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APLIKASI “ASIKNYA BELAJAR RUKUN IMAN DAN RUKUN ISLAM”  
SEBAGAI MEDIA PEMBELAJARAN AGAMA ISLAM DI SD N  
WATESALIT 01 BERBASIS ANDROID

dibawah bimbingan Mosses Aidjili, S. Kom., M. Kom., dan Victorianus Aries  
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### ABSTRAK

*Dalam pembelajaran Pendidikan Agama Islam dan Budi Pekerti di SD N Watesalit 01 kurang diminati oleh peserta didik karena banyak materi yang dijelaskan hanya lewat tulisan sedangkan era sekarang kebanyakan anak lebih tertarik dengan materi yang lebih interaktif seperti terdapat gambaran yang menjelaskan materi tersebut, sehingga menghasilkan 81,6% siswa mengalami kesulitan dalam pembelajaran. Maka dari itu dibuatlah aplikasi “Asiknya Belajar Rukun Iman dan Rukun Islam” sebagai media pembelajaran Pendidikan Agama Islam yang memudahkan siswa dalam belajar memahami apa saja Rukun Iman dan Rukun Islam. Dalam memperoleh data maka digunakan metode pengumpulan data yang terdiri dari metode wawancara, observasi, kuesioner dan studi literatur. Metode pengembangan sistem yang digunakan adalah metode pengembangan Multimedia Development Life Cycle (MDLC) milik Luther Sutopo yang terdiri dari enam tahapan utama, yaitu concept, design, material collecting, assembly, testing, dan distribution. Metode pengujian sistem menggunakan Graphical User Interface (GUI) dan User Acceptance Test (UAT). Melalui tahap dan metode yang digunakan maka telah dihasilkan media pembelajaran tentang Agama Islam yang terdiri dari materi Rukun Iman dan Rukun Islam serta 10 pertanyaan Quiz sebagai evaluasi pembelajaran siswa. Dalam pengujian ini menghasilkan sebanyak 92,1% siswa terbantu dalam mempelajari materi Rukun Iman dan Rukun Islam dengan media pembelajaran yang lebih berkembang. Media pembelajaran ini masih memerlukan pengembangan lebih lanjut terutama dalam hal tampilan pada menu materi dan penambahan karakter tokoh laki-laki agar tidak monoton.*

**Kata Kunci: Media Pembelajaran, Rukun Iman, Rukun Islam, Multimedia, Android**

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APPLICATION "THE FUN TO LEARN THE PILLIONS OF FAITH AND THE  
PILLIONS OF ISLAM" AS A MEDIA FOR LEARNING ISLAMIC RELIGION  
AT SD N WATESALIT 01 BASED ON ANDROID

under the guidance of Mosses Aidjili, S. Kom., M. Kom., and Victorianus Aries  
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**ABSTRACT**

*In learning Islamic Religious Education and Characteristics at SD N Watesalit 01 students are less interested because a lot of material is explained only through writing, whereas in the current era most children are more interested in more interactive material such as there is an image that explains the material, resulting in 81, 6% of students experience difficulties in learning. Therefore an application was made "The Fun of Learning the Pillars of Faith and the Pillars of Islam" as a learning medium for Islamic Religious Education which makes it easier for students to learn to understand what the Pillars of Faith and Pillars of Islam are. In obtaining data, data collection methods were used which consisted of interviews, observation, questionnaires and literature studies. The system development method used is Luther Sutopo's Multimedia Development Life Cycle (MDLC) development method which consists of six main stages, namely concept, design, material collecting, assembly, testing, and distribution. System testing methods use Graphical User Interface (GUI) and User Acceptance Test (UAT). Through the stages and methods used, learning media about Islam have been produced which consist of Pillars of Faith and Pillars of Islam as well as 10 Quiz questions as an evaluation of student learning. In this test, as many as 92.1% of students were assisted in learning the Pillars of Faith and Pillars of Islam with more developed learning media. This learning media still requires further development, especially in terms of appearance on the material menu and the addition of male character characters so that they are not monotonous.*

**Keywords: Learning Media, Pillars of Faith, Pillars of Islam, Multimedia, Android**