The Influence of Mobile Learning-Based Learning Medium on Learning Outcomes in Arabic Language

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Abstract: Based on the results of the survey, researchers found several things related to learning in the classroom. When researchers interview Arabic teachers and students about the obstacles of learning activities using applications (mobile learning), they mention a lack of understanding of application use, difficulty when explaining learning, and being constrained by smartphones that do not collect and cannot use applications, which, according to the resource person, are difficult when operated, so that the resource person only gives assignments or collects assignments via WA without any explanation of material related to learning Arabic. This causes a less effective learning process. Therefore, researchers consider this issue necessary to be raised in research because, in Arabic language learning during the pandemic period, there are still many obstacles from students and teachers. The development of learning media is needed in the current situation, which requires learning to be carried out virtually or online. According to the description above, researchers have the aim of being able to apply and find out how the influence of the use of Arabic learning media based on mobile learning Because of mobile learning, Arabic learning can be presented more interestingly, and its development makes it easier to understand how to use it so that the learning process becomes better. Researchers hope that the results of this research will be useful and utilized in the future by all educators. This research uses a quantitative approach, namely "A process of knowledge discovery using data in the form of numbers as a tool to find information about what we want to know." The method used in this study is experimental research, which examines the influence of mobile learning-based learning media on Arabic language material.

Keywords: Learning Medium, Mobile learning, Arabic

Introduction

Learning media is a tool that serves to convey learning messages. While learning is a process of communication between learners, teachers and teaching materials. Media is very helpful in the learning process, especially in this day and age the increasingly sophisticated technology will greatly help us in utilizing learning media. Learning media that is used appropriately will help educators in terms of motivation, increase student understanding, attract the attention of students so that the goals of learning will be achieved.

As a qualified educator, we will take advantage of the development of technology and science in choosing learning media that can attract students and aim to help students

and teachers in Arabic learning activities. With the application of interesting learning media will motivate students to learn and this also affects learning outcomes in students. Learning activities will be helped by the application of learning media and educators are greatly helped in delivering material during the Arabic learning process when teachers have the right learning media.

Mobile learning is a learning model that utilizes information and communication technology that can be done anywhere to make it easier for students to achieve effective learning. The development of technology in the digital era is growing rapidly, and we can feel the benefits together. One of them is a smart phone or smartphone. Its advantages and benefits make people enthusiastic about having it. Especially during a pandemic like this, mobile phones are very useful to be used as a means of learning.

Learning using applications is very helpful in a lesson during a pandemic or not during a pandemic because the development of technology must be utilized by a teacher so that the lessons delivered become more interest and easy to understand by students. One of the interesting learning media and creates a fun learning atmosphere and utilizes technological developments is a game or game application. The Quizizz application is an alternative game in delivering learning material, this game provides many benefits, and can motivate the brain and process time management.

Method

This article adopts a literature review method to explore theoretical concepts relevant to the research problem, which aims to optimize the use of digital resources for Arabic learning media. The literature review, based on articles from various scientific journals, is essential for developing the study's theoretical and practical aspects. This library research type involves a thorough examination of relevant materials such as books, scientific journals, statistical references, theses, dissertations, and internet sources. Utilizing this method facilitates the resolution of the research problem (Creswell, 2016).

Result and Discussion

Understanding Learning Media

Media comes from the Latin medius which literally means middle, intermediary or introduction. In Arabic, a medium is an intermediary (وسائل) or delivery of a message from the sender to the receiver of the message (Shahzad et al., /1020). Media as a vehicle that is very useful for channeling learning content. In another sense, among them media is anything that can be used to channel a message from sender to receiver so as to stimulate the thoughts, feelings, attention and interest and attention of students in such a way that the learning process occurs.

While learning or teaching is an activity to implement the curriculum of an educational institution, in order to influence students to achieve the educational goals that have been applied. Furthermore, learning media is a tool that helps the teaching and learning process to stimulate thoughts, feelings, attention and learning abilities or skills

so that it can encourage the learning process (Nicolaou et al., /1019). From the above understanding, it can be concluded that learning media is a tool used by teachers to convey information effectively and efficiently to students so that students' interest in learning increases and can also improve the quality of learning. The right learning media will be very helpful to motivate and attract students to learn, so that learning goals will be achieved.

Functions and Benefits of Learning Media

In the teaching and learning process, media has a very important function. As educators, the role of the media is also very necessary in educating students. The benefits of learning media in general are to clarify the presentation of messages and information, increase student learning motivation, and can overcome the limitations of senses, space, and time (Akmalia et al., /1021). The media must be useful as clarifying messages so that they are not too verbalitis, Overcoming the limitations of space, time, energy, and sensory power, Generating passion for learning, interacting directly between students in learning resources, Allowing children to learn independently independently according to their talents and visual, auditory, and kinetic abilities, Giving the same stimuli, equating experiences, and causing the same perception, The learning process contains five components of communication, namely teachers (communicators), learning materials, learning media, students (communicants), and learning objectives.

The benefits of learning media in the student learning process, namely; Learning will attract more students' attention so that it can foster learning motivation (Rorimpandey, /1023). Learning materials will have a clearer meaning so that they can be better understood by students and allow them to master and achieve learning objectives. Teaching methods will be more varied, not solely verbal communication through the narration of words by the teacher, so that students do not get bored and the teacher does not run out of energy, especially if the teacher teaches at every class hour.

Based on the functions and benefits of learning media according to the experts above, it can be concluded that there are many functions and benefits of using media in teaching and learning activities, namely can stimulate attention, increase student curiosity, increase student learning interest, make the atmosphere not tense, and with the presence of media students become not easily bored. For educators, the use of media can provide ease of delivering learning materials and improve the quality of learning to be more effective and efficient (Simamora et al., /1020).

Types of Learning Media types

learning media can be grouped into three groups, namely: hearing aids (audio aids), visual aids (visual aids), hearing aids (audio visual aids) (Maemunah et al., /1021).

Audio aids are tools with learning media to use the sense of hearing predominantly such as: radio, tape recorder, or certain musical instruments. Visual aids is a type of media that tends to be easy to procure because it can be made or selected from materials that are relatively easy to obtain and often found. Such as: blackboards, props, pictures and photos, as well as cards and the like. Audio visual aids media can be grouped

into three major groups, namely real objects, miniatures, and special objects. Real objects are objects that can be used in everyday life and are practical enough to be brought to school, such as (combs, scissors, stationery and others).

Then according to Ali the types of learning media include: Audio Media: radio, vinyl records, audio tapes, tape recorders and telephones, Visual Media, Still visual media (Obodo et al., /1022): photos, books, encyclopedias, magazine, reference books, newspapers, films, diagrams, charts, posters, maps, Visual Media motion: silent films. Audio-Visual Media Silent audiovisual media: still television, slides and sound, series films and sound, books and sound. Audiovisual motion media: video, CDs, series films and sound, television, images asoundw showboards/announcements/wall magazines, magnetic boards, whiteboards, multipliers. Three-dimensional media: realia, sample, artifact, model, diorama, display. Media dramatization techniques: drama, pantomime, role-playing, demonstration, parade/carnival, puppet stage, simulation. Community learning resources: fieldwork, study tours, camps, Programmatic learning, computer (Luehmann et al., /1023).

Understanding Mobile Learning (m-learning)

The advancement of Mobile Learning in the current era makes people have easy access to information. In education, technology raises new innovations in order to support learning. One of the technologies in this learning is Mobile Learning (Criollo-C et al., /1021). Mobile Learning literally consists of the word Mobile which means to move and Learning which means to learn. Mobile learning is a learning model that involvesdevices so that students can access learning materials, learning instructions and learning applications without being limited by space and time, wherever and whenever they are. The definition of Mobile Learning is as the provision of education through PDAs, pocket PCs and cellular phones (Hartley & Andújar, /1022). So it can be concluded that Mobile Learning is a learning model that is carried out between places or environments using technology that is easy to carry when learners are without being limited by space and time, wherever and whenever they are.

Functions and Benefits of Mobile learning

There are three functions of Mobile Learning in classroom learning activities (classroom instruction),namely as a supplement (addition) that is optional complementary (complement), or substitute (Herlinah et al., /1020). Supplement (additional), namely: students have the freedom to choose, whether to use Mobile Learning material or not. There is no obligation for learners to access Mobile Learning materials (Al-Emran et al., /1020). Complement, namely: the material is programmed to complement the learning material received by students in the classroom. This means that Mobile Learning material is programmed to be reinforcement or remedial material for students in following conventional learning activities. Substitution, namely: if the learning activity model uses Mobile Learning in full. This is so that students can use their time flexibly in managing their lecture activities according to their time and daily activities.

Then the majid also explained the benefits of Mobile Learning for students and educators. The benefits for students are Mobile larning can facilitate learning in small schools in poor areas to follow certain lessons that cannot be provided by their schools, can take part in home educator programs (home schoolers) to learn material that is not available at home, such as learning foreign languages, feeling phobic with school, or students are undergoing treatment in the hospital or at home, Those who drop out of school but are still interested in continuing their education, as well as students who live in various regions and even abroad, are not accommodated in conventional schools to get education (ELVİS MBİYDZENYUY, /1020). The benefits of Mobile Learning for educators include: it is easier to innovate teaching materials, develop themselves or conduct research to add insight, control student learning activities, even educators can find out when their students learn, what topics are studied, how long topics are studied, and how many times topics are restudied, checking whether students have done practice questions after learning certain topics, Correct students' answers and inform students of the results.

Advantages and disadvantages of Mobile Learning

Some of the advantages of mobile learning compared to other learning: Can be used anywhere at any time (Klimova, /1019). Most mobile devices have a relatively cheaper price than the price of a desktop PC. The size of the device is smaller and lighter than a desktop PC. Student-centered learning. Can improve interaction between students and teachers. It is estimated that it can include more learners because m-learning utilizes technology commonly used in everyday life (Al-Rahmi et al., /1021).

As for some disadvantages of mobile learning: Processor capabilities, Memory capacity, Display screen, Power supply, I/O devices, Differences in user interface (UI) that provides interaction between humans and computers with new and never developed technology, Different mobile platforms such as iOS, Android, and Windows, Different hardware makers for platforms such as HTC, Google, Samsung, Apple and others.

Actually, gradually the shortcomings of M-Learning can be overcome, especially with the development of increasingly advanced technology (Wang & Wang, /1022). The speed of the processor on the device is getting better and better, while the memory capacity, especially external memory, is now getting bigger and cheaper.

Android is a linupx-based mobile trap operating system that includes operating systems, middleware and applications. Android provides an open platform for developers to create their applications, initially Google Inc. bought Android Inc. which is a newcomer that makes software for mobile phones or smartphones (Manan et al., /1019). Then to develop Android, an open handset alliance was formed, a consortium of 34 hardware, software and telecommunications companies including Google, HTC, Intel, Motorola, Qualcomm, T-Mobile and Nvidia. Android is very helpful for learning in this modern era with the existence of Android, learning becomes better and more interesting and by using applications that have been made, learning will be even better, if learning

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media using this system can be developed it will facilitate learning to be easier to use and learning becomes more conducive (Zhang & Zou, /1022).

Advantages and Disadvantages of Android

Android has its own disadvantages and advantages compared to other operating systems, here are the advantages and disadvantages of Android (van der Marel et al., /1022): The advantages of Android, is an open source operating system that can only use it for free, developers or developers are facilitated to optimize and develop this OS for the smartphone it makes. The prices vary, some are quite affordable, some have high selling prices. So, samarphone android can reach all circles. But the higher the price, the more it cultivates the specifications. Has a lot of Application support It is also inseparable from the nature of Android which is an open sounce operating system development is allowed to develop applications based on the source of Android (Wang & Wang, /1022). Easy to modify Many components you reset or modify, ranging from ROM to overclocked costumes on the operating system. This can affect the performance of Android-based smart phones so that they can work faster and as desired. The results of modifications often lead to unstable work. Sometimes the results of modifications result in the OS becoming a little slow and less responsive (Sharma & Mehdi, /1023). Later, it can affect the hardware so that it heats up quickly and the memory capacity leaks more easily. Less responsive when juxtaposed with poor hardware specifications. This happens when RAM storage capacity or processor speed is used low.

Quizizz

Quizizz is an educational game application that is narrative and flexible, which is used as a means of delivering material and as a medium for evaluating interesting and fun learning (Lestari & Khairuna, /1022). Quizizz is a game-based educational app that brings multiplayer activities to the classroom and makes them interactive and fun practice classes. So Quizizz is a fun online game learning medium that can be accessed anywhere, anytime and by anyone. The benefit of quizizz learning is to accommodate learning media problems in Indonesia that cannot be applied conventionally with other learning based on information technology and computers. The Quizizz application has an attractive and fun appearance there are various other features available in the quizizz application, which can be used by teachers in giving assignments or homework (Zainuddin et al., /1020). From the explanation above that quizizz is a game-based application, it is hoped that with this application online-based learning media can be interesting and fun so that learning is easily understood by students, with game applications students are more active in following learning because learning is interesting and fun.

Understanding Learning Outcomes

Learning is the most important activity in the formal and non-formal education process. Where from the learning process carried out by students, it will produce learning results obtained by students from their learning experience (Villalba-García, /1021).

From the learning process that has been carried out, the results of the learning will be known. The learning outcomes obtained may be in accordance with the initial learning objectives or even have not achieved the learning objectives.

The following are some experts' opinions about learning outcomes according to Nana Sudjana defining student learning outcomes in essence is behavior change as a learning outcome in a broader sense covering the cognitive, effective, and psychomotor fields (Mustafa, /1021). Learning outcomes according et al are a final assessment of the process and introduction that has been carried out repeatedly. learning outcomes as the result of an interaction between learning and teaching. From the teacher's side, the teaching action ends with the process of evaluating learning outcomes. From the student side, learning outcomes are the end of teaching from the peak of the learning process.

From some of the above understandings, it can be concluded that learning outcomes are abilities possessed by students after experiencing several experiences in learning.

Factors affecting learning outcomes

Factors that affect learning outcomes are many types, especially from the school side which include (Billingsley & Bettini, /1019): Teaching method, is a way or path that must be passed in teaching. Curriculum, is some of the activities given to students. This activity is mostly presenting learning materials so that students receive, master and develop the learning materials. Teacher-student relationship. The teaching and learning process occurs between teachers and students.

Conclusion

Based on research regarding the influence of Mobile Learning-based learning media on students' learning outcomes in Arabic subjects, several conclusions can be drawn as follows:

Increasing Student Involvement: Mobile Learning learning media has succeeded in increasing student involvement in the Arabic language learning process. The availability of mobile access allows students to study anytime and anywhere, creating flexibility that can increase learning motivation.

Positive Impact on Learning Outcomes: The implementation of Mobile Learning significantly contributes to improving student learning outcomes in Arabic subjects. Various interactive, multimedia and easy-to-access features help students understand the material better, increase information retention and speed up the learning process.

Technical and Infrastructure Challenges: Despite providing significant benefits, Mobile Learning implementation also faces challenges related to technological infrastructure and internet access. Efforts to minimize these technical obstacles need to be considered to ensure the effectiveness of using Mobile Learning learning media.

Thus, it can be concluded that the use of Mobile Learning-based learning media has a significant positive impact on student learning outcomes in Arabic subjects. The application of this technology has the potential to improve the quality of learning and provide a more interesting and effective learning experience for Student.

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