ABSTRAK

Penelitian ini bertujuan mengembangkan media pembelajaran tahsin Qur'an berbasis *Augmented Reality* (AR) di Balai Pengajian Babussa'adah, dengan metode penelitian dan pengembangan menggunakan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Tahap pertama, *Analysis*, mengidentifikasi kebutuhan pembelajaran tahsin bagi anak usia 7-11 tahun yang cenderung kurang interaktif dengan metode tradisional. Pada tahap *Design*, dikembangkan konsep media AR yang menampilkan model 3D potongan ayat Al-Qur'an beserta suara tajwid. Kemudian, pada tahap *Development*, aplikasi berbasis Android dibuat dan diuji secara internal. Pada tahap Implementation, aplikasi ini diuji coba kepada santri dan guru di Balai Pengajian untuk melihat respons dan efektivitasnya dalam pembelajaran. Tahap *Evaluation* dilakukan melalui pengumpulan umpan balik dari para pengguna untuk menyempurnakan aplikasi. Hasil penelitian menunjukkan bahwa media pembelajaran ini mencapai tingkat efektivitas 87,33% dalam artian dapat diterima baik oleh santri dan guru sebagai alternatif metode pembelajaran tahsin. Aplikasi AR memungkinkan visualisasi tajwid yang lebih jelas, memudahkan pemahaman hukum tajwid dasar secara interaktif. Penggunaan AR juga membantu mengatasi keterbatasan metode tradisional yang umumnya bergantung pada kitab. Media ini tidak hanya efektif, tetapi juga meningkatkan keterlibatan santri dan mempromosikan pembelajaran mandiri. Integrasi teknologi AR dalam pembelajaran tahsin Qur'an membuka peluang penerapan lebih luas dalam pendidikan, menjadikannya inovasi penting yang mampu memperkaya proses belajar dan mengajar.

Kata kunci : Tahsin Qur'an, Media Pembelajaran, Augmented Reality, Visualisasi 3D

ABSTRACT

This research aims to develop Qur'an recitation learning media based on Augmented Reality (AR) at the Babussa'adah Study Center, using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation) as the research and development method. The first stage, Analysis, identified the Qur'an recitation learning needs of children aged 7-11, who tend to be less interactive with traditional methods. In the Design phase, an AR media concept was developed, featuring 3D models of Qur'anic verses along with tajweed sounds. Then, in the Development phase, an Android-based application was created and tested internally. In the Implementation phase, the application was trialed with students and teachers at the study center to observe its reception and effectiveness in learning. The Evaluation stage involved gathering user feedback to refine the application. The research results indicated that this learning media achieved an effectiveness rate of 87,33%, meaning it was well-received by both students and teachers as an alternative method for Qur'an recitation learning. The AR application allowed clearer tajweed visualization, facilitating an interactive understanding of basic tajweed rules. The use of AR also helped to address the limitations of traditional methods, which typically rely on textbooks. This media was not only effective, but it also enhanced student engagement and promoted independent learning. The integration of AR technology into Qur'an recitation learning opens up broader possibilities in education, making it an important innovation that can enrich the teaching and learning process.

Keywords: ***Tahsin Qur'an, Learning Media, Augmented Reality, 3D Visualization***