Utilization of Animiz Animation Application in Arabic Class 2 Madrasah Tsanawiyah Lessons at Diniyyah Pasia Modern Islamic Boarding School

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Article Information:	ABSTRACT
	This study uses a qualitative method. With this method, the researcher conducted interviews with some members of the second class of private madrasah tsanawiyyah at the modern Islamic boarding school Diniyyah Pasia, Agam. This Animiz Animation application is one of the animation media-based applications that really helps students to understand the presentation of material explained using moving images which increases the interest and interest of everyone to listen carefully to the explanations in the video and understand and understand the explanations provided. There by looking at the animation created. The benefit of this application is that it makes it easier for educators to convey the subject matter they want to convey and also for students, with this application educators do not need to carry out teaching and learning activities with the conventional system, namely face to face especially during the covid-19 pandemic. With this application, information and communication technology is also developing because if you use this application often, knowledge about this application will be spread and can be increased to a higher and sophisticated level. By conducting this research, it is also hoped that learning media that were previously unknown will become known because of the practicality of understanding using animation media because it has described the purposes of the explanations presented in the video presentations made. Educational technology using advances in information and confirmation will increase if knowledge about it is growing. Then the educational media becomes more sophisticated and practical and makes the education system in Indonesia more developed and advanced.

Keywords: *Animiz Animation Application, Arabic, Diniyyah Pasia* |

INTRODUCTION

The development of technology is getting more advanced from year to year. The origin of the word technology is Technologia or techno which has the meaning of insight and skill (Karim et al., 2021). Technology is a practical method or process used to facilitate human work in undergoing various things. Technology is also innovations made to simplify the process of achieving something. The development of technology will be in line with the development of science. If science advances, then technology will also advance (Hisham, 2019). From year to year, people will always think ahead for their lives so that innovations will appear and also creativity will occur (El-Alami, 2021). Global technological advances have affected all aspects of life both in the fields of economy, politics, art culture and even in the global education world, it is mandatory to be willing to hold a comprehensive innovation, meaning that all devices in the education system have a gait and become a factor that is so influential on the success of the education system. Of the policymakers, teachers, students, curriculum, all have an important role (Hassanein, 2019). Technology is very important for people with an advanced mindset, technology can make everything practical and not difficult. The amount of technology that is developing in society today does not mean that not all of them have a good impact but there are bad consequences for us. As users of technology, we should be wiser with the dispute over whether technology worsens or raises human requirements This technology can be known to goods, objects, or senses, which humans have succeeded in making it easier and easier for the realization of their lives to globalization which also provides a discourse on the form of the origin of works of creation and works of art (T. Amin, 2020).

There are many kinds of technologies, including information technology, communication technology, educational technology, medical technology, transportation technology, and construction technology (M. Khalilullah, 2012). And in this case, we will talk about educational technologies.

Educational technology is a very important thing for the world of education. Just like other technologies that advance every sector of life, educational technology also advances everything related to educational elements or devices. Educational technology has a broad understanding or understanding, as according to the Association for Educational Communication and Technology (Syafitri & Artika, 2019) saying that educational technology is a study or practice that seeks learning facilities to be more attractive and improve their business by creating and utilizing processes and resources appropriately (Omari, 2019)

During the current pandemic where things are becoming more difficult and also uncontrollable, educational technology has become more useful for educational components. This Covid-19 case appeared on December 31, 2019, namely in Wuhan, China. The virus spreads very quickly and uncontrollably. This Covid-19 virus appeared in Indonesia around the beginning of March 2020 until now (Boukil, 2018),

The impact of the spread of this virus is the constraints of the teaching and learning process so that learning becomes less effective. With this virus, people are required to only be at home because of the risk of contracting others while outside or in other words Phsycal/Social Distancing (El-Alami, 2021). The educational process is also like that, requiring teachers and students to be at home to carry out the teaching and learning process or we often hear about online or online learning. This also applies to students and students who are in other countries, they are repatriated to their respective countries. The students or students were also repatriated to their respective areas.

With this phsycal / social distancing , the educational process is disrupted and runs unevenly due to the distance between each other and also the limitation of some educational facilities in their respective homes (Aflisia & Harahap, 2019). But indirectly the teaching and learning process is also helped by utilizing the current advanced technology (Khalaf, 2018). Therefore, the education system is required to be able to solve problems or provide solutions to this so that education continues to run smoothly and also does not falter in other problems.

The main problem in the world of education is the conventional learning process where the learning and teaching process relies on or prioritizes the face-to-face system. For example, between teachers and their students, lecturers with students and students or between supervisors and participants or members of their guidance.

Although this system is a very cheap system to do and with this system, improving the quality of education becomes rapidly developing or improving, the education system in this way becomes ineffective if applied during this Covid-19 pandemic (F. M. Amin & Sundari, 2020) . In addition, information becomes faster to spread so that it requires sophisticated technology so as not to be left behind no matter what information exists, especially in the fields of education and science (Khalaf, 2018).

One of the solutions to this problem is to use learning applications or learning media provided online or from the school (Khalaf, 2018). Students and teachers are required to understand or clearly understand the use of these learning media. Media that contain or have advanced technology begin to be developed and utilized. Many IT companies create learning media that make it easier for teachers and their students to learn and interact with each other (Boukil, 2018). There are also schools that have begun to teach their education staff and their students to create learning media that suit their needs in schools. The knowledge of the school population is growing and also starting to create creative and innovative ideas that advance educational technology where this educational technology is closely related to information and communication technology (AbuZeina, 2018). As said at the beginning, the more science develops, the more developed the technology.

As an educator, it is recommended not only to be able to teach face-to-face but also through available media so that if conditions do not allow it as at this time, it can be used directly and does not make learning difficult (Hisham, 2019)). The learners are also like that, their current state must oblige them to develop creative ideas and begin to be active in teaching and learning activities. In this online learning period, there are

certainly various obstacles and challenges for everyone (Abdeen, 2019). The problems that occur may not only affect a person's learning achievement but also their psychic condition. Some people may experience stress because they face changes in learning methods that were initially felt to be inappropriate or unable to be lived. Everyone is also required to understand all the learning media that will be used in online learning activities. Not to mention the economic problems that have also been affected by this pandemic. Students are required to have one of the communication and information technology tools to be able to learn and interact with others such as smartphones, laptops, computers, and the like (N. Mufidah & Rohima, 2020). Many people are laid off by their companies because they cannot afford to pay them. Traders are required to be at home so they cannot sell in the markets. Many sad and sad events are happening right now. Therefore, everyone must find and think of solutions to every problem that occurs (Nayel, 2019).

In the field of education, the government must find solutions to problems that occur for every student and educator (Khalaf, 2018). Internal and external problems must be resolved quickly and well. The use of learning media mostly uses the internet network, so the government should provide internet quota for each of its students. If there is a problem of poor networks, especially in students whose residences or residences are far into the area or remote areas of the village, then the government should also solve the problem as soon as possible because of the fear of the unevenness of education in everyone. Providing assistance in the form of money or the like can also be a solution for individuals or students whose parents are affected by economic difficulties. If there are conditions that occur like this, everyone should look for a quick solution so that every activity is not hampered and runs smoothly.

The challenge for educators is also quite difficult to face, namely teaching their students with online learning media. Teaching with this new method must have been very difficult at first, in addition to the limited facilities and infrastructure, educators are also required to be able to make students understand the explanation of each subject matter well. All the knowledge conveyed is conveyed well so that there is no misunderstanding in digesting these materials (Sundus, 2019).

There are many learning media that can be used by educators and students to explain and understand lessons easily such as Audacity or wavepad for lessons in the field of Listening, Zoom Meeting or Google meet to explain online by showing each individual's face and hearing or asking clearly. There are also Whatsapp and Google Classroom applications for asking questions, conducting discussions, and creating assignments and various means of helping to understand lessons such as Google, Youtube, Benime, Animiz Animation and others. In the discussion here, we will discuss one of the learning helper applications, namely Animiz Animation, an application to create presentation animations that make it easier for each student to understand the material being taught.

RESEARCH METHODOLOGY

The study was conducted in 2021. This research uses qualitative methods. The definition of qualitative method according to Creswell is a research method to express and understand a central symptom. Understanding the central symptoms is by interviewing and questioning the research subjects or participants who participated in this study about a rather broad or general matter (Khalaf, 2018). The data collection technique used in this study was an interview. An interview is a process of interaction or question and answer between the interviewer and the subject of the study (Hassanein, 2019). In this day and age, interviews can not only be done by meeting in person but can also be through communication technology such as cellphones or laptops using available applications such as whatsapp, telegram, instagram, skype, and so on.

The steps to conduct an interview are first to introduce yourself to the research subject and explain the purpose or purpose of the interview conducted, explain the interview material and ask questions about the material (Romeo, 2019).

The subjects of the study were several students or students in the second grade of the tsanawiyyah madrasah located at the Diniyyah Pasia Modern Islamic Boarding School in Agam, west Sumatra. With this research, it is hoped that they can find out how much benefit the use of the Animiz Animation application is for students to understand the subject matter taught and explain the use of the Animiz Animation application to them.

The research begins by making a list of questions regarding the Animiz Animation application that will be asked to the research subject and copying the answers and collecting them and analyzing the answers that have been collected (Ahmad, 2020).

RESULT AND DISCUSSION

Arabic learning media

Technology is getting more sophisticated year by year. The more developed science, the more advanced the technology (AbuZeina, 2018). Especially at this time, during the covid-19 period, technology is required to be understood and developed further. The recent covid-19 period encourages everyone to always keep a distance from each other and not gather somewhere because it is feared that the spread of this virus will spread quickly so that outdoor activities will be more difficult to live (Hassanein, 2019).

The world of education is also constrained by the spread of this virus, resulting in students not being able to study fully in schools. To be able to go to school or do teaching and learning activities, you must first meet the requirements, one of which is vaccination. Therefore, the learning process becomes less effective to carry out (Boukil, 2018).

Various solutions were thought out and found, so that various creative and innovative ideas emerged that were expected to be able to help education staff and also their students to carry out the teaching and learning process effectively. One of the ideas

or solutions found to facilitate the teaching and learning process is to use learning media developed by educational scientists that are in accordance with the needs of school students and their teachers (Sayed, 2020).

The learning media used today are of various types. Media comes from the Latin medius where the meaning is middle (Gridach, 2018). If it is used as indonesian language, it becomes a medium which means medium or between (Ramadhina, 2019). According to Latuheru, learning media is an intermediary for learning activities to convey information from educators to their students or from senders to recipients of information. If according to the understanding of Sadiman, learning media are all things that can convey messages from one person to another. In this case, it means influencing the thoughts, feelings, attention and interest to students until finally the process of teaching and learning activities can be used (Al-sheyab, 2018)Especially in an era that is sophisticated and also affected by the Covid-19 pandemic. Scientists are trying to create and develop various applications that make it easier for people, especially educators and students of schools or students of a university (Sundus, 2019).

In Arabic language learning, there are many learning media that can be used by teachers and students. It is recommended to use interactive learning media, namely learning systems that use more than one learning media (Mustika Ilmiani et al., 2020). Learning Arabic mostly discusses how to read Arabic writing, listen or speak using Arabic, understand the text read in Arabic, master a lot of vocabulary used in everyday life and write texts or writings in Arabic. By studying this Arabic language, we will be able to understand the words and also the text in Arabic, especially understanding the meaning of the Qur'an for Muslims (Guru, 2018).

One of the arabic learning media that can be used is the Animiz Animation application. This Animiz Animation application is an online application that is very useful for educators to explain the material they teach and also to students to understand the material described. The definition of animation according to experts, among others, as said by Agus Suheri is a moving image that is processed so that it can present learning materials (Boukil, 2018)

Animation is a collection of moving illustrations or illustrations. Animation is a fairly well-known thing used in the field of multimedia (Mustafa, 2021). The use of this animation media makes the audience feel interested in things that are animated such as the animation of the lessons they want to teach and others (Al-Yahya, 2019). By learning through this animation medium, information technology is indirectly widespread and also increases students' enthusiasm and motivation to learn. With this animation, it also increases awareness of the development of science, thus avoiding lagging behind the times due to increasingly sophisticated technology.

Animation is divided into 3 groups according to Sugihartono, (Ahmed, 2019), namely:

1. Animation of motionless/ still images or can also be called *claymation*, which is an image that is moved in a stage and has a fairly high level of difficulty.

2. Traditional animation or can be called *cel animation* or two-dimensional animation, this animation still uses the traditional way or the old way that has been passed down from generation to generation where the work or creation of animation This is still done only on a computer.

3. Computer Animation is an application used starting from making animation effects with a computer. This animation application is easy to apply to our lives if we improve our editing skills. The animation produced is in accordance with the abilities possessed and also adequate equipment.

Animiz Animation application in arabic language learning

Animiz Animation is an application to animate online presentations so that the presentations described are clearer and more interesting. By using this application, teachers or education staff can make presentations for online learning and can also be used in class (Addi, 2020). This Animiz Animation application is used using one of the advanced technological tools, namely a laptop. This Animiz Animation application is one of the easiest animation maker applications to create a video or presentation animation (Zhang et al., 2021). This Animiz Animation application makes the quality of student learning increase because of the good impact felt through the speakers of this application (M. Khalilullah, 2012)

Animiz Animation is an animation with a wide selection of characters, backgrounds, backsounds, and effects that support video presentations to make them more interesting and not boring (Omari, 2019). The application also provides a voice recording menu that is suitable to be included as a tambhan or complement to the presentation video to be made. In learning the ability to hear and also speak is important, so adding these menus can make the listener's understanding perfect because it has been depicted through the presentation video. This application is used through laptop or computer media, while android users can use an application called Plotagon whose use almost resembles the Animiz Animation application.

The advantages of this Animiz Animation application include:
1. Can be downloaded or downloaded for free, free of charge
2. Can create videos longer than 30 seconds with HD quality
3. Has *Templates* that can be used directly
4. Don't have to have any special designing skills
5. Has many interesting effects that can be used in the video
   The disadvantages of this application include:
1. *Online-based* so that it requires internet quota
2. There are paid features
3. The manufacturing process is quite long because of the large number of menus that exist
4. Cannot be used via *smartphone*

Steps to use the Animiz Animation app:

1. *Sign in* or Register

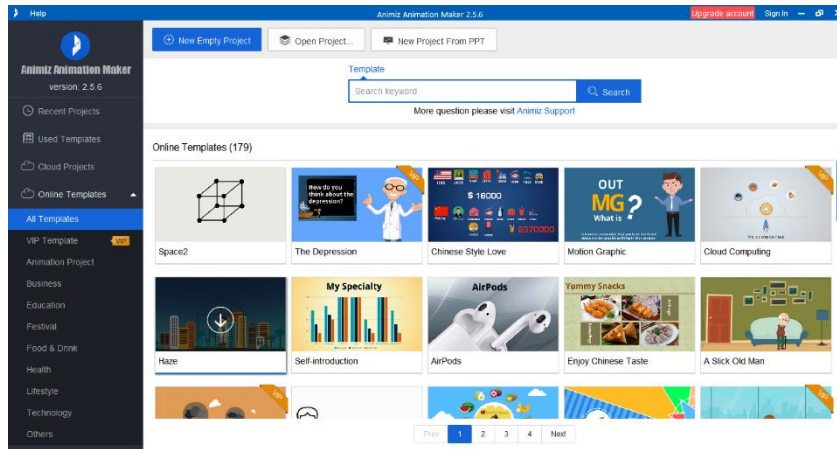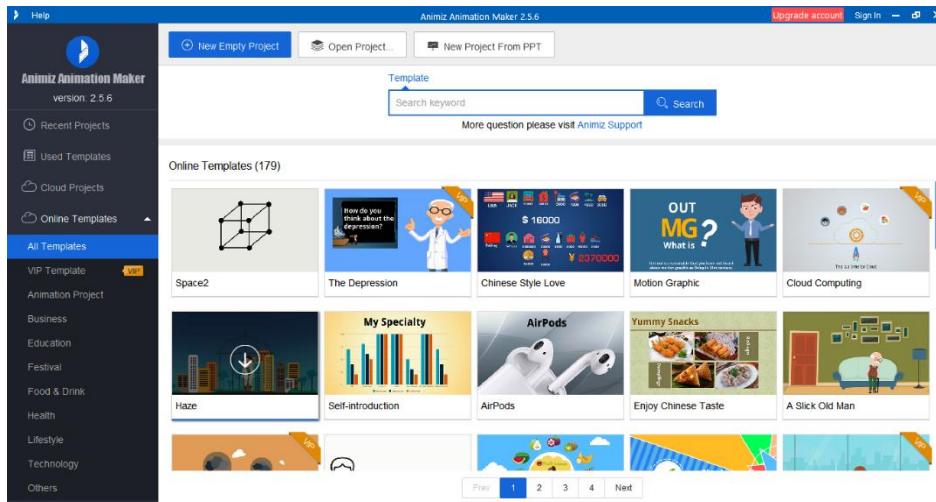Figutre 1. Register to animiz animation aplication

Figure 1

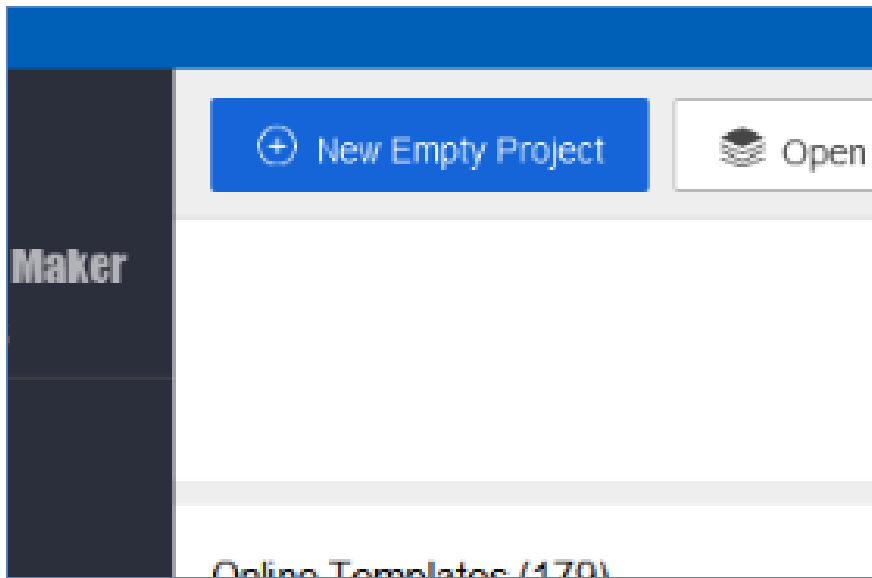Click *the sign in* word on the top right to register for the animiz animation application.

2. After registering, then we can create a new project by clicking *New Empty Project* which is on the top left of the blue application
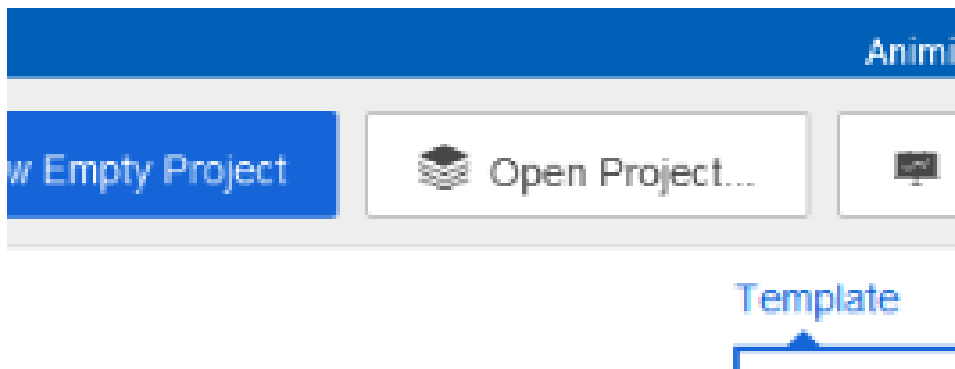
Figure 2. New project on animiz animation aplication

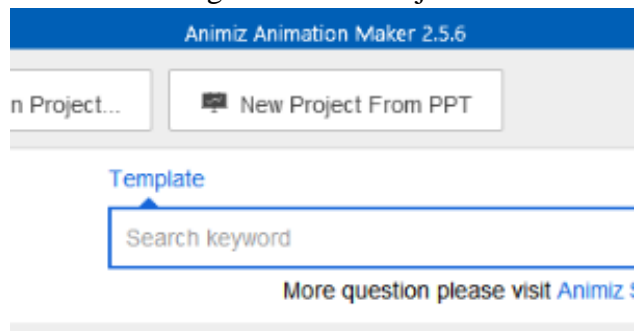*New Empty Project*: **Create a new video**

Figure 3. Empty project

open Project: **Opens a project that has been created for re-editing**

Figure 4. Open Project

New Project from PPT: **Insert an existing Power Point to create a new project**

Figure 5. New Project

Online Tempalates **: Existing designs so it's just a matter of changing them**

Figure 6. Exiting design
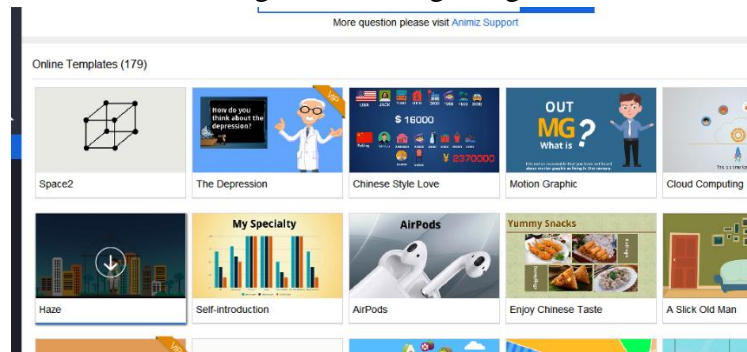
3. If you create a new project, this will look like this

Figure 7. Look from new project
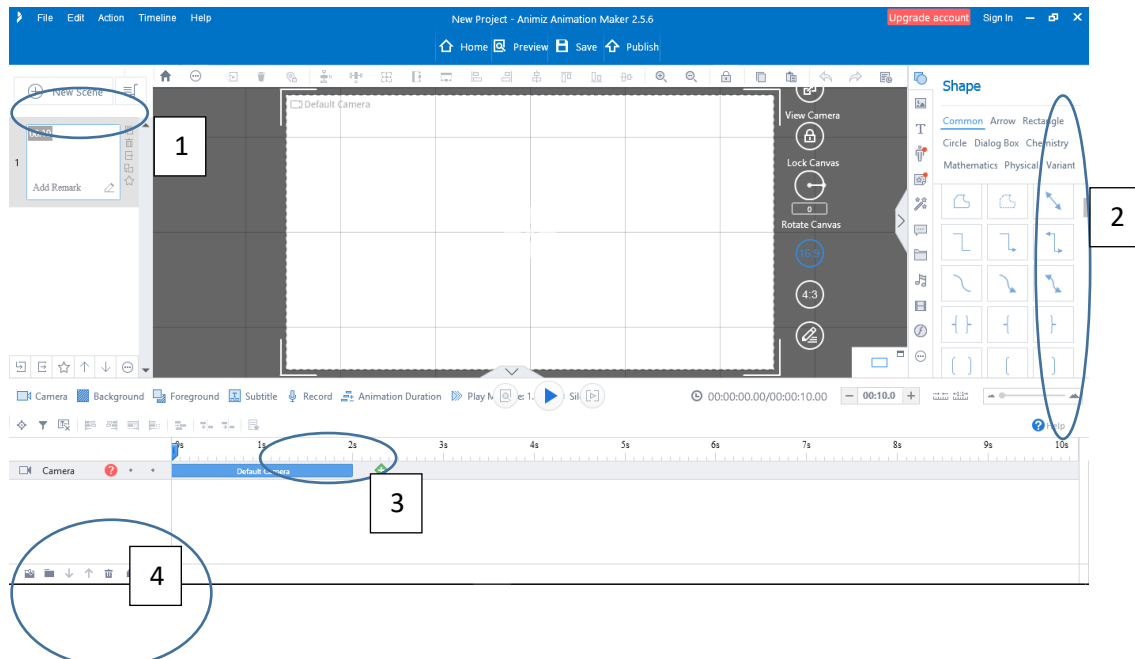
Pay attention to the parts that are circled!

    a. *New Scene* : Add a blank screen or desired templalte

    b. *Insert Contents* : Insert images, text, video, audio, and so on to embellish the video to be made to make it more attractive

    c. *Subtitle* and *Record* : To insert *captions* or record sound

    d. Elements to be edited such as *Background* and effects

4. After completing the desired project, you can download it with the *Save* or *Publish* menu
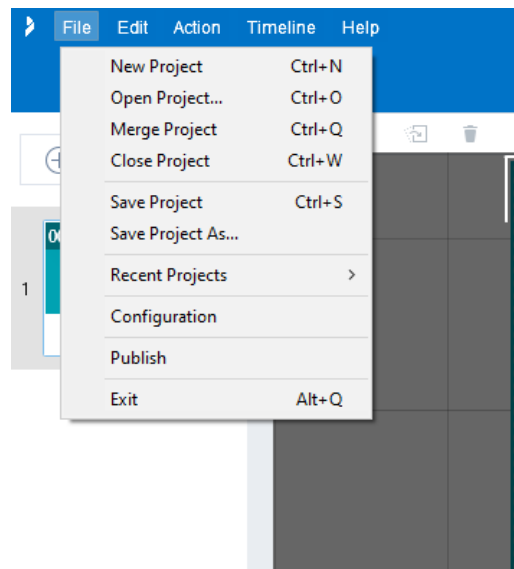
Figuren 8. Saveor publish look
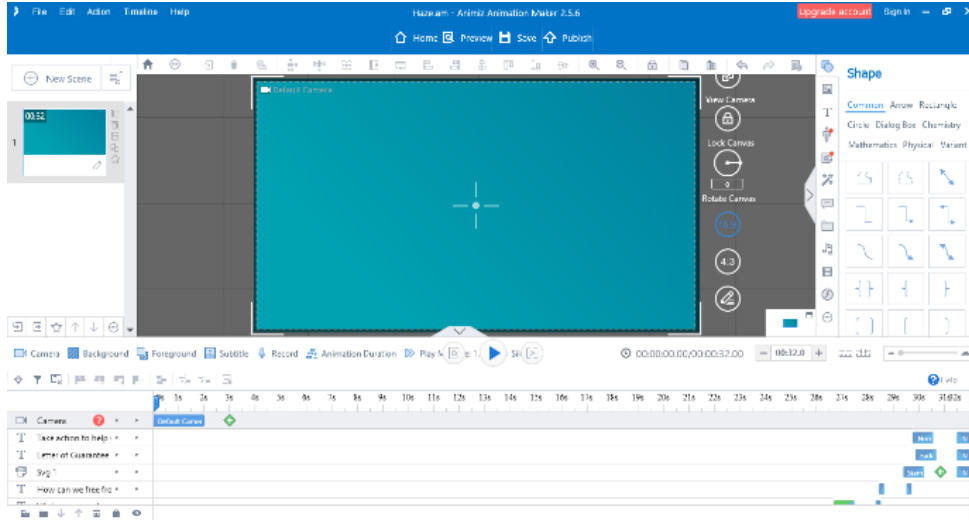
Introduction to the menus in the Animiz Animation application

Figure 9. Menus Animiz aplication
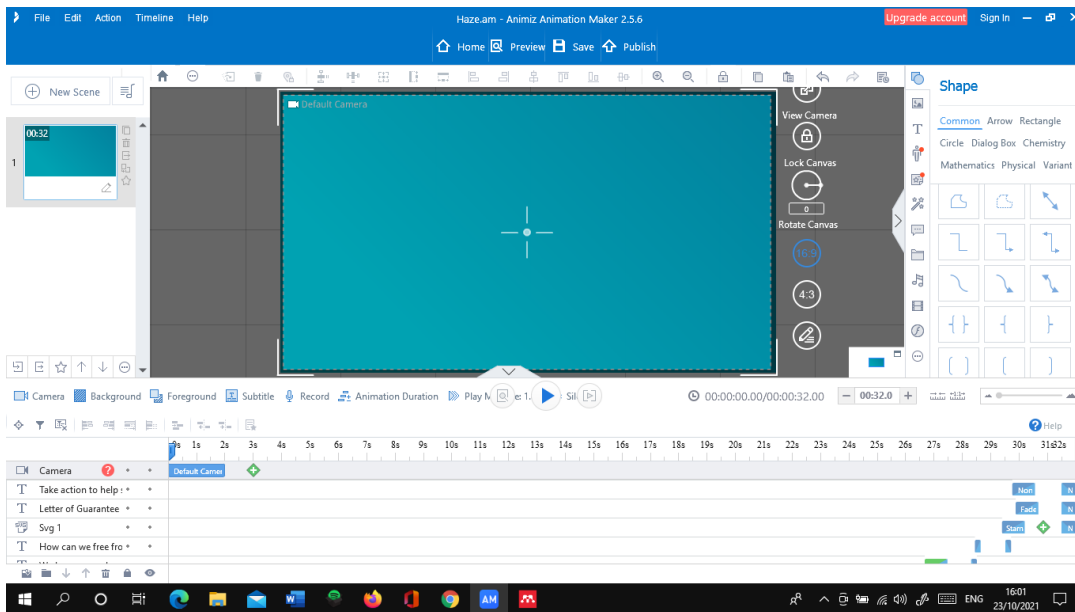
1. File

Figure 10. file

New project　　: creates a new project in a new window

Open project　: opens a project stored in data

Merge projects: merge projects

Close project　: closes the edited project

Save project　　: save the project directly

Save project as: save the project in another form

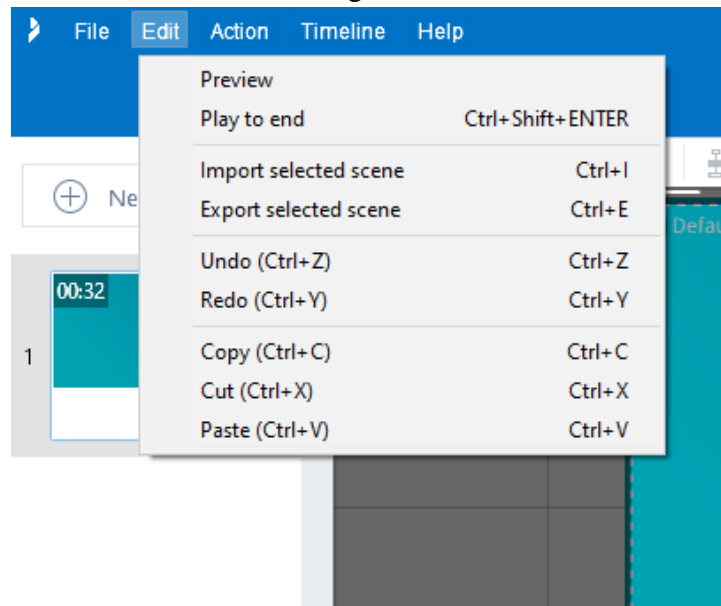*Recent projects*: a list of recently opened or created projects

Configuration : arrangement of shapes or configurations

Publish　　　　: choose to launch the video in the form of online, offline or gif

Exit　　　　　: exit the app

2. Edit

Figure 11. Edit

Preview: looking back at the entire project

Play to End: start to end or play video to end

Import selected scene: import or insert the desired scene into the project

Export selected scene: export or output a scene that is in the project

Undo: restores the way it started

Redo: the opposite of undo

Copy: copy the object

Cut: cut or delete an object

Paste: paste the copied object
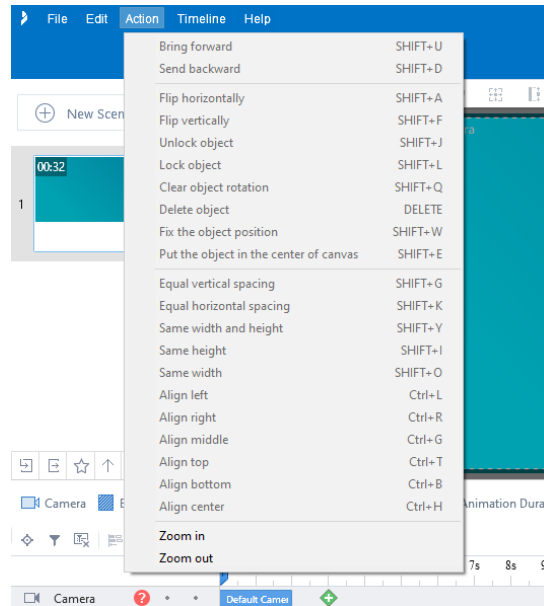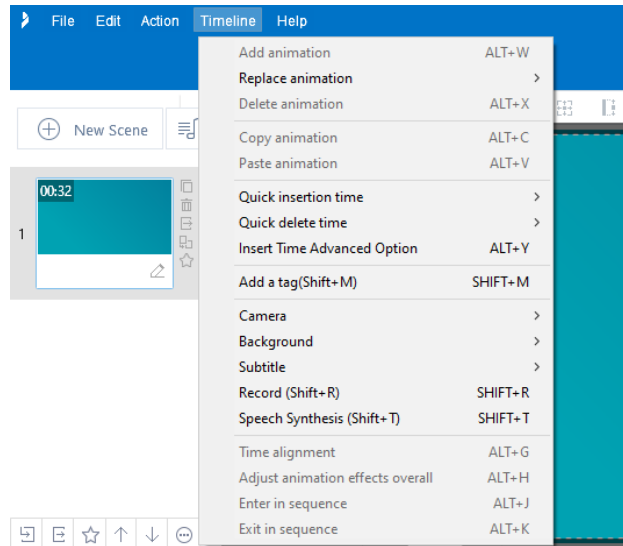
3. Action

Figure 12. Action

Everything related to the placement of objects or adjustment of the location of objects

4. Timeline

Figure 13. Timeline

Add Animation: add animation

Replace Animation: replace animation

Delete Animation: delete an animation

Copy Animation: copy animation

Paste Animation: paste the copied animation

Camera: adding a camera window

Background: video screen

Subtitles: captions or additional information

Record: record sound and add it into the video

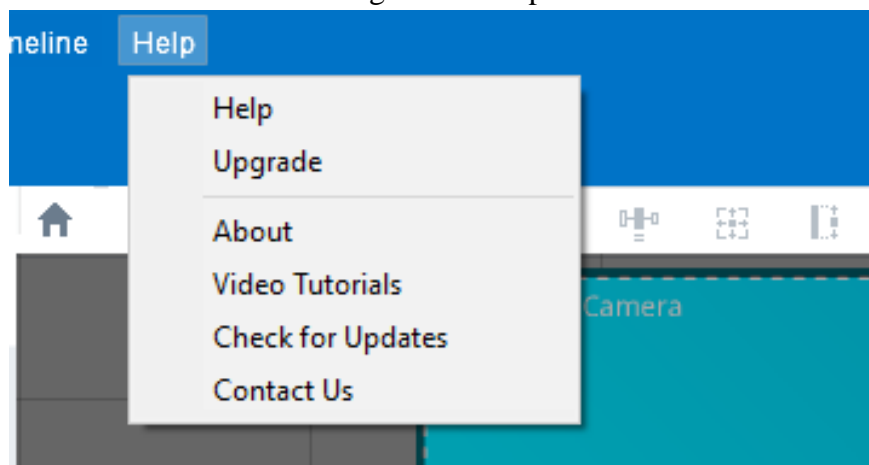5. Help

Figure 14. Help

Figure 3

Help: application help

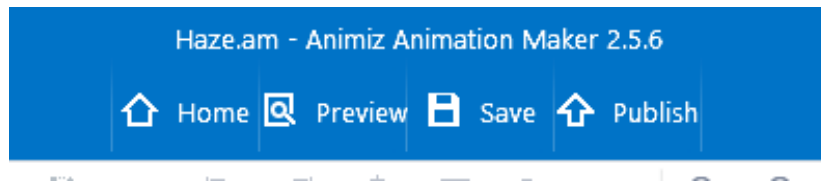Upgrade: update the app

About: about the app

Video tutorials: video tutorials or pointer videos

Check for updates: check app updates

Contact us: contacting people to ask questions or recommend something against the app
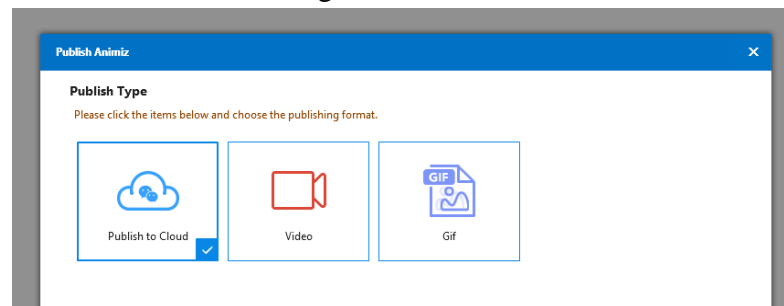
Toolbar

Figure 15. Tolbar

1. Home: back to the beginning
2. Preview: look back at the entire project
3. Save: save the project
4. Publish: launch the project in three formats i.e. launch to cloud, video, or GIF

Figure 16. Tolbar

Convenient Toolbar

Figure 17. Convenient Toolbar

Yellow: to adjust the location of objects on the canvas

Blue: distorting objects

Orange: straightening objects or adjusting positions

Gray: enlarge and shrink objects

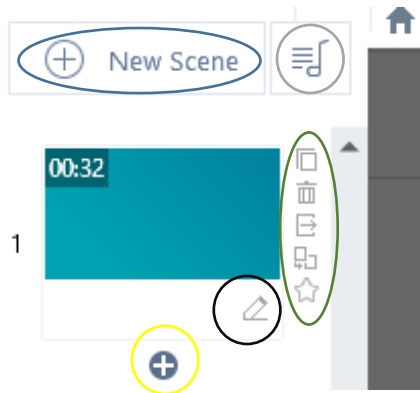Black: lock or open it to make the canvas look convincing

Green: copying and pasting objects

Coklat: undo/redo

White: shows the editing activities that have been created

Scene Editing

Figure 18. Scene Editing

Blue: add a canvas or screen

Green: add backsound or background music

Orange: copy, delete, export, replace, and like the scene

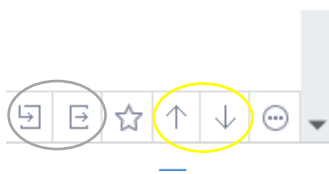Black: adds a fix

Yellow: adding transitions

Figure 19. Scene editing

Green: import and export the scene to local storage

Yellow: swap the order of the scene

Element Toolbar

Figure 20. Element Toolbar

On this element, we can add shapes or sharps to the canvas, add photos, add videos, add roles or exepers, add text, add effects or animations, add more further

conversations or explanations, add SVG, add songs, add symbols, add actors/actresses or their cast, add charts or charts, adding formulas, adding labels, and organizing libraries by adding objects that could later be used.

Canvas

Figure 21. Canvas
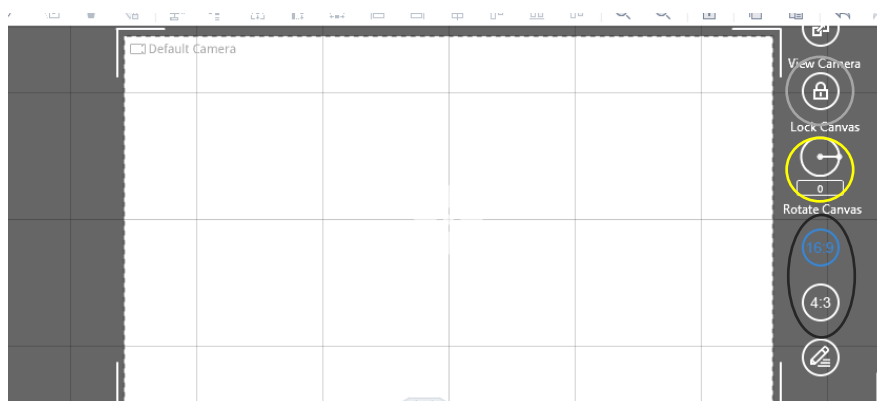
Green: locks the canvas from moving around

Yellow: propagate the canvas or increase the radius of a circle

Black: the ratio of scenes

CONCLUSION

Nowadays, every area of life is affected by Covid-19, especially in the field of education. Education at this time requires technology that is easy to use for the teaching and learning process. The educational technology needed must be in accordance with the needs of students and teachers (I. Mufidah et al., 2020). There are many ways to make the teaching and learning process run smoothly, one of which is using learning media. Using learning media makes the material presented interesting and easy to understand even though it is between long distances between each other. There are many lessons that can use learning media, one of which is learning Arabic (Boudad, 2020). Arabic lessons are lessons learned by schools under the Ministry of Islamic Affairs. One of the learning methods that can be used in Arabic lessons is the method of using the Animiz Animation application. This application is a presentation video animation maker application that will be very useful for students' understanding of the lessons. After research conducted on several students at the Diniyyah Pasia modern islamic boarding school, it was found that the advantages and disadvantages of this application. Explanations or steps to use this application where the explanation has been explained are also discussed in the past.

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