

ABSTRACT

During the current pandemic, education in Indonesia is slightly hampered because teaching and learning activities cannot be done face-to-face, resulting in decreased teaching and learning efficiency, in addition, at the time of the pandemic the use of gadgets in Indonesian society also showed a high usage rate. From these problems, there is a need for solutions we argue, one of the possible solutions to be realized is the development of E-Learning applications that can help online teaching and learning activities by teachers and students. In this research we focused on improving the efficiency and interest of Indonesian people to learn more about Arabic and Islam. To make it easier for people to learn Arabic and Islam we developed an E-Learning application called IHYA, in this E-Learning application we package interesting and fun Arabic language materials and ways. This application was developed specifically for android-based device platforms using the Java programming language using Iterative Incremental software development methods and User Acceptance Test software spawning methods. The result of this research is that the IHYA Arabic E-Learning application has been successfully developed and based on the results of the tests we have done with the User Acceptance Test method the application has been accepted by users with a total value of 259 and an average value of 86.3%.

Keywords : Android, E-Learning, Iterative Incremental, User Acceptance Test