



**E-PROCEEDING EXTENDED ABSTRACT
INTERNATIONAL VIRTUAL CONFERENCE ON CREATIVE
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The Potential of Augmented Reality (A.R.) Technology in Moral Education For Educational Module Of Surah Luqman Al-Hakim

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Abstract

The innovations in educational aspects of teaching and learning can be classified as efforts to extend and enhance the techniques or modifications in developing the educational system and supporting the education guidelines in the 20th century. Technology plays a role in the education environment by providing numerous benefits, facilities as well as engaging learning experience. In education, Augmented Reality (A.R.) is suitable for students in creating a sense of excitement. This preoccupation can allow the student to participate in a comprehensive and more realistic learning experience. In addition, Augmented Reality (A.R.) can assist students in learning. They have difficulties in the visualization process through auditory-visual and movement technology, and practically it coincides with the learning theory and strategy, especially emotion as it is vital in designing. Moral education among the children should be focused to produce a high morale generation. The Learning Module of Surah Luqman teaches about family values, in line with children learning and education. There are lessons worth remembering for parents and children to take as their reference and guidelines to live according to Islamic principles. Among the main essence of the curriculum in this surah is to emphasize the concept of family and children's education. By incorporating multimedia design technology through the augmented reality approach based on the moral learning module inspired by Surah Luqman, verses 12 to 19 with three values related to faith education, it indirectly supports religious values teaching through current technology.

Keywords: Augmented Reality, digital technology, Educational module based on surah Luqman, fun learning experience, new experience

Introduction

The role of technology in education provides many advantages and benefits and provides a more fun environment (Tahir & Maklumat, 2017). In the field of education, augmented reality is very suitable to be applied to the student to encourage a sense of fun (Seifert & Tshuva-albo, 2014), a preoccupation that allows a student to participate immensely in a comprehensive and more realistic learning experience (Shelton & Hedley, 2002). Augmented Reality (A.R.) can provide aid and support through auditorial and movement visuals (Ali et al., 2020) for students who usually have problems visualizing things. Augmented Reality (A.R.) could provide a real-time experience to the users while interacting with virtual and physical objects (Tomi & Rambli, 2013). Moral education at the children's level needs to be given attention to producing a generation with high moral values. Therefore, the Education Module