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Utilization of the Proprofs Brain Games Website as an Online-Based Learning Media

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Abstract Utilization of the propoofs brain games website as an online-based learning media is something that needs to be implemented in the current metaverse era. This study aims to describe and analyze the utilization of the propoof brain games website as a learning medium for Al- Qur'an Hadith. The research method used is a descriptive method that describes the use of the website propoofs brain games in learning Al- Qur'an Hadith. The data collection techniques use observation, tests, and questionnaires. Data analysis techniques using descriptive qualitative and quantitative. The results showed that the use of the propoofs brain games website had a good impact on student learning outcomes and motivation obtained from tests using crosswords with a percentage of 66.67% and student response questionnaires with the lowest percentage of 74.07 and the highest of 100% in the statement items on the questionnaire. Utilization of the propoofs brain games website can be a solution for teachers utilizing online or digital-based learning media.

Keywords: *propoofs brain games; learning media; learning Al Qur'an Hadith*

INTRODUCTION

Education determines the progress of a nation which will then determine competitiveness with other nations. Therefore, improving the quality of education is something that must be continuously improved (Sudarsana et al., 2018: 1). One of the efforts that can be made to improve the quality of education is to use technology in the learning process because the existence of technology is considered very important in life both in the world of work and in the world of education (Agustian & Salsabila, 2021, p. 125)

The problem often found in education is the weakness of the learning process (Nurrita, 2018, p. 172). In the learning process, teachers still often use old teaching patterns, such as using conventional strategies and methods continuously and using learning media that are not varied, causing boredom for students, which impacts low interest and motivation to learn.

Learning has changed from time to time, as well as teaching patterns and learning media. Teachers need to use technology-based learning media because it is considered more efficient and can be accessed at any time without having to meet face to face because it has been transferred virtually as a form of utilizing digital-based media in the metaverse era.

Seeing the facts in the field, digital technology-based learning still needs to be applied more due to several factors, such as teachers' lack of understanding of digital literacy, limited facilities, content and methodological dilemmas.

The use of digital-based learning resources is considered to be influenced by educators' perceptions of digital natives. Digital learning resources can be interpreted as everything in a digital format that educators and students can use for learning purposes (Mawarni & Muhtadi, 2017, p. 86). One of the digital-based learning media is the proprofs brain games website which is still a category rarely used by educators compared to Word Walls, quizizz, google sites and others. The Proprofs brain games website is an educational game menu/feature from the Proprofs web where website can be used as a digital and online-based learning medium.

Al-Qur'an Hadith is one of the subjects in Islamic Religious Education (PAI), which focuses on discussing the verses of the Qur'an, Hadith and related matters. In learning Al-Qur'an Hadith, students often experience boredom, one of which is due to the use of less varied learning media, so learning objectives often experience obstacles.

Based on some of the problems above, the purpose of this study is to describe and analyze the utilization or use of the proprofs brain game website in learning Al-Qur'an

Hadith, and it is hoped that this research will provide insight into knowledge about the use of the profofs brain games website as an online-based learning medium.

METHOD

This research uses a qualitative approach with descriptive methods. The descriptive method is researching the status of a group of people, an object, a condition, a system of thought, or a class of events in the present (Rukajat, 2018). Meanwhile, Ramdhan stated that descriptive research is research with a method to describe a research result to provide a description or description, explanation or validation of the phenomenon studied (Ramdhan, 2021: 7). It can be concluded that in this study, the researcher wants to suggest or describe how the use of the Profofs brain games website as a learning medium. Data collection techniques were used by observation, tests and questionnaires. Data analysis techniques using descriptive qualitative and quantitative. This research was conducted at MTs Negeri 4 Mandailing Natal, North Sumatra province. This research was implemented in February using 1 Basic Competence in class IX Al-Qur'an Hadith subjects. In this study using class IX A student objects with a total of 27 students, the selection of these objects was purposive sampling based on the number of smartphone owners and students' readiness.

RESULT AND DISCUSSION

1. Learning Media

a. Definition of Learning Media

The word media comes from the Latin *medius*, which means middle, intermediary or introduction (Jannah, 2009: 1). In Arabic, the media is an intermediary or message delivery from the sender to the recipient. So the media is a tool that conveys and delivers teaching messages (Nurrita, 2018, p. 173).

In terminology, learning media is anything that can be used to provide a stimulus to the thoughts, feelings and interests and skills of the learner so that it can encourage the learning process to take place (Sun'iyah, 2020: 5). According to Azhar Arsyad in Nurrita stated that learning media is defined as anything that can be used to convey information or messages in the teaching and learning process so that it can stimulate students' interest and attention in learning (Nurrita, 2018, p. 174).

Based on some of the opinions above, learning media is anything that teachers can use to convey learning messages so that the learning process becomes more exciting and directed.

b. Propofs Brain Games as Learning Media

Profops is a website or software that can be used in technology-based learning. Besides that, propofs is also an online-based learning media that teachers can use in conducting online assessments with a variety of features (Mardiana et al., 2021: 4). Profops is a media tool to make it easier for students to do assignments and questions in the form of games (Wibowo, 2022, p. 1060). Profops have several forms often used as learning media, such as quiz makers, training, surveys, simple projects, flashcards, brain games and others (Wijayati et al., 2021, p. 196). One of the superior features of propofs is in the form of graduation certificates and reports on study test results which can be downloaded directly by students who have completed the test (Nurkhasanah, 2022, p. 249). Of the several features contained in the propofs application or website, in this discussion, the researcher focuses on propofs brain games as a learning medium for Al-Qur'an Hadith.

Profops brain games are one of the features of Profops, which are gamified or educational games oriented. Gamification in the world of education is defined as learning activities packaged in a game to increase and motivate (Nurjanah et al., 2022, p. 66). Profops brain games have several menu options that can be used as learning media or for other purposes, such as learning assessment/evaluation tools. Some features offered are games such as crossword, puzzle, jigsaw, word search, hangman and so on (Sun'iyah, 2020, p. 12).

The use of games in learning has many benefits, such as helping students remember the things they have learned, increasing students' attention in learning and increasing teacher creativity in utilizing technology-based learning media (Zirawaga et al., 2017, p. 56)

Using digital applications as learning media is familiar, and we can even find much-related research. However, in this case, not much research has been found that discusses the use of websites or profs brain games software as learning media, especially in learning Islamic religious education, in this case, specifically the Al-Qur'an Hadith.

1) How to Create a Profops Brain Games Account

Before using propofs brain games, first, create an account. The steps are as follows:

- a) Go to the propofs brain games website: <https://www.propofsgames.com/>
- b) Create an account by signing up with a Google account

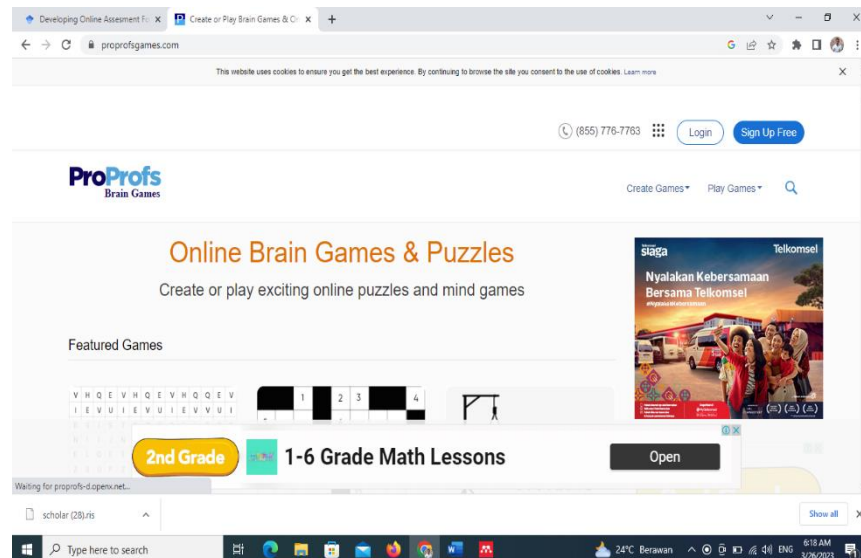


Figure 1: Display of the initial menu to create an account

- c) Then please fill in the email/username and password for the account to log in later

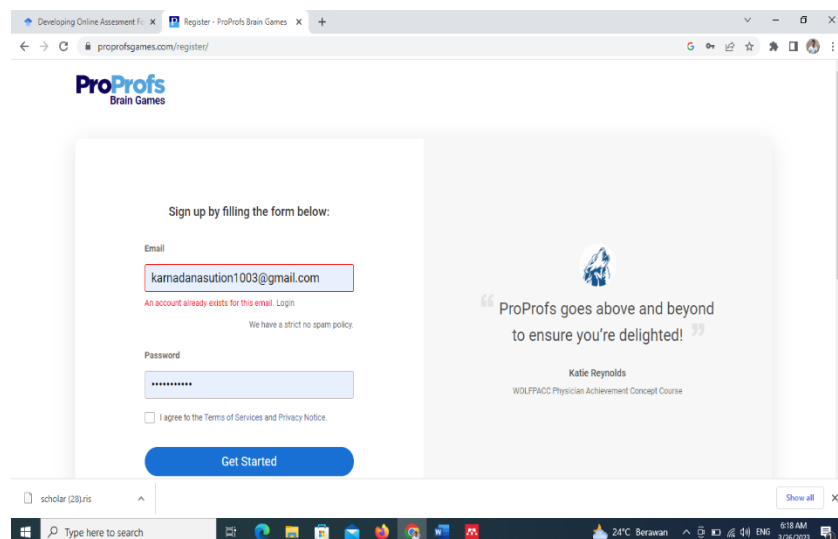


Figure 2: Menu display for registering an account

- d) After successfully signing up, the next step is to log in using the registered email/username and password

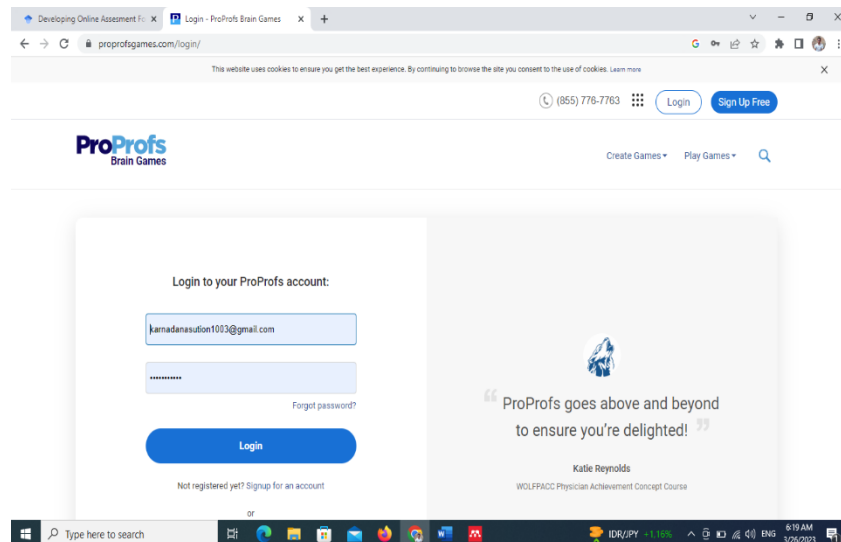


Figure 3: Display of the login menu

2) How to Operate Propofs Brain Games

- a) After successfully logging in with an account, we will be shown the featured games below please click create games and select the desired game menu.

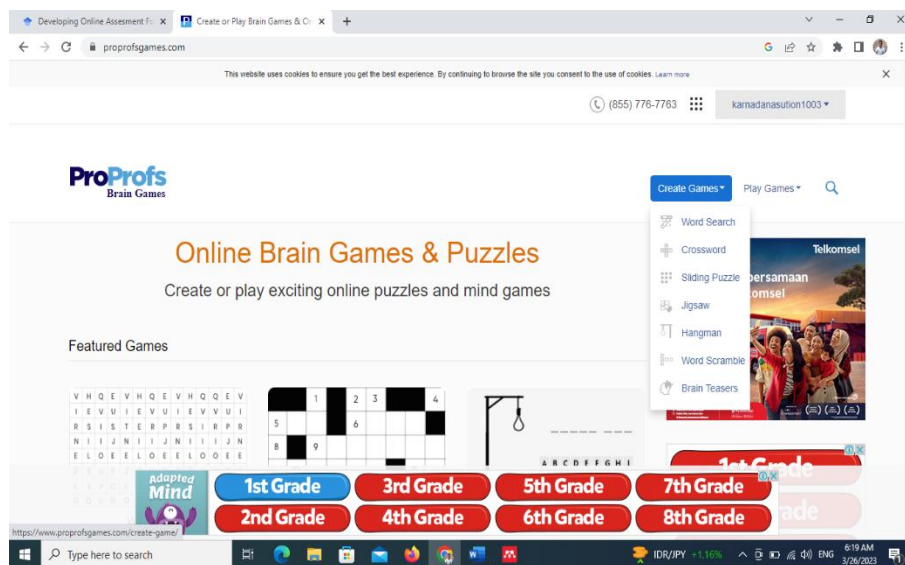


Figure 4: Display menu selecting games

- b) In the next step, please fill in the questions from the game that has been selected. Below is an example of a crossword game (crossword puzzle)

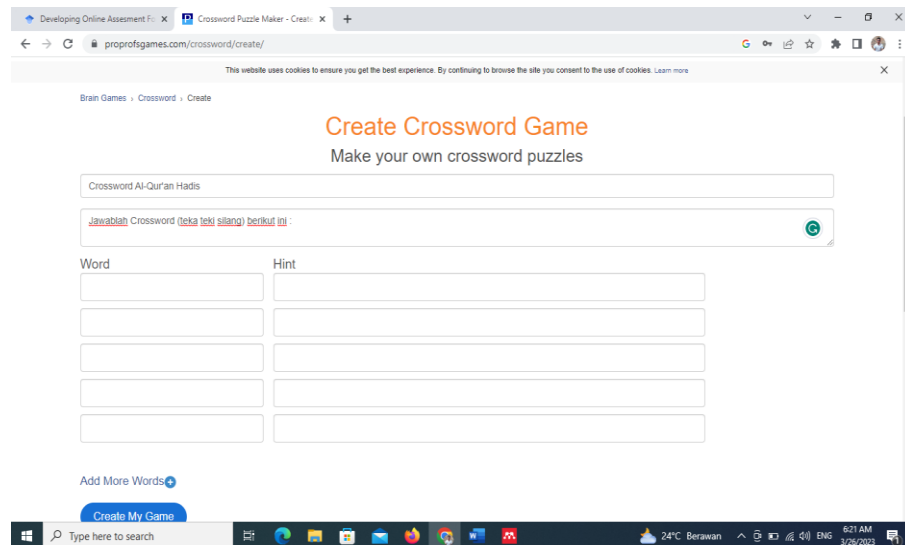


Figure 5: Crossword game menu display

- c) Then, after completing the questions and answers, click Create My Game, and the teacher can share game links with students to work on.

2. Utilization of Propof's Brain Games in Al-Qur'an Hadith Learning

In utilizing the propof's brain games website to learn the Qur'an Hadith, the first stage selects essential competencies and determines the subject matter and the indicators to be taught. In this study, the researchers chose the following basic competencies:

Material Al-Qur'an Hadith Class IX Even Semester

Basic competencies	Essential Material	Indicator
3.2 Memahami isi kandungan Q.S al-Muthaffifin (83) : 1-17 dan Q.S al-An'am (6) : 152 tentang jujur dalam muamalah	Q.S Al-Muthaffifin (83) : 1-17	➤ Menentukan isi kandungan Q.S al-Muthaffifin (83) : 1-17 tentang jujur dalam muamalah ➤ Menentukan sikap yang sesuai isi kandungan Q.S al-Muthaffifin (83) : 1-17 tentang jujur dalam muamalah

In the second stage, after selecting essential competencies, subject matter and indicators, the next step is to make questions/statements about material related to using the ProProfs Brain Games website as an online-based learning medium. In this study, the researchers used the crossword game feature (crossword puzzle); the shape is below.

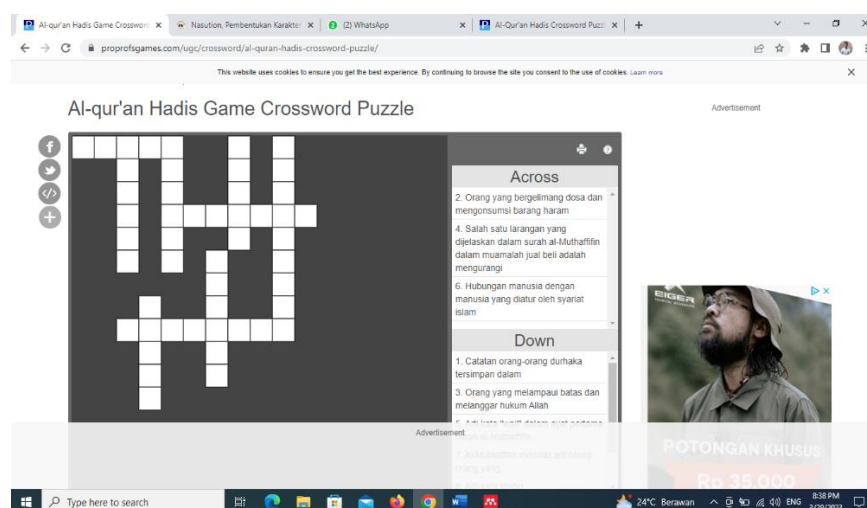


Figure 6: Crossword Game Display

Al-Qur'an Hadis Crossword Question

Menurun (<i>down</i>)	Mendatar (<i>Across</i>)
1. Catatan orang-orang durhaka tersimpan dalam	2. Orang yang bergelimang dosa dan mengonsumsi barang haram
3. Orang yang melampaui batas dan melanggar hukum Allah	4. Salah satu larangan yang dijelaskan dalam surah al-Muthaffin dalam muamalah jual beli adalah mengurangi..
5. Arti kata "wail" dalam ayat pertama surah al-Muthaffin	6. Hubungan manusia dengan manusia yang diatur oleh syariat Islam
7. Al-Muthaffin memiliki arti orang-orang yang	
8. Arti kata shidiq	
9. Dalam muamalah kita senantiasa diperintahkan untuk selalu berlaku	

The third stage is providing a website link that has been worked on and given to students. After finishing working on the crossword, students will immediately receive the results as a certificate as below.



The existence of a certificate is one of the advantages of the proprofs brain games website compared to other game websites or applications. This can spur students' enthusiasm for learning because they can see their learning results using the web.

Table 1: Percentage of Student Scores

No.	Number of Questions Correct	Score	Number of Students	Percentage %
1	9	100	18	66.67%
2	8	89	4	14.81%
3	7	78	2	7.40%
4	6	67	2	7.40%
5	5	56	1	3.70%
6	4	44	-	-
7	3	33	-	-
8	2	22	-	-
9	1	11	-	-
10	0	0	-	-

Based on the table above, the results of the percentage of student scores after working on assignments/questions using proprofs brain games can be seen. Students who get a maximum score (of 100) are 18 students with a percentage of 66.67%. Those who successfully answer 8 questions correctly are 4 students with a score of 89 with a percentage of 14.81%, students who answer 7 questions correctly get a score of 78 with

a percentage of 7.40%, students with the number of correct questions 6 obtaining a score of 67 as many as 2 students with a percentage of 7.40% and finally students with the number of correct questions 5 obtaining a score of 56 as many as 1 students with a percentage of 3.70%. The results of the maximum percentage of 66.67% show that most students can answer questions correctly, which means they can master the material that the teacher has taught. This is in line with the research conducted (Nurjanah et al., 2022), which stated that pro-profs brain games are very appropriate for use in measuring the extent to which students can understand the material that the teacher has taught.

Table 2: Student Responses

No	Statement	Percentage %	
		Yes	No
1	Learning by utilizing the website proprofs brain games in learning Al-Qur'an Hadith is interesting to me	92.59%	7.41%
2	Learning by utilizing the website proprofs brain games in learning Al-Qur'an Hadith makes it easier for me to remember the material.	74.07%	25.93%
3	Learning by utilizing the website proprofs brain games in learning Al-Qur'an Hadith increases my learning activities.	88.89%	11.11%
4	Learning by utilizing the website proprofs brain games in learning Al-Qur'an Hadith adds to my enthusiasm for learning.	92.59%	7.41%
5	Using the website proofs brain games in learning Al-Qur'an Hadith makes learning more fun.	100%	0%
6	Learning by utilizing the website proprofs brain games in learning Al-Qur'an Hadith is helpful for me.	100%	0%
7	Learning by utilizing the website proofs brain games in learning Al-Qur'an Hadith needs to be continued at other meetings.	100%	0%
8	Utilizing the website proprofs brain games in learning Al-Qur'an Hadith improves my learning outcomes.	88.89%	11.11%

Based on the results of the analysis of students' responses to using the proprofs brain games website as a learning medium in learning, the Al-Qur'an Hadith shows a high number based on each item of the questionnaire statement.

CONCLUSION

Based on the study's results, it was described that the use of the proprofs brain games website showed good learning outcomes and learning motivation in students and good student responses with high percentages obtained from the distributed questionnaire statement items. These two things show that the use of the proprofs brain games website has a good impact being used as an online-based learning medium that can be done at school or home, and students can repeat their assignments so that they get good grades or results even though the first result is a benchmark result.

Learning Al-Qur'an Hadith by utilizing the proprofs brain games website can be a solution for teachers to generate enthusiasm and motivation for student learning because proprofs brain games make learning more fun.

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