

## Exploring Art and Islamic Elements of Sunan Kalijaga's Da'wa in Web-based Education

Baskoro Suryo Banindro<sup>1\*</sup>, Baridah Mutmainah<sup>2</sup>, Nahij Auliya<sup>3</sup>

<sup>123</sup> Institut Seni Indonesia (ISI) Yogyakarta, Indonesia

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### ABSTRACT

This research aims to develop digital-based educational media that highlights the role of Sunan Kalijaga as a guardian and artist in Java. There are several reasons why it is necessary to explore the topic of Sunan Kalijaga. *First*, Sunan Kalijaga employed a unique and effective method of proselytizing through art, skillfully adapting to the local community's culture. *Secondly*, the teachings and artistic legacy of Sunan Kalijaga are still preserved and well-maintained in parts of western, central, and eastern Java." "However, Sunan Kalijaga's role as an Islamic saint and artist has not been thoroughly documented through concrete media. Data were collected through a review of printed and digital literature, interviews, and field observations. This research adopts a descriptive approach with a literature review method and 5W1H analysis (what, who, why, when, how). This platform was chosen because it enables users to interact with the content, thereby increasing interest and understanding of Sunan Kalijaga's history. The final conclusion of this research is that, based on the Linkert scale usability test, the website design can serve as an educational medium for the general public.

### KEYWORDS

*Educational Website, Sunan Kalijaga, Guardian And Artist, Javanese Land.*



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\*Corresponding author: Baskoro Suryo Banindro ✉([baskoro@isi.ac.id](mailto:baskoro@isi.ac.id)), Institut Seni Indonesia (ISI) Yogyakarta, Indonesia

## Introduction

Sunan Kalijaga received a special blessing from Allah *Subhanahu Wata'ala*. Apart from constructing mosques, historical records in books and journals reveal that Sunan Kalijaga also contributed to the creation of Islamic arts, including wayang (puppetry), taqwa clothes, carvings, and batik motifs. Sunan Kalijaga demonstrated creativity in literary arts, children's games, and songs, employing various methods to seamlessly integrate and be embraced by the local community. During his preaching journey across Java, Sunan Kalijaga visited multiple regions, leaving enduring traces wherever he went. Examples include prayer pedestal stones, iron-forging furnaces, prayer rooms, springs, and numerous other relics scattered throughout Java.

Despite the popularity of Sunan Kalijaga, there is currently a lack of visual communication media that offers information about his life, work, and the significance of his existence as a saint in Java. The aim of this research is to conceptualize visual communication media that can effectively convey information about Sunan Kalijaga's life and teachings during his preaching in Java. The envisioned media is anticipated to serve as a valuable tool for promoting Sunan Kalijaga to a broader audience and attracting more visitors to his heritage site.

To gather supporting literary data related to the research on Sunan Kalijaga's heritage site, the thesis titled 'The Da'wah Method of Sunan Kalijaga with a Cultural Approach,' authored by Melinda Novtasari from the Faculty of Da'wah and Communication Sciences, Department of Communication and Islamic Broadcasting at UIN Raden Patah Lampung in 2018, was utilized as an approach to identify the locus of Sunan Kalijaga's presence during his preaching (Novtasari, 2018). The thesis titled 'Designing Illustrated Books of Sunan Kalijaga's Da'wah Journey,' a result of Muhammad Ibrahim Usman's research in 2021, encompasses information about the historical narrative of Sunan Kalijaga's da'wah journey and the teaching and cultural values he imparted. In connection with this research, the account of Sunan Kalijaga's journey, as documented in the thesis, will be utilized as a reference to confirm the presence and impact of his activities in Java (Usman, 2021). Achmad Fanani's book, 'Mosque Architecture,' published by Benteng Budaya in 2010, provides an analysis of mosque building models. This book will serve as a reference for the analysis of Sunan Kalijaga's mosque architecture in Java (Fanani, 2009).

To explore artworks related to da'wah with a humanist approach, the research titled 'Punakawan in Pewayangan,' a study conducted by Fattahul, serves as one of the references for examining the intangible cultural products associated with Sunan Kalijaga, which are crucial to be brought to light (Huda Aminuddin & Djauhari, 2021). Meanwhile, for reference to the Sunan Kalijaga shrine site in West Java, Herman's research titled '*Petilasan* Sunan Kalijaga Taman Kera In Cirebon City' will be utilized as a guide for the management of Sunan Kalijaga's heritage in the western region of Java (Hermana, 2010a).

In general, the concept of visual communication media for Sunan Kalijaga's shrine site will include information about the traces of Sunan Kalijaga's da'wah journey in Java. Saputra's research book, published by Pustaka Media, which unveils Sunan Kalijaga's journey while traveling in Java, will serve as a reference for his footsteps during his preaching (J. H. Saputra, 2010). The information obtained from the book reveals that Sunan Kalijaga visited several cities, leaving significant traces. Another book highlights *the petilasan*, which is currently utilized as a pilgrimage site, Surowati in Gresik, East Java. It has become one of the well-maintained historical centers and tourist attractions (Taufiqurrohim, 2016). To gain in-depth information about Sunan Kalijaga's missionary journey in East Java, the research findings on the topic of '*Petilasan Kolam Mandi*' in Bektiharjo Village and the 'Sunan Kalijaga Site' in Medalem Village, Tuban Regency, conducted by Farnadayanti, will be utilized to enhance the design of historical sites for Sunan Kalijaga's heritage in eastern Java (Farnadayanti, 2021). Visual communication media is an excellent method for learning and promoting informative subjects, as it offers numerous advantages over other means (Laurens et al., 2021).

These advantages include accessibility, as visual communication media can be accessed by anyone, anywhere in the world, with an internet connection. Additionally, visual communication media provides comprehensiveness, offering a detailed overview of an institution's profile and other relevant information. It can incorporate various multimedia elements such as images, videos, and audio recordings, enhancing the visitor's experience by bringing objects to life. What sets this visual communication media concept research apart from previous studies is its focus on revealing information about the da'wah journey and various existing sites. Moreover, it includes audio and visual impressions of the architecture, fine arts, and literature created by Sunan Kalijaga (Hadinata, 2015).

One of Sunan Kalijaga's approaches to spreading Islam was through the acculturation of art, particularly shadow puppetry. This method was employed to prevent upheaval in the community, which already had a cultural identity intertwined with religious elements before the advent of Islam in Java (Susetya & Widayanti, 2012). In the Javanese community, Sunan Kalijaga is recognized as one of the nine guardians who contributed to the construction of the Great Demak Mosque. Notably, one of the mosque's pillars was crafted from leftover pieces of wood (*Tatal*) contributed by the other guardians.

In addition to contributing to the construction of the mosque, Sunan Kalijaga also created various forms of performing arts such as shadow puppets, children's games, children's songs, regular songs, and gamelan. Employing various methods, he aimed to seamlessly integrate these cultural expressions, making them easily accepted by the local community. During his preaching journey across Java, Sunan Kalijaga visited multiple areas, and wherever he was present, he left distinctive traces. Examples include prayer pedestal stones, iron-forging furnaces, musholla (prayer rooms), springs, and numerous other relics scattered throughout Java. As for the sites (Javanese: *petilasan*)

visited by Sunan Kalijaga, not all of them are well-documented. Therefore, the significance of this research lies in the need to create historically charged educational media that is suitable for the general public.

In relation to the research on Sunan Kalijaga's travel records, the thesis titled 'Designing Illustrated Book of Sunan Kalijaga's Da'wah Journey' serves as a key reference for the design of this research. Furthermore, for the examination of artworks related to da'wah with a humanist approach, Fattahul's study on 'Punakawan in the puppet show' is utilized as one of the references, shedding light on Sunan Kalijaga's intangible cultural objects that are crucial to be brought to the forefront (Fattahul, 2018).

To provide literary support data for the research on Sunan Kalijaga's historical heritage site, Melinda Novtasari's thesis titled 'Sunan Kalijaga's Da'wah Method with a Cultural Approach,' from the Faculty of Da'wah and Communication Sciences, Department of Communication and Islamic Broadcasting at UIN Raden Patah Lampung, is employed as an approach to identify the locus of Sunan Kalijaga's existence (Novitasari, 2018).

Meanwhile, for the relics and shrines of Sunan Kalijaga in West Java, insights from the research on 'Community Perceptions of Sunan Kalijaga's *Petilasan* and Kera Park in Cirebon City' will serve as a reference for managing Sunan Kalijaga's heritage in the western region of Java, as presented in the thesis from UIN Yogyakarta. In general, the educational website design for the Sunan Kalijaga shrine site will encompass information about the historical narrative of Sunan Kalijaga's missionary journey, along with the teaching and cultural values he bequeathed (Hermana, 2010). The book written by Jhony Hadi Saputra, titled 'Revealing the Journey of Sunan Kalijaga' and published by Pustaka Media, discusses and unveils Sunan Kalijaga's travel route while journeying through Java. According to the information obtained from the book, Sunan Kalijaga visited several cities, leaving significant traces.

One notable site is the *petilasan* in Surowati, Gresik, East Java, which is now utilized as a pilgrimage site. Subsequent information in the book details the current functioning of the site as a historical center or tourist attraction, which is still active today. As part of Sunan Kalijaga's missionary journey in East Java, the bathing site in Bektiharjo Village and *Petilasan* Sunan Kalijaga in Medalem Village, Tuban Regency, particularly the myths associated with these locations, will be utilized to enhance the design of the historical site representing Sunan Kalijaga's legacy in the eastern region of Java (Farnadayanti, 2021).

## Method

The descriptive qualitative method is deemed appropriate for the research on Sunan Kalijaga website design. This method allows for the collection of comprehensive and in-depth data concerning the current Sunan Kalijaga website, the requirements of its users, and the expectations of website managers. The resulting design of the Sunan

Kalijaga website from this research aims to enhance its effectiveness and efficiency in providing information.

### Research Phase

The descriptive qualitative method is deemed appropriate for the research on Sunan Kalijaga website design. This method allows for the collection of comprehensive and in-depth data concerning the current Sunan Kalijaga website, the requirements of its users, and the expectations of website managers. The resulting design of the Sunan Kalijaga website from this research aims to enhance its effectiveness and efficiency in providing information.

Operationally, the research method of this visual communication media concept can be explained in Figure 1 below.

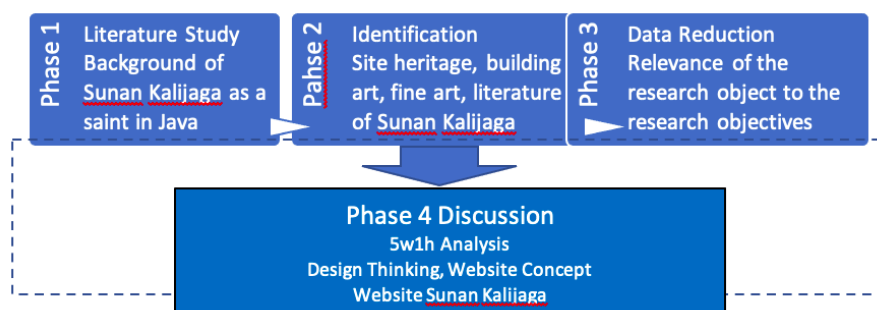


Figure 1. Stages in Research

Operationally, the research method of this visual communication media concept can be explained in Figure 1 below. Through Figure 1, the research stages will involve a study of Sunan Kalijaga. *The first stage* encompasses a phenomenological study of literature related to Sunan Kalijaga, tracing his journey from his youth when he was known as Raden Said to his role as a preacher with the title of wali. *In the second stage*, the research will focus on identifying the traces and sites of Sunan Kalijaga's presence in the management of da'wah in Java. This investigation spans across western Java, including Cirebon, central Java in areas such as Temanggung and Klaten, and eastern Java with a focus on locations in Lamongan. Identify the results of building art in the form of mosques in Semarang, Pati, Demak and other shrines such as wells, prayer mats in the form of stones. Identify works of art including puppets, gamelan tools, carving motifs, batik motifs. Literary works such as *Lir-ilir*, *Dandhanggulo*, *Lingsir Wengi* and children's songs such as *Gundul Pacul*, *Sluku-Sluku Bathok*.

*The third stage* involves the consolidation of data from field findings, literature, and other visual sources. In this stage, data that is deemed insufficiently valid or relevant will be minimized to prevent information bias. Moving on to the fourth stage, the analysis and synthesis of the 5W1H (What, Who, Why, When, Where, and How) will be

conducted to derive the concept for this visual communication media. The descriptive method, utilizing the 5W1H approach, is chosen as the method for data analysis.

**Data Analysis**

The 5W1H method is generally employed to gather comprehensive and detailed data on a given topic, enabling a more thorough analysis and understanding of events or problems. By specifying the questions (What, Who, Why, When, Where, and How), it becomes possible to identify relevant information, explore cause-and-effect relationships, and compile research reports. This method can then be applied to develop a concept for designing visual communication media.

*Tabel 1. Data Analysis*

<b>Analysis</b>	<b>Issue</b>	<b>Issue</b>
What	What is media content?	Guardian Historical Site Documentation
Who	Who is the content object?	Sunan Kalijaga the Guardian
When	When are media published?	on 2024 year
Where	Where is the media placed?	Digital Educational Media
Why	Why is the issue published?	No Media has Discussed
How	How is it published?	Through the Online Media of the Website

Based on the information in Table 1 above, it becomes evident that details about Sunan Kalijaga's shrine and other significant sites related to his life and work play a crucial role in attracting more visitors to the site. Exploring the sources of Sunan Kalijaga's teachings and contributions can contribute to public education regarding the significance of Sunan Kalijaga, fostering a deeper understanding of religious and cultural values. Furthermore, activities related to Sunan Kalijaga have the potential to promote tourism and draw visitors to both Sunan Kalijaga's shrine and other associated sites

Addressing the 'How' question above, which pertains to the development and utilization of responsive visual communication media visible on all devices, including smartphones and tablets, the proposed solution involves using a Content Management System (CMS). This choice facilitates easy updates and maintenance. In conclusion, the proposed problem-solving approach for gathering and disseminating information about Sunan Kalijaga as a guardian and artist in the archipelago is through a social media website platform.

## Website Concepts

The website's concept aims to furnish information about the life, work, and significance of Sunan Kalijaga. It will encompass educational resources, a calendar of events, and a forum for the public to engage in discussions and share knowledge about Sunan Kalijaga. The development of the website concept will be undertaken by a collaborative team consisting of web designers, developers, and content creators. Additionally, the team will include experts well-versed in the life and works of Sunan Kalijaga.

The development of the website concept is scheduled to span six months, with a planned launch in January 2024. The website will be hosted on a cloud-based platform to ensure global accessibility. Its primary objectives include promoting Sunan Kalijaga to a broader audience, attracting more visitors to his shrine, and serving as an educational resource about Sunan Kalijaga's teachings and contributions. The promotion of the website will be carried out through various channels, including social media and search engine optimization.

In conclusion, visual communication media serves as a powerful tool for learning about and promoting Sunan Kalijaga in various ways. It offers accessibility, comprehensiveness, interactivity, and affordability. This versatile tool can effectively provide information, education, and entertainment to a wide audience. Based on the data analysis above, the recommended communication media model to promote Sunan Kalijaga's work as a guardian and artist in Java is a website. Essentially, the Design Thinking method encompasses five crucial aspects in the design process: Empathize, Define, Ideate, Prototype, and Test. The empathize process serves as the initial stage in the Design Thinking method, which consistently relies on the visualization of ideas and concepts, emphasizing experimentation and collaboration.

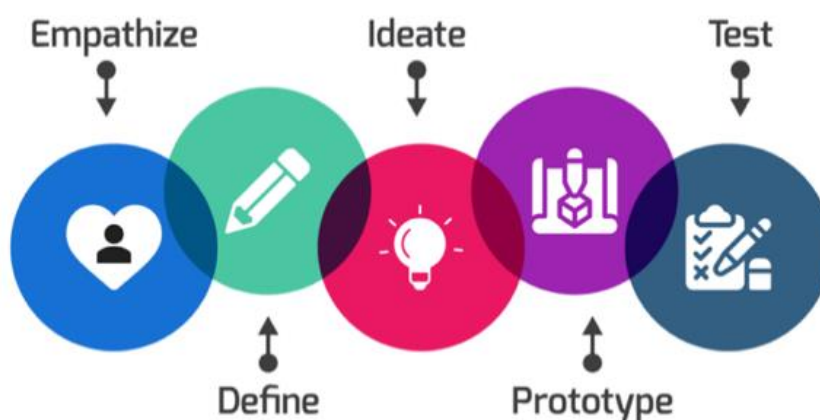


Figure 2. Design Thinking Diagram

### **Stage of Design Thinking**

1. At the Empathize stage, data will be collected through observation to explore information about existing problems. This involves understanding the user's perspective on the design object and accommodating any concerns from respondents to gather more comprehensive observations of the design object.
2. At the Define stage, the process involves analyzing data obtained from observations during the Empathize stage. This includes raising and identifying problems based on the observations to formulate problem statements. These statements result from a comprehensive analysis and observations, considering the designer's perspective.
3. At the Ideate stage, the designer generates design ideas and explores various solutions that align with the problem statements identified in the Define process. This creative process involves brainstorming and mind mapping to sketch web designs with alternative concepts. The goal is to arrive at a design that aligns with the data obtained in the previous stages of the design thinking process.
4. In the Prototype stage, an advanced step is taken by creating an initial product based on the selected design. In this case, it involves developing a digital education platform in the form of a website. This prototype is considered a solution to the problems identified in the design object.
5. In the Test stage, a trial of the website prototype will be conducted to gather feedback from users regarding the design of the educational website, Sunan Kalijaga Site. The objective is to enhance the User Interface of the website based on the feedback received, ensuring its optimal realization as a web page.

## **Results**

### **Website**

By January 2023, the number of internet users in Indonesia had reached 212.9 million. This means that about 77% of Indonesia's population has used the internet. Of this percentage, the number of website forums on the internet network in January 2023 reached 53.85%, this number will certainly continue to grow in the future (Octavia et al., 2022). Through this research, a problem formulation is proposed, how is the design format of Sunan Kalijaga's heritage site in Java based on a virtual digital platform, so that it can become a digital-based educational media for communicative-informative communities?

Regarding visual communication technology in digital media, categorize digital technology into three categories, namely Digital Artifact, Digital Platform, and Digital Infrastructure. Digital Artifact can be explained as digital elements, software, or media



materials that are part of a new product (or service) and provide specific functions or benefits to end users (Rippa & Secundo, 2018). A digital platform is a software-based platform formed from the extensible base code of a software system that delivers core functionality and can be accessed through various modules and interfaces. Meanwhile, digital infrastructure is a set of digital technology devices and systems that provide capabilities for communication, collaboration, and/or computing. Digital infrastructure utilization is a sociotechnical process defined by Tilson and his colleagues (2010) as digitalization, which brings about significant changes at the cognitive, social, and institutional levels (Davis. et al., 2010).

One of the most popular and easily accessible digital platforms is the website. The web is a system that allows users to access information in the form of text, images, multimedia, and others through the internet network (Sibero, 2013). A website is a collection of pages used to display a variety of information, such as text, images that can be still or moving, animations, sounds, and also a combination of all these elements. This information can be static or dynamic, and they all form one interconnected structure. Each page in the site is connected through a network of pages (H. Bekti & Mahir, 2015).

In the context of visual communication technology through digital media, a website is part of a digital entity called a digital artifact. Essentially, a website is a collection of information pages connected in the form of web pages, and these pages can be accessed through a specific domain or URL (uniform resource locator). A domain is a unique identity indicating the primary owner of a website, whether it be an institution or an individual. Within a website with a specific domain, you'll find various other pages such as blogs, menus, contact pages, and more, all accessible directly from the homepage. The central focus of a website is its appearance, closely tied to the function and usefulness of the website (Krug, 2014).

Websites continue to play a crucial role in the digital ecosystem, as acknowledged by many technology, marketing, and business experts, along with organizations and companies that persistently develop and maintain their online presence. This widely accepted view in the digital world is grounded in several reasons. One significant aspect is that websites remain a primary source of information on the internet. Organizations, news agencies, publishers, academics, and individuals utilize websites to deliver accurate and comprehensive information on various topics, products, and services.<sup>1</sup> Websites facilitate the publication of specialized content, including blogs, tutorials, online journals, and educational materials. They offer opportunities for individuals and organizations to share their knowledge, experiences, and perspectives. Websites provide complete control over content, design, and user experience. In contrast, social media platforms often have limitations in terms of design and customizable features. Moreover, websites play a crucial role in search engine optimization (SEO), enabling

businesses and organizations to be more easily found in Google search results and other search engines, enhancing their online presence.

*Tabel 2. Category Digital Technology Visual Communication Media*

Digital Technology Categories	Digital Technology Typology
Digital Artifact	Digital Storytelling
	Digital Business Portfolio
	Virtual and Augmented Reality
	Conversational System
	Blockchain
Digital Platform	Intelligent Apps
	Mesh App and Service Architecture (MASA)
	Big Data and Learning Analytics
	Cloud Computing
	Social Media

To achieve the optimal design of an interactive website, the theory of website design, as outlined in the Interactive Web Design Guide book, emphasizes the Interactive Web Model Study. The science employed in designing websites is known as User Experience (UE). According to this theory, website designers are not only equipped with the ability to create visually appealing displays but must also focus on ensuring users can easily navigate and interact with the website (Banindro & Rochman, 2017).

### **Designing a Website Design**

A website is a network of digital nodes coordinated to display written information, static or motion images, animation, audio, or a combination of audio-visual elements. These elements form a series of interrelated formats, with each connected to a network of pages. The web is an Internet-based Distributed Information System (H. B. Bektı, 2015).

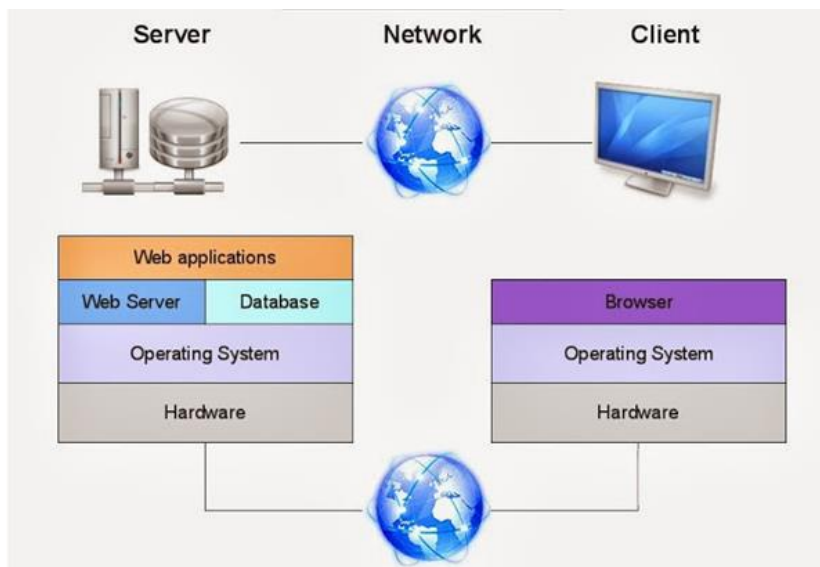


Figure 3. Schematic of the complexity of the website network work system

The waterfall model, also known as the linear sequential type or the classic life cycle, is one of the imaging models for website development. It is a form of network with a software flow approach that operates sequentially, beginning operationally from design analysis, coding, testing, and concluding at the support stage.



Figure 4. Website development and testing model.

## Discussions

### Website Visualization (Prototype)

The subsequent stage involves the digitization of data formatted into web frames through a series of HTML5-based 'blocs' application programming and 'brackets' as code support. In the post-production phase, a trial test of the web design is activated by uploading it to hosting and making it accessible through specific domain name attributes. The final stage of website design is publication, where official web management takes responsibility for overseeing web traffic on the published site page.

As an illustration of the website design of the historical site left by Sunan Kalijaga, the *official website* hierarchy will be described as the hierarchy schematic below:

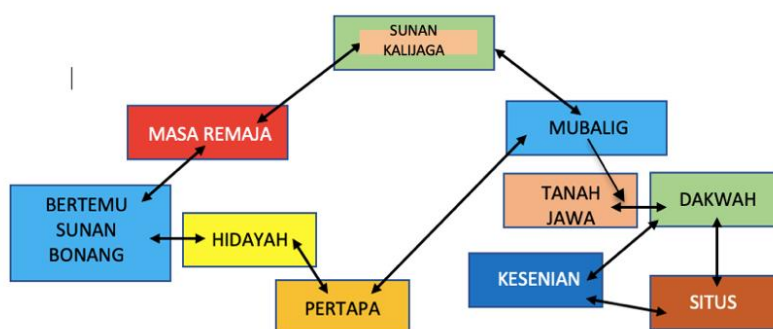


Figure 5. Hierarchical Navigation Structure of Wali Sanga Site

### Pre-Production (Story Line)

- Cover: SITUS SUNAN KALIJAGA DI TANAH JAWA
- Adolescence: The Story of Raden Said becoming a Loka Jaya hooligan
- Meeting Sunan Bonang: Raden Said was ordered to wait on Sunan Bonang's stick
- Becoming a Hermit: Raden Said tested, the process of khalwat
- Getting Hidayah: Being a messenger of Allah Islamic
- Preacher in Java: Sunan Kalijaga was asked to teach the Qur'an
- Sunan Kalijaga's Art Products: Wayang kulit, gamelan, tembang, variety of bias, batik
- Sunan Kalijaga *Petilasan* Mosque: Mosques spread across the island of Java, western, central and eastern parts
- Sunan Kalijaga *Petilasan* Site: Sites spread across the island of Java, western, central and eastern parts
- Closing (Closing): content credits, scripts, resource persons.

## Production (Frame Website)

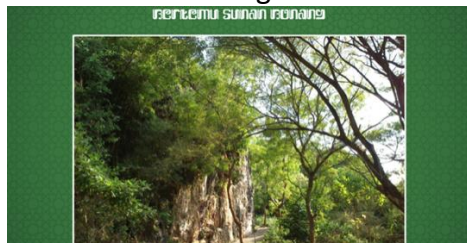
- a. Cover (Opening) Title :  
SITUS SUNAN KALIJAGA DI TANAH JAWA



- b. Adolescence



- c. Meet Sunan Bonang



- d. Becoming a Hermit



- e. Getting Hidayah



f. Islamic Preachers in Java



g. Sunan Kalijaga's Art



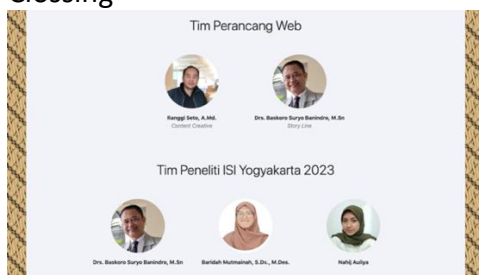
h. Sunan Kalijaga Petilasan Mosque



i. Sunan Kalijaga Petilasan Site



j. Closing



**Website Usability Testing (Testing)**

A quantitative descriptive model of Sunan Kalijaga's (<https://sunankalijaga.isi.ac.id>) interactive web user satisfaction, will be measured by the Likert Scale statistical method. The Likert scale according to Risnita, (2012) is a method, to see quantitative values as part of public testing, responses, attitudes, opinions, and public perceptions, on a medium of research results related to operational feasibility (Risnita, 2012).

In the preparation of the questionnaire based on Saputra's theory (2014) related to *usability testing* (E. Saputra et al., 2014):

1. Includes ease of operation (Ease of Use / Ease of Navigation), regarding presentation, easy access, and clear information.
2. Includes personal ease (Customization), content content, attractiveness, and the familiar look of the layer's face.
3. Includes access speed (Download Delay), access speed to immediately get information, open pages, download and speed of displaying content between pages.
4. Includes content information, variety of information, visual variety, text, and quality of website searching.

Tabel 3. Value Context Linkert Scale

No	Context	Value
1	Strongly Disagree (SD)	1 Points
2	Dissagree (D)	2 Points
3	Enough (E)	3 Points
4	Agree (A)	4 Points
5	Totally Agree (TA)	5 Points

Tabel 4. Distribution of Respondents' Answers

USABILITY	CONSTRUCT	ANSWER OPTIONS				
		1	2	3	4	5
Ease of Use	Respondents	13	16	6	22	53
	Score	13	32	18	88	265
	Percentage	4%	9%	5%	24%	74%
Customize	Respondents	12	14	13	22	49
	Score	12	28	39	88	245
	Percentage	3%	75%	10%	22%	60%
Download Delay	Respondents	44	33	13	17	3
	Score	44	66	39	68	15
	Percentage	12%	17%	10%	18%	4%
Content	Respondents	9	19	13	21	48
	Score	9	38	39	84	240
	Percentage	2%	10%	10%	21%	61%

From table 4, it can be concluded that 74% stated Sunan Kalijaga's website is easy of use, 60% of web sites are highly *customized*, 4% of netizens stated that *download delay* means that loading content is smooth, so it does not burden customers / netizens and 61% expressed satisfaction with *the content*. Although Sunan Kalijaga's interactive website is considered successful in providing education to the public, the results of this questionnaire can certainly be used, as a guideline for improving and improving Sunan Kalijaga's website so that the user interface (UI) and *user experience* (EU) are comfortable to operate for netizens.



## Conclusion

The design of an interactive website entitled Sunan Kalijaga *Petilasan* Site began with the absence of digital-based educational media with a website platform. The website has the theme of the traces of Sunan Kalijaga's da'wah journey in Java, with the target audience of the website is laypeople. This website has 5 frames with a prologue to Raden Said's youth with a storyline centered on the adventure before getting hidayah to become God's guardian entitled Sunan Kalijaga.

Based on facts and field studies in various places in Java, the material of this educational-interactive website can be compiled in providing an overview of the guardian's footsteps. The obstacles encountered in designing this website are, the absence of primary sources that informatively confirm the truth of things that have been proven whether the existence of Sunan Kalijaga spread in western, central and eastern Java is a truth, fact or myth. However, after conducting research from various sumber, it can be completed and realized and can be accounted for validly.

After conducting a usability test to the target, it can be concluded that digital educational websites with the theme of Sunan Kalijaga's journey are in demand by the younger generation, especially students, both regarding the user interface, user experience, and Sunan Kalijaga's website content.

For the next website developers, it is expected to be able to design and create works with the theme of the traces of other Walisanga figures. Because there are still many that have not been exposed and must be excavated so that it can become a series of the history of Walisanga's journey in the archipelago. Thus, readers, netizens, laity can also get to know and get closer to the history of the saints, practices and characteristics of *Adamul Haraj*.

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