



Implementation of Character Learning Through the Content of the Quran and Local Wisdom Based on Technology

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Abstract

Technological developments have had a tremendous impact on all areas of life, one of which is education. On the one hand, the world of education has developed rapidly with the emergence of various technology-based learning media that help in achieving the nation's ideals in the world of education. Learning resources also seem very easy to obtain by making use of various platforms on the Internet. However, on the other hand, technology actually has a negative impact on the world of education. The abundance of information obtained by students in this category who are teenagers, leads them to moral damage due to not being able to filter all incoming information. Western culture which is not in accordance with the nation's personality is also easy to influence them. In this case, character education must always be intensified for students for the good of the nation. Therefore, the author took the initiative to create learning innovations-books Mathrest which integrates local wisdom and Quranic verses in shaping the character of the nation's generation. In preparing this paper, the author used the Research and Development (R&D) method. In the process of searching for data and needs, the author uses literature review data collection techniques as the main focus. The research results found that Mathrest was able to provide students with the provisions to live life as they should. Mathrest is also designed using various illustrations and made like a comic with the aim of making learning not only meaningful but also prioritizing the fun aspect for students.

INTRODUCTION

The era of globalization and modernization, that is the correct name for the current era (Herman, 2016; Hidayat, 2017; Lubis & Anggraeni, 2019). Various developments have been shown with the priority of development as a helper for humans in completing their work. Technology today is not only used as a means to search for information through *Google* only, but there are many other functions that make human work easier (Putra, 2017; Hapsari & Pamungkas, 2019).

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Cloud *computing* allows large companies to store their data in a *form/file*. Not only that, the networking process is not only through applications *WhatsApp* only, but through various platform versatile digital. It seems that technology has made human work easier in various aspects of life, including economics, education, politics, social culture and various other aspects (Widiastuti & Elshap, 2015; Maritsa et al., 2021).

In the world of education, for example, the involvement of technology as a learning medium is currently highly emphasized (Nurseto, 2011; Shalikhah. 2017). Plus, the impact of Covid-19 requires educators, education staff, students and even parents to be aware of the role of technology in the world of education. Various groups in the world of education have experienced a difficult process, but now they are able to adapt to this life transformation. Even though the Covid-19 case has gone silent, the habit of involving technology in the world of education is still felt today. In fact, learning media has been developed in such a way by various experts. Not only manual books, but various types of social media have been developed to support meaningful and enjoyable educational goals. Technology has played a big role in various aspects of life (Wandasari, 2017).

Even though technology has had a positive impact on the world of education, negative impacts are still often felt (Rahman, 2016; Setiawan, 2018; Zulkifli & Wahida, 2022). The instability of students' ages has influenced how students respond to all the information they get from various sources platforms. Not only does it have a good impact on their intelligence potential, the abundance of information seems to be able to damage the morale of the nation's generation little by little. The attitude of dependence on technology users, especially social media, is able to colonize the nation. Social media provides opportunities for western culture to colonize, replace, and even erase local culture (Muslimin et al., 2022). In fact, it is known that many points of western culture are not in accordance with the local culture taught by our predecessors. Based on the media Data Indonesia.id, which quoted a data report from We Are Social, it was stated that at the beginning of 2023, precisely in January, social media users in Indonesia would reach 67 million people or the equivalent of 60.6% of the population of Indonesia. When compared to the beginning of 2022, Indonesia experienced a decline in social media use at the beginning of 2023, namely a decrease of 191 million people. Despite this, there are still relatively many social media users and this allows various other undesirable things to happen. Character education or moral education that was always emphasized by our ancestors can simply disappear due to the rapid technological transformation that is taking place. The generation of people who were predicted to be able to create a golden Indonesia in 2045 seems to have been destroyed by the negative impact of technology, namely moral degradation. Students who have always been taught to respect their teachers and behave politely towards their elders, now seem to be a non-existent gap or the gap between the two.

Based on the explanation above, there is a need for integration between Science and Technology (IPTEK) and moral education. Moral education is not only limited to being kind to others, but also requires deepening of moral education material based on a religious perspective (Sunarso, 2020). Moral education with a religious perspective will not make a person civilized, but will lead students to determine inner calm and determine principles that can be the basis for living life. In fact, currently Indonesia places great emphasis on strengthening students' morals through the several subjects they study. Each subject or learning plan has been conceived to include moral learning in every step. However, it turns out that the reality on the ground does not show results that are in line with the efforts that have been made.

Based on the description of the problem above, the author took the initiative to create a digital-based learning media called Mathrest. Mathrest is a digital book

that has a more relaxed feel but contains the learning that humans need in today's modern era. This media, which is integrated with local wisdom, not only teaches moral values from every existing history of local wisdom, but also links it to the values contained in the Quran as the main guideline for Muslims. It is hoped that this integration can provide students with a deep understanding of moral education from the religious and cultural perspectives they have experienced so far. Not only that, Mathrest also contains material that is integrated with STEM concepts (*Science, Technology, Engineering, and Mathematics*). STEM learning is predicted to be able to provide in-depth understanding with fun learning methods that encourage students to also think from the perspective of science that is needed in the current era. STEM-based learning that encourages students to be more critical of the problems around them will be equipped with the concept of local wisdom which directs students to understand problems from the perspective of the culture they live in. Not only that, students can also take life lessons based on the religious knowledge contained in them. It is hoped that with this learning media students can be ready to face the challenges of the times with the general knowledge they have, as well as enhanced with religious knowledge that is able to protect themselves from the shocks that occur in the current era.

METHODS

In preparing this paper, the author used the method *Research and Development (R&D)*. As for the process of searching for data and needs, the author uses data collection techniques and literature *review* as the main focus (Zahroh, 2017; Rosalinda & Syafriansyah, 2023). The author conducted several searches on several problems that exist in the world of education. From various problems, the author then sorts them into one main topic to be explained and formulated a solution that is considered effective. From the main topic that has been found by the author, the author then searches again for data that strengthens the main topic through various materials, including through journal articles, mass media, and websites. *Website* which includes supporting data. After finding the main topic, the author will analyze the needs in the world of education that are still relevant in the current era. The needs analysis process is also accompanied by the formulation of appropriate solutions that can cover all the needs desired by the world of education. After finding a solution, the author then carried out development by linking it to various topics in the world of education in achieving the desired goals. In this case, the author will also provide a description related to the solution that has been formulated using descriptive techniques. The products that have been developed are only described based on current needs in the world of education and have not yet reached the content or content validity stage (Engkizar et al., 2018; Oktavia et al., 2023).

RESULT AND DISCUSSION

From the various problems described by the author in the background, it can be seen that the world of education today does not only require classical learning that stands alone for each discipline. The world of education currently places greater emphasis on integration between scientific disciplines to achieve meaningful learning and be able to hone several abilities within students (Millati, 2021). By teaching the interrelationships between scientific disciplines, students will change their perspective that each scientific discipline has an important role in supporting the benefit of humanity today and in the future. However, this modern era has apparently led some people to be careless and unable to filter the information they obtain through a series of existing technologies, especially students who are teenagers. Adolescents who are considered unstable can actually give rise to several acts of juvenile delinquency which can also have fatal consequences for society. Therefore, the author took the

initiative to create ae-books based on local wisdom with a STEM approach to build the character of the nation's generation through the values contained in the Quran (Sukarman et al., 2019). In this case, students are not only directed on how to reap positive values from local wisdom or a particular scientific discipline, but students are also directed to see the positive values of various scientific disciplines. With this, it is hoped that students will be able to face the challenges of an increasingly complex era. This is because today's era not only requires a person not to be swayed by the commotion that occurs, but also regarding a person's attitude in igniting a competitive spirit so that they are able to innovate through the knowledge they possess. So, it can be concluded that currently students must be intensified in learning the values of life through local wisdom and the values contained in the Quran and general knowledge which directs them to be more competitive in today's modern era.

Innovation-books which have been developed by the author contain various things mentioned above. *Ebook* Mathrest is prepared by involving various interesting illustrations, so it is hoped that students will be interested in learning more deeply. Developed like a comic, it is hoped that students will feel that learning activities are an opportunity for them to entertain themselves and not like a learning atmosphere that is considered stiff by them. Innovation-books can also be used using technology or printed according to the reader's wishes. It is hoped that the involvement of technology in the student learning process will provide awareness that learning can not only be done traditionally, but can also utilize technology.

Differences in usage online and in physical form is if someone wants to use it-books online, then you will get an attractive appearance and it will be as if you can turn every page. Meanwhile, if someone wants to use it physically, it will be found like a comic book in general. By utilizing technology in the world of education, it is hoped that students can also raise awareness within themselves that technology can not only be used for negative things, but also has many positive impacts. *E-books* Mathrest can be seen via the following link: <https://bit.ly/MATHREST>. The following is an explanation of the contents-books Mathrest.

Introductory Section

In the initial part, students will be exposed to the geographical conditions of Indonesia, which is very broad and has various variations. This explanation of Indonesia's diversity is an effort to foster love for the country in students. Not only that, in this section students will also be directed to become more familiar with the diversity that exists in Indonesia through various existing local wisdom. This is intended so that students can learn for themselves the positive values that exist in every local Indonesian wisdom. From the introduction of various local wisdoms in Indonesia, students will also be directed towards what values they can internalize within themselves to support a better life. By linking the values of local wisdom with the verses of the Quran, it is hoped that students can develop a perspective that the values contained in local wisdom are very important to implement by supporting them with recommendations in their religion. In the final introductory part, students will be invited to visit one of the local wisdoms in Indonesia to discover real positive values.



Fig 1. Snippet of the Introduction to Mathrest 1



Fig 2. Snippet of the Introduction to Mathrest 2

Contents Section

In the content section, students will be invited to take a walk and directly observe one of the local wisdom objects in Indonesia. This content section is designed like a comic which involves pictures and conversational dialogue in it. Not forgetting the values contained in local wisdom, this comic will also direct students to find out where the positive values are in local wisdom. Not only that, the comic will also integrate science, *technology*, *engineering*, and *mathematics* in the learning process. It is hoped that with the integration between various fields of knowledge, students will receive more meaningful learning. It is also hoped that with the comic designs that have been created, students will feel that learning does not tend to be boring.



Fig 3. Snippet of the contents of Mathrest 1

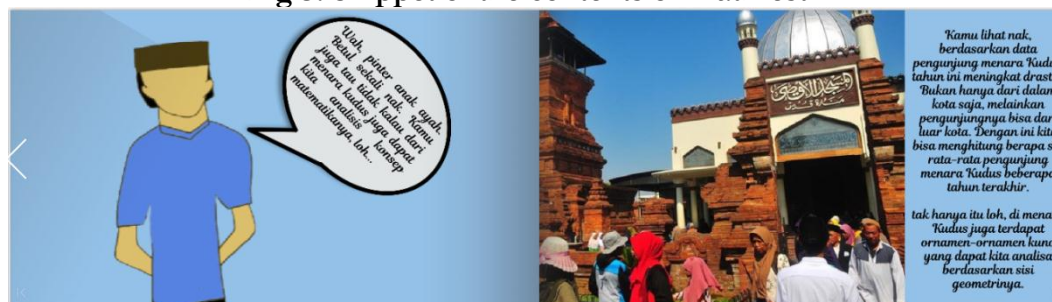


Fig 4. Snippet of the contents of Mathrest 2



Fig 5. Snippet of the contents of Mathrest 3

Closing Part

In the closing section, students will be given a conclusion related to the learning they have done. These conclusions have also been prepared in an interesting way so that students remain interested in learning and exploring character values in local wisdom by integrating it with other fields of knowledge. In the closing part,

students will also be directed to work on previously assigned assignments related to one particular field.



Fig 6. Snapshot of the Closing Section of Mathrest

CONCLUSION

Mathrest is an innovative learning media that focuses on preserving national character and integrating it with STEM-based learning and local wisdom. Not only that, the learning presented at Mathrest is also equipped with verses from the Quran which indicate that character education is very important to preserve. It is hoped that with character education through local wisdom and supported by verses from the Quran, students will have strong principles in carrying out their lives in the current era of globalization. Not only that, the internalization of learning with STEM will also prepare a generation that is able to compete in this highly competitive era. From these two things, it is hoped that the learning carried out will be able to provide students with the provisions to live life as they should. Mathrest is also designed using various illustrations and made like a comic with the aim of making learning not only meaningful but also prioritizing the fun aspect for students

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