

## ABSTRACT

### EDUCATIONAL MEDIA USING ANDROID BASED OF RECOGNIZING MUSLIM SCIENCE CHARACTERS IN THE ABBASIYAH DYNASTY ERA

(MTS Maarif 1 Bumi Mulya Class VIII Case Study)

By:

Apin Pijaelani

apin.1611010236@mail.darmajaya.ac.id

Recognizing Muslim scientist figure is part of the subject of Islamic cultural history at MTS Maarif 1 Bumi Mulya class VIII. Conventional learning method make students feel bored and not interested in these subjects. The purpose of this study was to make an educational media. Thus, the learning process was able to be more interesting and fun.

In this study, the software development method used Multimedia Development Life Cycle (MDLC) as developed by Luther-Sutopo. The stages of the MDLC method consisted of six stages, namely the concept, design, material collection, manufacture, trial, and distribution stages.

The result of this study stated that the contains information and mini game quizzes was produced in this application about Muslim scientist figures based on android.

**Keywords:** Educational Media, Android, MDLC, Muslim Scientists