



## ASMA'UL HUSNA MOBILE ZIKIR APPLICATION

Iliana Mohd Ali\*, Nurfadzriena Mhd Asri & Nooraida Samsudin  
[iliana@tatiuc.edu.my](mailto:iliana@tatiuc.edu.my)

Faculty of Computer, Media and Technology Management, Tati University College, Jalan Panchor, Teluk Kalong, 24000 Kemaman, Terengganu, Malaysia

---

### ABSTRACT

Asma ul Husna is the name of the Almighty Creator, which is confirmed by the religion of Islam, "Allah" has no dictionary meaning. With the exception of this name, all other names that describe Allah in the Holy Quran are known as the Asma ul Husna. According to the 2015 census, Thailand has 2,892,311 Muslims, or 4.29% of the total population. To date, there is still no Asma'ul Husna Android application developed in Thai language. The objectives of this project are to design useful compelling user interface by creating layout and views and to develop Asma'ul Husna Android application that can embed audio using Android Studio. In order to develop this application, the waterfall methodology has been used. Waterfall model has been chosen because parts of the application are generally well understood. The application will display the audio together with texts in three different languages that are Quranic, Thai and Malay. There will be four buttons altogether that are exit, home, play and next. Based on the survey conducted, it can be shown that the application has motivated the users to memorize Asmaul Husna.

---

### 1. INTRODUCTION

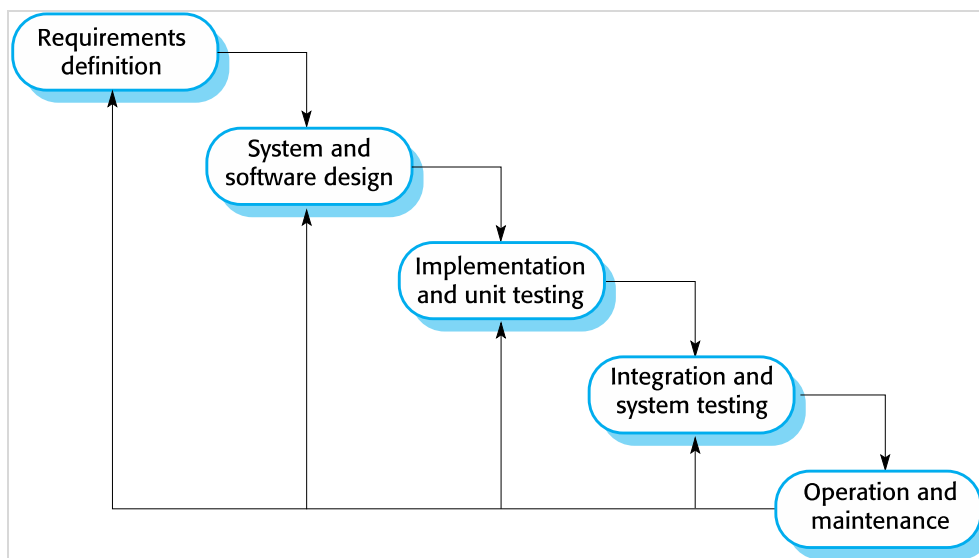
Asmaul Husna is an Islamic knowledge that is so important to be learned [1]. Asma ul Husna is the name of the Almighty Creator, which is confirmed by the religion of Islam, "Allah" has no dictionary meaning. With the exception of this name, all other names that describe Allah in the Holy Quran are known as Asma ul Husna: *"The most beautiful names belong to Him (Allah)." (Surah Al-Hashr, verse 24).*

The phrase Asma ul Husna, made up of the word asma, the plural for "name", and husna means beautiful or most beautiful, means "Allah's most beautiful names". The names which are attributes of Allah can be found in the Holy Quran [4]. There are 99 names altogether.

In today's modern world, the lack of knowledge about asmaul husna specifically its meaning is the most common problem among muslim society [2]. According to the 2015 census, Thailand has 2,892,311 Muslims, or 4.92% of the total population [5]. To date, there is still no Asma'ul Husna Android application developed in Thai language. Al Asma Al Husna Thailand [6] video is available on YouTube but the Quranic spelling and the meaning in Thai language is not available which makes it hard to make sure the correct pronunciation and understanding. The objectives of this project are to design useful compelling user interface by creating layout and views and to develop Asma'ul Husna Android application that can embed audio using Android Studio.

## 2. METHODOLOGY AND DESIGN

This project adopts the steps of waterfall model which progress from one phase to another linearly, as illustrated in Figure 1 [7].



**Figure 1.** Waterfall model steps

Waterfall model was chosen because parts of the application are generally well understood. It can be observed from Figure 1 that the study commenced with stage 1 – the requirements specification. User and application requirements need to be gathered in order to obtain clear picture pertaining to the specific features of the application. Table 1 shows the relationship between user and the application requirements.

Table 1. User and Application Requirements

| No | User Requirements              | Application Requirements   |
|----|--------------------------------|--|
| 1  | Press Asma'ul Husna image icon | Next screen will be displayed containing text of Allah in Quranic, Thailand and Malay spelling.              |
| 2  | Press Play Button              | Allah's audio will be displayed.   |
| 3  | Press Next Button              | The 99 attributes of Allah's name audio and texts will be displayed in Quranic, Thailand and Malay language. |
| 4  | Press Home Button              | The first screen of the application will be displayed.   |
| 5  | Press Exit Button              | Exit from the application.   |

Next, it is followed by the second stage which involves designing the workings of Asma'ul Husna Mobile Zikir Application. The image icon and four buttons are in the format of png, the Allah's attribute names in .jpg format and the audio files are in m4a format.

Then the third stage of Asma'ul Husna Mobile Zikir Application development (Coding) was the implementation stage. Testing was performed concurrently with programming of the application. The overview of Asma'ul Husna Mobile Zikir Application operation is displayed in Figure 2.

Afterwards, stage four involves testing Asma'ul Husna Mobile Zikir Application before it can be fully utilized by users. Asma'ul Husna Mobile Zikir Application function must be tested to ensure that it is error free and the end result meets user requirements as determined earlier in the study. Finally, stage five requires that the developer to perform frequent operation and maintenance so that Asma'ul Husna Mobile Zikir Application keeps on functioning at its best ability.

### 3. RESULTS AND DISCUSSION

As shown in Figure 3, the overall test operation of Asma'ul Husna Mobile Zikir Application had indicated a successful outcome in designing and developing the application. Figure 3 (a) shows the interface options of Asma'ul Husna image icon to proceed with or exiting from the application by the exit button. If a user selects to proceed, a screen as in Figure 3 (b) with Allah texts in three different languages that are Quranic, Thai and Malay will be displayed. Starting from this screen, three buttons will

be displayed that are Home, Play and Next. Home button is to return to the first screen, while Play button is to play the audio for the screen and Next button is to proceed with next screen. Figure 3 (c) shows one of the attributes of Allah.

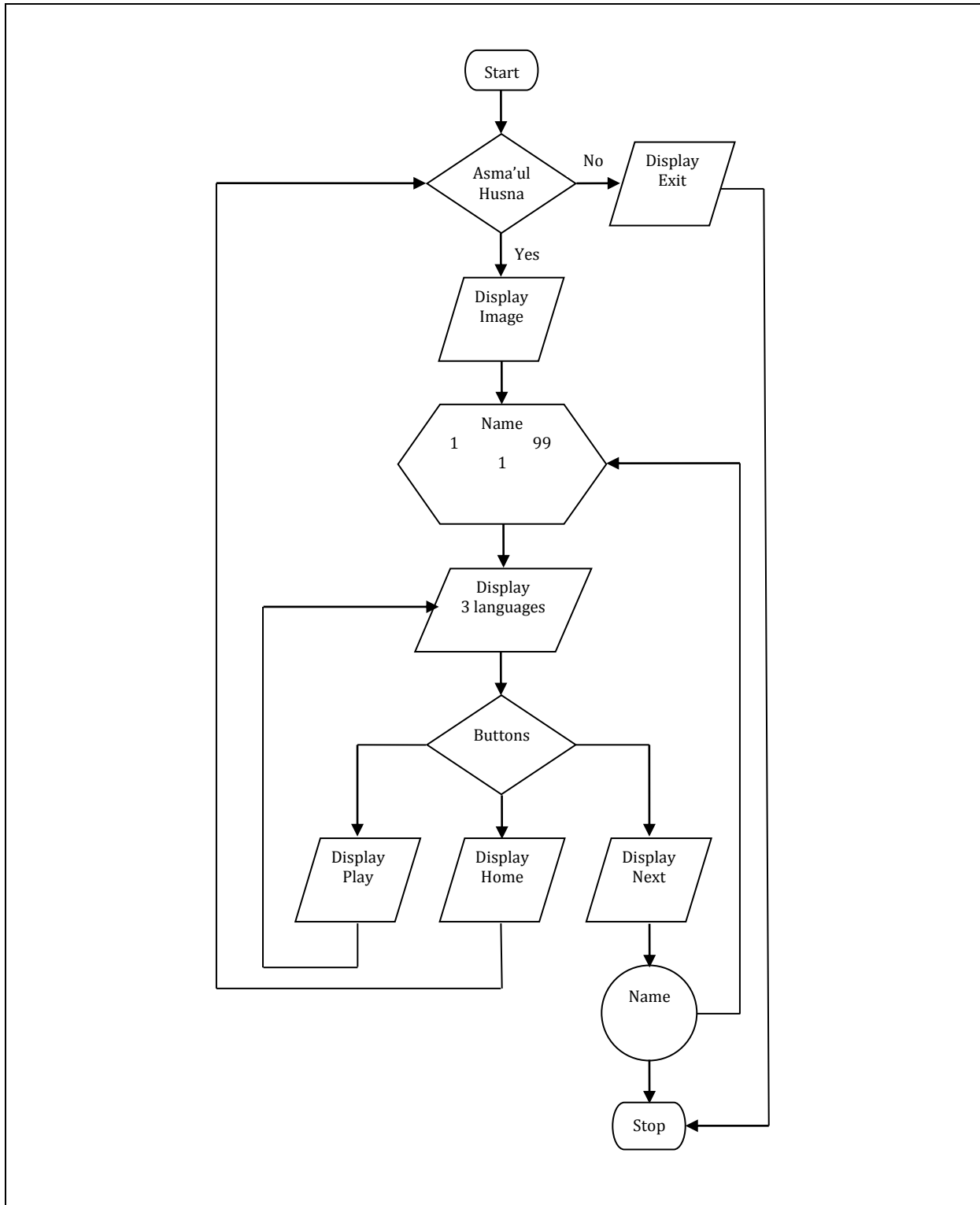


Figure 2. Overview of Asma'ul Husna Mobile Zikir Application operation

### 3.1. User Evaluation

To obtain data on users' opinion about the application's ease of use aspect, the instrument – questionnaire was administered. A total of 30 respondents participated in users' evaluation process. The respondents of the study were the users who had tested the application for the first time. These users were requested to fill out the questionnaire upon the completion of the application testing and rate their experience in using the application.

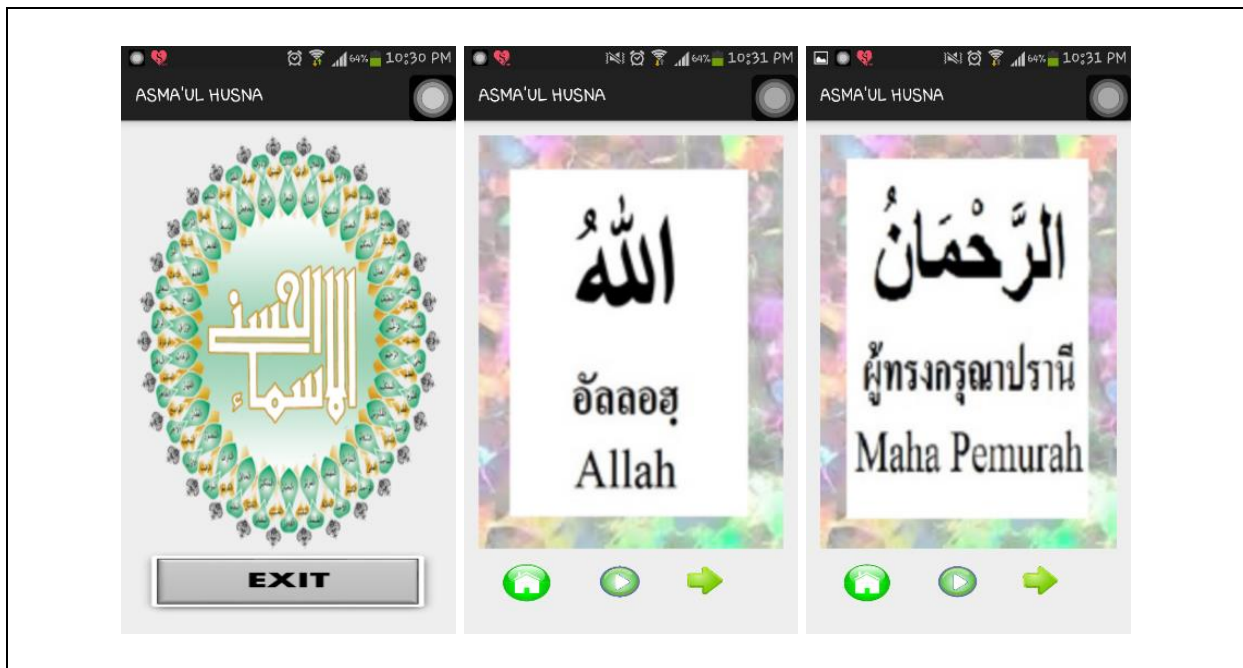


Figure 3 (a) (b) (c). Asma'ul Husna Mobile Zikir Application's interfaces

The questionnaire was constructed into two different sections: section A and section B. Section A was used to obtain demographic background of the users including age, gender and level of education. Data were then analyzed using descriptive method and is tabulated as in Table 2.

Table 2. Demographic profile

| Question  | Item     | Frequency | Percentage (%) |
|-----------|----------|-----------|----------------|
| Age       | 18-20    | 13        | 43             |
|           | 21-23    | 11        | 37             |
|           | 24-26    | 4         | 13             |
|           | 27 above | 2         | 7              |
| Gender    | Male     | 15        | 50             |
|           | Female   | 15        | 50             |
| Education | Diploma  | 13        | 43             |
|           | Degree   | 17        | 57             |
|           | Master   | 0         | 0              |
|           | PhD      | 0         | 0              |
|           | Yes      | 19        | 63             |
|           | No       | 11        | 37             |

Section B contains six elements on the evaluation of the use of Asma'ul Husna Mobile Zikir Application which are a, b, c, d, e, and f. Inferential statistical method was used to analyze data in this section. Table 3 shows the number of questions together with the questions. Question number a, b, c, and f are taken from [3], while question number d and e are taken from [2]. Table 4 and Figure 4 show the overall results on the evaluation for Asma'ul Husna Mobile Zikir Application from the aspect of easy use. It was discovered that mode for user feedback regarding the ease of use is 4 and most users are agreeing for ease of use for this application. The range for average based on user feedback is 3.37 to 3.83. with the standard deviation range from 0.479 to 0.568. The highest average is for item f based on user feedback is 3.83 (SD = 0.379). The lowest average is for item d which is 3.37 (SD = 0.615).

Table 3. Questions asked in the questionnaire

| No | Item   |
|----|--|
| a  | With this application, you are able to know Asmaul Husna |
| b  | After trying, you are interested to try again            |
| c  | Buttons on this application are functioning well         |
| d  | Color used are eye-catching                              |
| e  | The font is in the appropriate size                      |
| f  | This application motivated me to memorize Asmaul Husna   |

Table 4. Results of Ease of Use Construct

| No. | Min | Max | Mode | Average | Standard Deviation |
|-----|-----|-----|------|---------|--------------------|
| a.  | 3   | 4   | 4    | 3.67    | 0.479              |
| b.  | 2   | 4   | 4    | 3.57    | 0.568              |
| c.  | 3   | 4   | 4    | 3.57    | 0.504              |
| d.  | 2   | 4   | 3    | 3.37    | 0.615              |
| e.  | 2   | 4   | 3    | 3.43    | 0.568              |
| f.  | 3   | 4   | 4    | 3.83    | 0.379              |

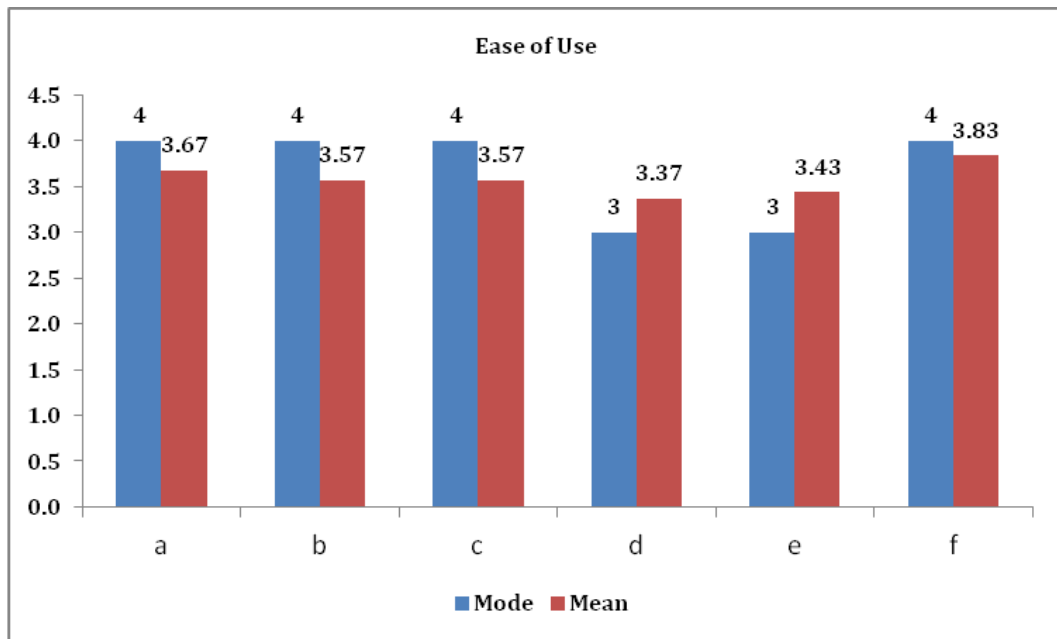


Figure 4. Ease of Use Graph

#### 4. CONCLUSIONS

In this Asma'ul Husna Mobile Zikir Application, user can press the exit, home, play and next buttons and hear audio as well. Based on the survey conducted, it can be shown that the application has motivated the users to memorize Asmaul Husna.

#### REFERENCES

##### Journal papers:

- [1] Santoso, M.H., Sulis, S., Latifah, U., Setyawati, E. 2019. Pengembangan Aplikasi Asmaul Husna untuk Smartphones dengan Sistem Operasi Android. Jurnal Media Aplikom, 11, 21-34.
- [2] Rosmani, A. F., Zakaria, M.H. 2018. Asmaul Husna Learning through Gamifications and Adaptation of Signalling Principle. Journal of Physics: Conf. Series, 1019, 1-7.

- [3] Ariyati, S., Misriati, T. 2016. Perancangan Animasi Interaktif Pembelajaran Asmaul Husna

**Websites:**

- [4] B19 Design. 2019. Asma ul Husna, retrieved at 20 November 2019 at <http://www.qul.org.au/the-holy-quran/asma-ul-husna>
- [5] Wikipedia. 2019. Religion in Thailand, retrieved at 19 November 2019 at [https://en.wikipedia.org/wiki/Religion\\_in\\_Thailand](https://en.wikipedia.org/wiki/Religion_in_Thailand)
- [6] Hanifida TV. 2018. Al Asma Al Husna Thailand & English Ver., retrieved at 20 November 2019 at [https://www.youtube.com/watch?v=jhMbtd7o\\_3g](https://www.youtube.com/watch?v=jhMbtd7o_3g)

**Books and chapters**

- [7] Sommerville, I. 2016. Software Engineering. Pearson Education: Essex.