THE IMPACT OF E-LEARNINGIN TEACHING THE ARABIC LANGUAGE FOR NON-NATIVE SPEAKERS

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Abstract: This study aimed at investigating the effect of using E-learning concepts and computer software program in teaching of Arabic language for non-native speakers on the achievement of students in Malaysia. Teaching of Arabic Language for non-native speakers in Malaysia has seen great progress, due to the interest of the Malaysian Government in teaching and learning of this language among Malaysians. Due to the era of technology, it has become a must for teachers to use computer multimedia in order to reach a certain main parameters in the educational process. This research covers the difficulties faced by the teacher in the delivery of information, Therefore, the researchers believe that using multimedia in teaching has made it easier for teachers in planning the outline of the course and the use of technology in various scope of life including teaching generally is a must and in particular in the teaching Arabic language for non-native speakers in particular. The researcher will use inductive analytical approach to reach the desired results, In view of continuous development in technology sector, researchers understand that the need to take advantage of all the technological aspects of the language centers in Malaysia and in particular rely on the optimal use of E-learning contemporary methods. Finally, the researchers proposed some conclusions and recommendations that are supposed to contribute to the proliferation of such technology for easy teaching and learning process.
Keywords: E-learning, Computer assisted language learning, Teaching languages for non-native speakers.

INTRODUCTION

Teaching of Arabic in Malaysia is still evolving day after day, this is because the Arabic Language Teaching and learning are linked to religious sciences, therefore the researchers believe that the use of educational methods across the process of teaching and learning in the classroom is indispensable, especially with the use of modern technology, in teaching the language through mobile devices using its apps and multimedia. The researchers believe that it is necessary to encourage those who are working in the field of education to use this type of varied modern educational methods, until it is raising the value of teaching Arabic language to the level of teaching methods of other materials, such as science, mathematics and English language, in order to increase student interest in the cross educational stages.

This research applies descriptive and analytical approach and access to the documents, books and scientific articles informed expanded and comparing ideas and opinions put forward by educators specialists in the use of mobile apps and multimedia for educational purposes in a scientific.

STATEMENT OF THE PROBLEM

In the light of the information revolution and the scientific challenges of the 21st century, there is a sweeping trend to use computers in all aspects of life and education is no exception. On the other hand, the world is heading towards knowledge economy and a lot of money will be invested in computer assisted language learning instructional mobile apps using multimedia techniques. Therefore, it is worth investigating the effectiveness of mobile apps on the performance of learners.

METHODOLOGY

This research applies descriptive and analytical approach and access to the documents, books and scientific articles informed expanded and comparing ideas and opinions put forward by educators specialists in the use of multimedia for educational purposes in an accurate scientific manner.

AIMS OF THE STUDY

The general aims of this study are that developing an instructional program for teaching a grammatical item of Arabic language which is the passive voice, and investigating its effect on developing students' achievement in Arabic language.

STUDY CONTRIBUTION AND IMPORTANCE

The domain learning mobile apps in Malaysia is in need of more research. To the researchers' best knowledge, studies about mobile-based instruction in Malaysia are not so many. A few studies about the use of mobile apps in teaching Arabic and its grammar to Malaysian learners have been conducted. It is anticipated that this study will shed light on the benefits of using computers in language learning in general, and in learning Arabic language in particular. This study also attempts to bridge the gap between the theoretical and practical sides of using mobile apps in teaching languages. Thereupon, the findings of this study may be functional for different categories of people.

LIMITATIONS OF THE STUDY

This study is confined to the first year students in the faculty of languages in AL Madinah International University (MEDIU), foundation Arabic language students and MEDIU language center students for academic year 2015/2016 in Malaysia.

REVIEW OF RELATED LITERATURES

Mobile application is a software application designed to run on mobile devices such as smart phones and tablet computers. Most such devices are sold with several apps bundled as pre-installed software, such as a web browser, email client, calendar, mapping program, and an app for buying music or other media or more apps.

Multimedia is content that uses a combination of different content forms such as text, audio, images, animations, video and interactive content. Multimedia contrasts with media that use only rudimentary computer displays such as text-only or traditional forms of printed or hand-produced material. Multimedia can be recorded and played, displayed, interacted with or accessed by information content processing devices, such as computerized and electronic devices, but can also be part of a live performance. Multimedia devices are electronic media devices used to store and experience multimedia content. Multimedia is distinguished from mixed media in fine art; by including audio, for example, it has a broader scope. The term "rich media" is synonymous for interactive multimedia. Hypermedia scales up the amount of media content in multimedia application.

Arab Organization for Education described multimedia as: the integration of more than one way to complement them when other offer or teaching. Examples include print, video, slides, sound recordings, computer, and movies of all kinds. Hence, the researchers knew that is multi-media educational relationship means, which is the integration of its elements.

Providing information using words and images, and words meant oral form such as a printed or spoken text; the images comes a visual form .Or integration among all the technical elements, they are programs that combine audio, image, video, painting and monument high quality in addition to the availability of interactive environment

Computer software applications that uses the biblical texts, and audio such as music, singing and image such as graphics, maps, photographs, and movement such as animated text, animation, graphics, and cartoon images, and videos, at different times and in the arena, and requires the implementation of computer software that uses multimedia processors quickly , recipe storage high

The researcher's pines from these observations that the previous definitions contained in the agreed several things belong in multimedia, which are as follows: There is a double integrated elements, elements any combination of these elements and their compatibility and compatibility and integration between the previous elements, for example: the merger between sound and image.

Computer has the ability to operate on multimedia, through the integration of its elements to display video and audio, video and motion and colors. This leads to a better choice of a computer as a device and an influential tool to ensure that the ability to run. There is an element of submission or presentation, response or reaction.

Moreover, the researchers believe that multiple teaching and learning media are:Any computer programs address the educational material and learning, so that the educational material presented video and audio, video, text and movement, within a synthesis between these elements and their integration in order to improve teaching and learning processes. From this definition we conclude that the computer or the computer is able to produce multimedia and employment at the same time.

ANALYSIS AND FINDING

Multimedia elements in mobile apps: Text: It is educational material to be imposed on the learner in print, is the use of educational text alone or PRA is not desirable, but we cannot do without it, because it is important to clarify the material that does not rely on just the sound, as some students need to see the information a "screen" for more substantiated, and the more you use expressive images or sounds, or music, because this was the best. When typing a text must be given to the sense or content and use of the appropriate lines and colors, and text can be written in the form of lists, or the photos themselves, or prepare it as a background writing on them, and can be used with text movement also to attract the attention and interest of students.

Images and graphic: include the ability to display charts and maps as well as dealing with still images, photographs, and images are input to the computer either animated take them from a digital example, scanner, or is it develop by using the various drawing programs camera and vary these programs in the way they work and production drawings.

Movement: This element is linked to elements of text and image, in the sense that the movement should be required and expressive, as the animated image better and more signed on the same learner of still images; they increase the attractiveness and excitement and make the learner more interactive with the tutorial.

Sound: convert the sounds into digital signals that can be added to any software on the computer, you can listen to the recitation of the Koran through the computer and you can add sound effects to images. They can also change the sounds from one form to another control, such as those that are here and the voice recognition can input information or data to the computer by talking instead of typing.

Video: Video plays a significant and important role as a component of multimedia elements, and gives an indication of movement and vital credibility as well. Modern technology has helped us on the video input to the computer in order to integrate all the elements: text, image, movement, and sound together to get the media more effectively in teaching and learning processes.

Through the use of multimedia teacher can express any information more than one way, and then is connected to the information appropriately them; as the information if presented to the learner in multiple ways, it addresses more than one sense of the different learner's senses, and then be more effective and better than if It provided only one means. Therefore multimedia is characterized by the ability of the transfer of information many means to reach the information in the best of forms, and then give the learners freedoms in dealing with educational material, so that there is between them and educational material interaction. This will be the best learning for learners in terms of educational material progress to be learned are interesting, and so is the teacher coordinator for the use of multimedia elements so that it uses each element separately.

There are three terms are repeated used in a number of educational and training areas, namely: Hypertext, Hypermedia and Multimedia. Using of multimedia means many formalities of tools, materials, and means to display the information, and if you use the computer through this sense interferes in the sense the term Hypertext and Hypermedia.

There are several computer programs that we use in the field of education, and the most important functions that the computer is estimated to run: Word processing programs, the creation of databases, programs for statistical processing and presentation programs.

The researchers here and wants to focus on the presentation programs or application software; because they have a special relationship to provide multimedia in teaching and learning process. Through a program of presentations, some educational materials displayed on the mobile phone of the learner, and the most important characteristic of a computer in this field for devices traditional offers the possibility of using colors and images element in sync with the display of text, which creates for teaching and learning multiple technologies offers environment. This is increasingly important presentations, if the images and three-dimensional drawings.

The computer is the main pillars in the age of technology and technical knowledge and cultural explosion, as one of the most important ways the most widespread and the most influential and widely used in all spheres of life in general, and in the areas of teaching and learning in particular. And because the main objective of education is continuous improvement for master students for most of the skills and achieving educational goals, it is necessary to keep pace with the technological development and keep pace, and live with it and its use in teaching and learning processes to reach the desired goal in the best image. It is worth mentioning that the computer has the ability to accomplish mathematical and logical processes quickly and accurately and analysis of information storage and retrieval in an orderly fashion. Perhaps one of the most important modern teaching skills, the skill of computer use and employed for the benefit of the school and teaching materials. The advantages enjoyed by the computer from the speed and accuracy and diversify the information presented and flexibility in use and control views make it a much better display various information devices of books and audio-visual aids recognize its impact and cultural knowledge. In view of the major successes achieved by the computer in the field of education, and the most important characteristics of

successful penetration of this research effective uses in the field of education. Computer is one of the multi-purpose educational devices, and this is of great importance in the educational process to the magnitude of the many advantages. Computer has entered the educational field as a result of the multiple features prove that looks are evident across multiple and accumulated experience, resulting from the actual application him in various fields of education and learning processes, and most important of these features:

The computer's ability to store and retrieve information and configure data bank easily refer to it quickly and easily. The computer is a tool to teach the hard skills that require a great deal of time, so it gives time for education and training. Some of the jobs more quickly and performance errors less than the ability of the teacher performance. And increase the ability to control the educational process with opportunities for individual instruction. Who will also provide lessons and perform routine tasks that provide the teacher's time to give personal attention to each student, guiding the learning process and address individual problems.

The researchers noted that the computer raises the activity of students and affect the speed of learning, and offers them a scientific article in an interesting and attractive programs including aligned context of the Legends multiple distinct methods of display. And an explanation of computer features that make it an effective means in the educational field, and can be addressed as follows: Mobile Application helps to achieve the educational goals easier and better. The use of mobile in the teaching and learning processes to provide about 40-60% of the allocated education to master the current conventional methods time. Where it is available at all times and places. The use of mobile in the teaching and learning processes on the survival of the impact of learning more. The differences compared by the corresponding current conventional methods are the use of mobile in the teaching and learning processes to improve students' productivity due to creative interaction with him positively. Providing learner enhance instant feedback, according to its response in the classroom. Scalability computer to record learner responses and monitoring reactions. Mutual interaction between the learner and educational applications of the mobile. On the other hand Computer contribute in increasing the learner's self-confidence linguistically and technically. The computer is capable of providing the opportunity for the learner to control and decision-making procedures in the course of the program in a positive way, and provides many ways that ensure good communication between the learner and computer to help students to complete the study process easily and achieve the desired educational goals well.

RESULTS

That research has defined the term "multimedia" in teaching and learning as: any computer programs address the educational material and learning, so that the educational material presented video and audio, video, text and movement, within a synthesis between these and integration elements aimed at improving teaching and learning process. As we have noted elements consist of text, images, movement, sound, and video, and multimedia effect to use in the field of current education as seen in the characteristics that lead the learner to learn better in more than one sense of the learning status of participation. Noticeable that there is a strong correlation between education and multi-media, and the computer in terms of the effectiveness of use, and flexibility in running the program. And appropriate selected for the process of teaching and learning in this day and age. In the recruitment of education using multimedia, there are methods and theories must be taken into account to achieve success in the teaching and learning process through this medium. In the preparation of any Mobile application for educational purposes we have to follow the procedure steps on a regular basis, and we have to look at the application of this program taking into account the special educational model.

SUGGESTIONS AND RECOMMENDATIONS

Based on the findings discussed above, the researchers suggest the following recommendations:

- Researchers should conduct other studies on the effect of computerized programs on the students' achievement in Arabic language grammar.
- Focusing on other grammatical Issues in other regions in Malaysia in order to generate a more comprehensive idea about the effect of mobile apps on teaching Arabic in Malaysia.
- The use of application software in language teaching should be investigated further. Researchers should conduct further studies on the effectiveness of standard methods on teaching language skills and other components of the language.
- Teachers are advised to vary their methods, techniques and ways of teaching, according to their students' needs and interests. They are also advised to use the computerized method more intensively and more frequently.
- Train teachers how to use special technical guidance, such as the preparation of the Leader of Education Model using technology in the classroom.
- Train teachers on the technical development of their abilities.

- Taking care of using multimedia technology and follow up on all new and used in all detective school because of its effect on the achievement, direction and operations of different thinking.

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