learn and hard to understand	14	60.9	60.9
Total	23	100.0	100.0

*Opinions about Arabic Game*

Table 3 shows the opinions given by the respondents about Arabic Game. 28 of the respondents said that Arabic Game is easy, fun and effective and this represent 93.3% of the respondents [5]. Whereas 6.7% of the respondents or 2 of them concluded that the Arabic Game is hard, bad and not effective

Table 3: Opinions about Arabic Game

	Frequency	Percent	Valid Percent
Easy, fun and effective	28	93.3	93.3
Hard, bad and not effective	2	6.7	6.7
Total	30	100.0	100.0

*Opinions about Arabic Game in Arabic learning process*

Table 4.0 shows the opinions given by the respondents about the Arabic Game in Arabic language learning process. 28 of the respondents said that Arabic Game can help in Arabic Language learning and this number represents 93.3% of the respondents. On the other hand, 6.7% of the respondents or 2 of them think that the Arabic Game cannot help them in Arabic learning process. Based on analysis result, the e-learning approach should be considered as an alternative way to support and help people in Arabic language learning [3].

Table 4: Arabic Game helps in Arabic Learning Process

	Frequency	Percent	Valid Percent
Yes	28	93.3	93.3
No	2	6.7	6.7
Total	30	100.0	100.0

## CONCLUSION

Basically, the main objective of the study, which is to evaluate the e-learning in Arabic language learning, has been successful. Thus, it has been shown and proven that the e-learning can be applied in education particularly in Arabic language learning. Based on the finding and analysis, this study can suggest that the e-learning is becoming increasingly important in the Arabic education. The integration Internet, multimedia and games can be considered as one of the approach in implementing the e-learning. Hopefully, this project can help Muslim to learn Arabic language, which then can unite the Muslim community globally.

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