

The Role of Designing the WAB-HAQQI (Watawa Saubil Haqqi Wa Tawaa Saubis Sahri) AI-Based Application to Enhance Self-Confidence in Youth in the Digital Age

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ABSTRACT

In this digital age, individuals are required to keep pace with rapidly advancing technology. Social media platforms such as Facebook, YouTube, and Instagram provide positive values, especially in terms of information that can be obtained through posts like images, documents, vlogs, and short videos. However, the reality is that information from these social media platforms can also have negative impacts. Observing others' lifestyles, academic achievements, and career success often makes youth feel insecure or lack confidence in their abilities. Therefore, the author developed WAB-HAQQI, an AI-based application aimed at enhancing the self-confidence of youth in the digital age. The application features a chat function that cites verses from the Quran. This study used the Research and Development (R&D) method, which involves several stages: needs analysis, design, development, testing, and evaluation. The research results show that the WAB-HAQQI application is effective in enhancing self-confidence in youth. With this application, it is expected that youth can perform all activities with greater confidence and strengthen and create good relationships with themselves and others in the digital age.

KEYWORDS

ai; digital technology; self-confidence; youth

1. INTRODUCTION

The digital era has become familiar with our lives, especially young people who are the main target subjects that will change their lifestyles in the future. This technological advancement focuses on social media. In the expansion of information, the paper age is replaced by the digital age. There is no need to buy expensive books and bring very thick books, just press and finally get. As for all lines of life, they have been computerized and automated (Purnasari & Sadewo, 2021).

Technology has a big role in the progress of civilization. Technology has made it easier for humans to access, store, and disseminate information (Javaid, Haleem, Singh, Suman, & Gonzales, 2022). With these activities, various kinds of technology utilization also occur in all fields, both the economy with e-wallets, online shops, and digitization of all transactions, the social field in the form of community movements accommodated by online platforms, and the education sector. Education with a traditional approach has changed to education with an educational technology-based approach (Haleem, Javaid, Qadri, & Suman, 2022).

Not only positive impacts, the role of technology in life is like two sides of the sword. Technology, especially digital technology that is misused, can erode the character of the younger generation, especially teenagers. Excessive access to digital technology such as social media makes teenagers passive in the real world, difficult to socialize and lazy to do activities. Quoted from the Sehat Negeriku Sehat Bangsa website, in 2023 it shows that as many as 6.1% of the population in Indonesia aged 15 years and over experience mental health disorders caused by social media (Arif, 2023).

With the increasing sophistication of digital technology, all kinds of information are easily obtained, a person tends to leave the real world and prefer to sink into the virtual world (Lund & Wang, 2023). Adolescents and adults are easily affected by the use of digital technology such as social media. They generally suffer from mental health disorders because they use these platforms for quite a long time in their daily lives (Valkenburg, Meier, & Beyens, 2022).

Social media makes interpersonal relationships strained, indifferent to the surroundings, which then gives birth to negligence and phubing behavior. Forms of bullying such as phubbing in cyberspace can lower the victim's confidence (Olivares, Monsalves, Pincheira, Frades, & Loper-Alegria, 2020).

Self-confidence is an important component for the younger generation to form their identity. With high self-confidence, a person can live a better and happier life. Self-confidence determines the success and happiness of a person's life. Loss of confidence is often experienced when children enter the adolescent phase. Anxiety and worry that they are not accepted by the surrounding environment is one of the obstacles for a teenager in increasing his confidence (Daulay, Sahroni, Fajariah, & Alvi, 2023).

Various studies to increase self-confidence have been carried out a lot. Among them are the research of Simbolon and Berlianti which seeks to increase the confidence of the children of the Era Et Labora Nusantara Medan orphanage. The media used to increase confidence is using youtube media. After watching, a discussion session was carried out together as a strategy to solve the problem of low confidence. Another research is to assess the influence of digital media and confidence on the learning outcomes of Islamic Religious Education. The digital media chosen is story telling media. The media has succeeded in improving student learning outcomes along with their confidence. Another form of digital media used to increase students' confidence is Canva media. Canva media is able to increase students'

confidence. (Simbolon & Berlianti, 2022) (Panjaitan, Yetti, & Nurani, 2020) (Hartanti & Yulia, 2022).

Almost the same as the previous research, the concept of developing WAB HAQQI is based on digital media. In WAB HAQQI there is an Mv-chat and A-reminder feature. Which has a function as a Qur'an-based motivational chat so that then users get motivation in the form of Qur'anic verses according to their needs. The A-reminder function is a reminder alarm to minimize AI-based phubing behavior.

Starting from the problem of low self-confidence among teenagers, the author has the innovation of WAB-HAQQI, an AI-based application in which there is Mv-chat sourced from Qur'anic verses and A-reminder is a reminder alarm as a motivation that can increase students' confidence and remind them of kindness.

The objectives of this study are as follows, namely: 1) To find out the concept of WAB-HAQQI an AI-based application equipped with Mv-chat and AI features in helping students to increase confidence in the Digital Era, 2) To find out the application of WAB-HAQQI AI-based application equipped with Mv-chat and A-reminder features in helping students increase confidence in the Digital Era, 3) To find out the form of the WAB-HAQQI design.

2. METHODOLOGY

This study uses a research and development (R&D) method that involves several systematic stages to develop and evaluate an AI-based application, WAB-HAQQI. This R&D method is based on the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model.

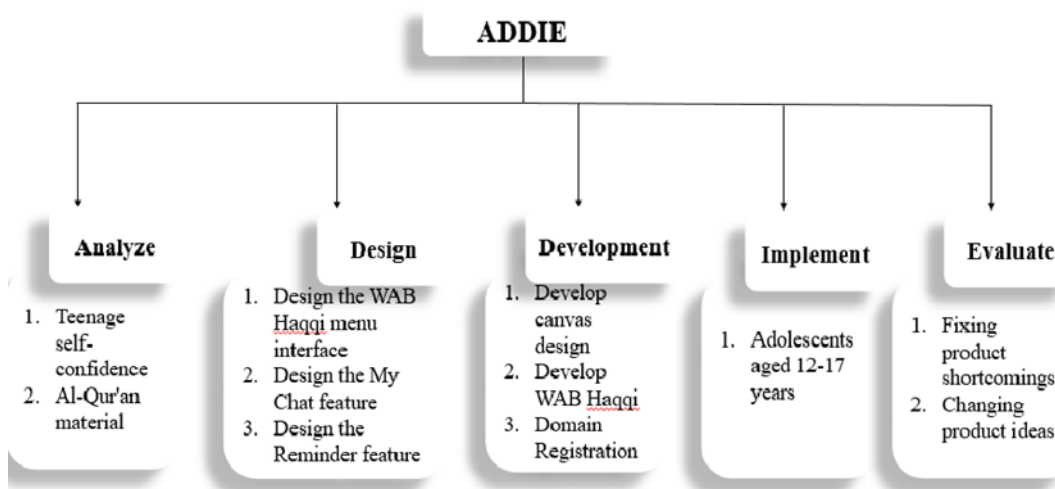


Figure 1. ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model

3. RESULTS AND DISCUSSION

3.1. Analysis of Needed

According to the global data index survey, there are 1.77 hours per day for social media users to access the internet. The digital era is a term that refers to the emergence of digital technology, internet networks, and especially computer information technology. Digital technology is basically just a very fast computing system that processes any kind of information in the form of numbers. Digital technology is characterized by the fact that it can be manipulated (Fallon, 2020).

As a result of the use of digital applications, there is a new custom that is very prominent, namely they like to capture memories using photos, videos and disseminate them on their social media. In the past, when people were going to have breakfast, the main ritual was to pray, but now this ritual has been shifted and taken by photo. Not only that, people now prefer to communicate news through social media status, this is a positive action because the rapid flow of information is becoming more and more open. However, it is very unfortunate that from the other side there are negative things that arise (Lazer, Baum, & Zitrain, 2020).

Recently, bullying incidents among elementary school students have been in the news. The impact of bullying on elementary school students can last until the next school year, and bullies may commit violence again in the following school year. The impact caused by bullying victims is that they have low self-esteem, feel inferior, lack confidence, and tend not to socialize with their friends at school (Rizky Asrul Ananda, Mufidatul Inas, and Agung Setyawan 2022).

The use of social media such as WhatsApp, Instagram or Facebook has an impact on the mental health of students. A side effect of the negativity of whatsapp is personal self-esteem anxiety. Meanwhile, Facebook and Instagram cause anxiety due to self-differences (physical) (Gunawan, ., and Shalahuddin 2022).

All of them can cause a drop in confidence. The factors that affect the formation of confidence are if a person evaluates themselves negatively, then they will be faced with something negative, and if a person thinks positively about themselves, then they will easily accept themselves in all circumstances. Therefore, the role of someone who is able to rule over the formation of confidence in students is needed, whether it is cooperation between the family environment, school or the community (Rodriguez-Ayllon, Cadenas-Sanches, & Esteban-Cornejo, 2020).

Self-confidence means believing in one's own abilities and judgments to be able to do a job and seek the effectiveness of the necessary approach. Self-confidence that leads to positive things, when an individual has optimism and accepts his own ability to face everything both by himself and his environment freely and confidently. (Adawiyah, 2020)

To increase confidence in adolescents, a service is needed. The service can also be a digital platform as a form of media that is most often used by teenagers (Gunawan, ., and Shalahuddin 2022).

The opportunity to use digital technology to increase the confidence of adolescents is very large, because the dominance of adolescents in Indonesia is active users of digital technology. Therefore, to increase self-confidence is to design a digital media-based program such as the web or a website that can be easily accessed by teenagers. Ease of access will affect the level of frequency of use. If the media is designed correctly, it can massively increase the confidence of teenagers.

3.2. WAB HAQQI Design

The design developed in the development of WAB HAQQI is as follows: The main menu will be displayed after the admin has successfully downloaded the WAB-HAQQI application. Below the display is the next sentence to continue the next step.



Figure 2. Main View of WAB-HAQQI
(Source: personal documents)

On this page view we can change the old password to the new password.

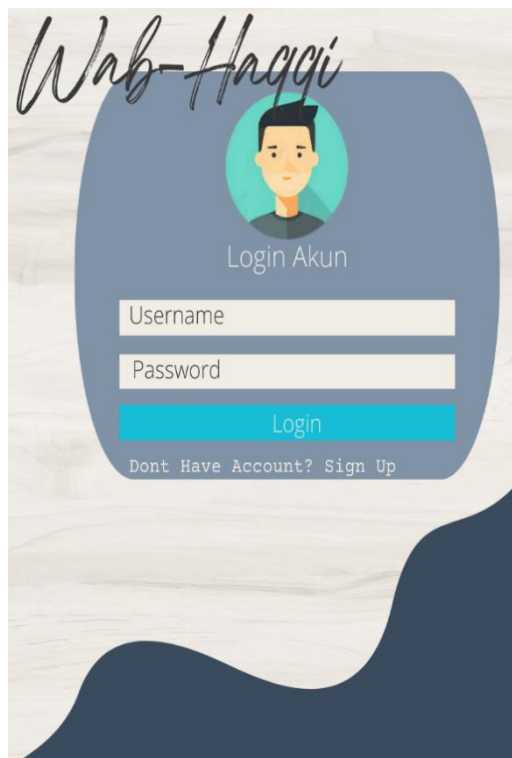


Figure 3. WAB-HAQQI Login Display
(Source: personal documents)

On the view of this page, there are optional features that the admin will choose.

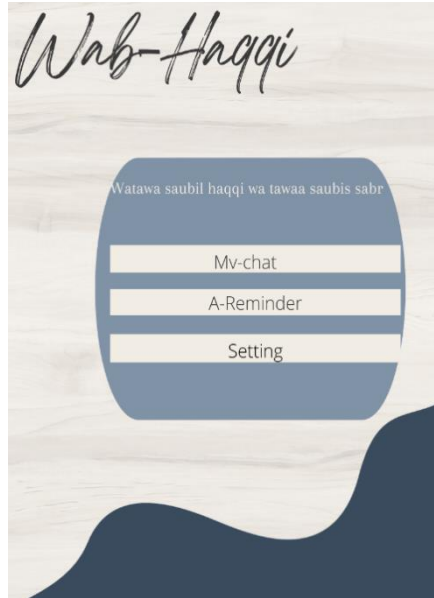


Figure 4. WAB-HAQQI Home Display
(Source: personal documents)

This display shows an example of a chat from Mv-chat.



Figure 4. Example of Chat Display on Mv-chat
(Source: personal documents)

3.3. Development of WAB-HAQQI

The WAB-HAQQI application, which is equipped with Mv-chat and A-reminder features, is an AI-based online learning media designed to improve and strengthen the confidence of students who are suitable in today's era. The advantages and disadvantages of the WAB-HAQQI application are: for the strength of WAB-HAQQI utilizing AI (Artificial Intelligence), there is an Mv-chat feature that functions as a motivational chat based on Qur'an verses according to searches and A-reminder which functions as a reminder alarm for users in minimizing phubing disease, the languages used are Indonesian, English and Arabic. And for the weakness, the production of this media takes a long time,

there needs to be skills and creativity in making the learning media, with a load of 6 GB. Furthermore, on the occasion, WAB-HAQQI can be used by all citizens of the world for the reason that it is designed with very useful features and uses three languages, namely Indonesian and English and Arabic.

Then in terms of threats, which was initially used as a self-motivation tool based on Qur'an verses and as a reminder alarm in phubing, this can allow abuse to occur, namely as a substitute for people who have power over users to ask for opinions and solutions in solving problems.

Table 1. The Component in WAB-HAQQI

No.	Components of WAB HAQQI	Function
1.	Menu Home	It is the appearance of WAB HAQQI when it was first opened. In the home menu, there are three icons, namely the My Chat feature, the Reminder feature, and the Setting feature. The display of the WAB HAQQI menu uses calm colors with the aim of adjusting the characteristics of teenagers who like inconspicuous colors.
2.	Menu My Chat	The My Chat feature is the main feature in WAB HAQQI where teenagers will interact directly with AI. Teenagers can tell their complaints which will then be responded to by AI with sources that have been prepared by the blender. AI's response to the problems faced by teenagers is always accompanied by relevant Qur'an verses as a reflection that Islamic teachings are in accordance with all conditions of the times. WAB HAQQI is indeed integrated with the main features of the Qur'an whose purpose is not only to increase the confidence of adolescents, namely as a medium to spread Islamic da'wah more widely.
3.	Menu Reminder	On the reminder menu, there is an alarm feature that will remind the time of prayer, the most appropriate time to dhikr, the time to pray between the azan and iqamah, the time to read the Qur'an which can be adjusted by the user according to his needs.
4.	Settings	The setting menu is a common setting feature in WAB HAQQI. There are volume and brightness features in it.

Source: personal document

As explained in the function of the components of WAB HAQQI above, WAB-HAQQI is a learning media tool that functions as a tool to minimize phubing behavior and increase digital confidence by utilizing artificial intelligence in the current revolutionary era.

This media is designed as well and attractive as possible to be able to petrify students in increasing confidence and improving interpersonal relationships that are very suitable in today. There are also features offered in this application such as Mv-chat and A-reminder as a consultation tool that gets solutions in the form of motivation based on Qur'an verses on demand and as a reminder tool when phubing behavior occurs.

3.4. Implementation of WAB-HAQQI

WAB HAQQI plans to be piloted to teenagers with the criteria of active social media users and have confidence problems due to their interactions on social media. The age range of the trial respondents was 12-17 years old. Respondents were asked to apply WAB HAQQI and then asked to fill out a questionnaire to find out the success rate of WAB HAQQI to overcome their level of confidence. The research has not yet reached the implementation stage, however.

3.5. Evaluation of WAB-HAQQI

The evaluation of WAB HAQQI cannot be carried out because the implementation stage has not been scheduled.

4. CONCLUSION

WAB-HAQQI is a learning media tool in the form of an AI-based online application (Artificial Intelligence) or what we often hear about artificial intelligence. This application is characterized by interesting features, namely Mv-chat and A-Reminder which have 6 GB of RAM and this application uses three languages, namely Indonesian, English and Arabic. The Mv-chat feature functions as a motivation for chat based on Qur'an verses as needed. As well as A-reminder as a reminder alarm to minimize phubing behavior in the present hope. The need for a trial of this AI-based WAB-HAQQI application as a form of evaluation and the need for an evaluation that focuses on the activities of WAB-HAQQI in a universal manner so that the subject is able to understand well.

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