

INTERNALIZATION OF CHARACTER EDUCATION THROUGH THE APPLICATION OF WEB-BASED GENRE APPLICATIONS

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Abstract

Healthy youth is the progress of a nation. Marriage under the age of 18 is a problem that must be faced by some young people in the world (especially developing countries like Indonesia). The high risk of sex outside of marriage has attracted the attention of the government. One of the government efforts related to adolescent health is to provide sex education to adolescents so that they understand the risk of infectious diseases caused by free sex and drug abuse. In addition, the rapid development and advancement of information technology has changed all attitudes, styles and ways of thinking of modern humans. Even today, the culture of dating, free sex, and the use of illegal drugs has become commonplace and even commonplace among young people. The aim of this study is to provide personality education through the website-based Genre application to enable young people to understand the negative effects of premarital sex or trying to use illegal drugs. The author hopes that the younger generation can avoid a lifestyle that has a negative impact on their own future and the future of the Indonesian nation. From this research, the Genre website is produced and the testing on this system uses the User Acceptance Testing method, which is a questionnaire with 4 stages, namely user reactions to the system, reactions. users to the system interface, user reactions in operating the system, and user reactions to system functionality. and the search results were calculated using a Likert scale, and the number of responders was 10 people. From the test on this research, it is concluded that the test results using a Likert scale are 88% of respondents like the results of this website.

Keywords: E-Learning, Character building, GenRe, BKKBN

INTRODUCTION

The progress of human civilization from ancient times to the present day cannot be separated from the field of correspondence and data. The advancement of data and correspondence innovation that we value today is because it continues to evolve towards the future. Around the 1990s, the development of the Internet changed every day, and until now we can use wireless technology to access the Internet. Since the pre-literacy era, technological developments in Indonesia have actually occurred. We can see the oldest evidence in a 44,000-year-old cave painting in Sulawesi. Then when entering the era of the Indian Buddhist kingdom, the development of information and communication technology again occurred due to the influence of Indian culture. In the modern era, many Indonesians have adopted technology from abroad. From gadgets to the internet to many innovations that can promote daily activities. As a result, when it

comes to technology, Indonesia actually has a very big opportunity in human life. For example, in the fields of politics, economics, culture, and even education.

Advances in innovation have empowered individuals to build an organized learning climate around the world that places students at the heart of the learning cycle, surrounded by a wide variety of learning assets and e-learning administration. In the field of schooling in Indonesia, innovative progress has begun to have a positive effect. Nowadays, distance and time are not obstacles to obtaining information. (Wijaya & Tulak, 2018). The advancement of innovation will also have bad consequences that bring undesirable results, therefore we must be careful in utilizing innovation. Especially for young people. Puberty is a period of progression from adolescence to adulthood, which includes natural and enthusiastic changes in children. As indicated by according to the Regulation of the Minister of Health Number 25 of 2014, adolescents aged 10-18 years, while according to the National Population and Family Planning Agency (BKKBN), adolescents aged 10-24 years. (Ross, Istiqomah, Wahyudi, Kota, & Jambi, 2019) At this age, young people need to deal with it seriously, since this period is a problematic age. At this age, young people often have great curiosities, such as challenges and adventures, and begin to take risks without serious consideration. This situation makes young people vulnerable to problems. Harmful behaviors, such as extramarital sex and drug abuse, psychotropics, other addictive substances (drugs), can even carry the risk of transmitting Sexually Transmitted Infections (STIs), human immunodeficiency virus (HIV), and loss of immune function. (AIDS). (Zainul Efendy dan Azizel Wanjap Saputra Genda, 2018)

According to the 2017 UN Data on Violence Against Children (UNICEF), in certain regions of the world, a teenager is killed by violence every 7 minutes. Adolescents in the 15-19 age group are three times more likely to die than adolescents in the 10-14 age group. (UNICEF, 2017). For information about brutality in Indonesia, it relies on the impact of the 2013 Violence Against Children Survey (SKTA). Men were judged to have been physically abused, 1 in 8 had been mentally assaulted, and 12 of them had experienced sexual brutality. Meanwhile, side effects of cruelty against young women found that 1 in 7 young women experienced physical violence, 1 in 9 young women experienced mental violence, and 1 in every 19 teens experienced sexual cruelty. (Soeli, Djunaid, Rizky, & Rahman, 2019)

Previous research As according to Dadan Sumara (2017) in the journal "Juvenile Delinquency and Its Handling", the problem of juvenile misconduct has begun to receive unique public attention since the establishment of a juvenile court in 1899 in Illinois, USA. Juvenile offenses include all practices that deviate from the standards of criminal law committed by juveniles. This behavior will be detrimental to himself and everyone around him. Components that are hidden in case of juvenile violations can be assembled into inner elements and external factors. Interior factors such as character emergencies and weak wisdom. For a while, the outside element was considered to have no consideration from the guard; the absence of religious understanding; the general climate impact and influence of western culture only as relationships with peers; and the position of the instructions. Youth must be coordinated to achieve a consistent, active and experienced character of the adolescent. Adolescents are required to be solid adults, absolutely intellectually healthy, firm in their beliefs. (SUMARA, HUMAEDI, & SANTOSO, 2017)

According to Vitri Intan Sari (2019) in the journal "Shaping the Character of Padang City Teenagers through the Generation Planning Program to Face demographic bonuses 2030". This exploration is an interesting subjective examination technique. The selection of speakers used a purposive test procedure, precisely 40 witnesses spread across 6 focuses of Padang City, West Sumatra Region. The Classroom Program is a program created in anticipation of the 2030 segment awards to frame solid youth who are inventive,

imaginative, and loaded with future structuring. The results obtained (1) The Class Program is in accordance with the mindset of life of the Minangkabau people "Adat basandi sarak, sarak basandi Kitabullah, sarak mangato, adat mamakai, alam takambang is an educator". Through this program, it can be clearly seen that the combination of standard, firm and state rules to form a personality at a younger age, (2) Adolescent character development is realized through two methodologies, precisely straightforwardly. (school) and indirectly (guardian). However, the character development of youth in the city of Padang through the Class program has not been carried out ideally because of three variables (1) operational time, (2) experts (part of the type of representation), (3) Provision of subsidies. The consequences of this exam are very interesting to be used as a discussion material to see the progress of the implementation of the Lecture Program as an administrative arrangement in helping the problems experienced by adolescents. (Sari & Indrawadi, 2019)

Healthy youth is the progress of a nation. Marriage under the age of 18 is a problem that some of the world's young people (especially developing countries such as Indonesia) have to face. The high risk of extramarital sex attracts the attention of the government. One of the government's efforts related to adolescent health is to provide sex education to adolescents so that they understand the risk of infectious diseases caused by promiscuous sex and drug abuse. In addition, the rapid development and advancement of information technology has changed all attitudes, styles and ways of thinking of modern humans. Even today, the culture of dating, promiscuous sex, and the use of illegal drugs have become commonplace and even commonplace among young people. (Indra Lukmana & Ani Yuniarti, 2017). According to Setiawati (2017) Character education is a science that creates the world, both in the international community and in God believing that this country has good character, character and interests. (Oktavia, Achdiani, & Rinekasari, 2016)(Agung Jaya Suryawan, 2016). Agus Prasetyo and Emusti Rivasintha in Kurniawan (2017), "Character education is an integral part of knowledge, will, and behavior, and has developed to implement the values of character and personality, perpendicular to God and horizontally, especially in the personal self. others and the Environment". (Satrianah & Yunita, 2020)

The purpose of this study is to provide character education through a Website that can be accessed by anyone, anytime, and anywhere easily. The brief description of the application system that will be created is a website-based Genre character education system to produce information media and provide character education to adolescents that allows adolescents to understand the adverse effects of premarital sex or trying to use illegal drugs. Researchers hope that the younger generation can avoid a lifestyle that negatively affects their own future and the future of the Indonesian nation. The GenRe program is By understanding the maturation of the marriage age, the program developed in order to prepare adolescents for family life allows them to carry out the planned level of education, carry out the planned work and plan the complete cycle of marriage and reproductive health in accordance with the following provisions. . GenRe plans to promote the formation of the nation's character among the younger generation.

According to Pressman and Bruce, (2017) An application is a program that is ready to use made to carry out functions for users and can be used by the intended audiens., So a mobile application is an application or function on a smartphone. The GenRe app is a discussion to encourage character, as it instructs young people to avoid early marriage, early sex and drugs (narcotics, psychotropics, and addictive substances) with the aim that they can become extreme adolescents and contribute and take part in being living beings. Developed for the country. [11]

RESULTS AND DISCUSSION

This test uses the SDLC Model strategy, the SDLC represents the lifecycle of framework progress, or the life cycle of framework improvement in Indonesian. SDLC is a cycle used to create or create a dataframe intended to adequately address a problem. Thus, the SDLC is a stage of work that plans to create a top notch framework as per the client's needs or reasons for establishing a framework. SDLC is a structure that contains the steps that must be taken to deal with programming progress. The framework contains total settings for explicit event switching, support, and programming substitution .(Nursaid, Hendra Brata, & Kharisma, 2020)

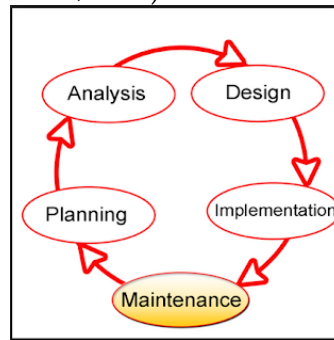


Figure 1 Design Methods of SDLC Prototype

1. **Systems Planning**
More emphasis is set on all parts of the study of reasonableness (investigation of practicality) improvement of the framework. Existing exercises combine setting up and merging progress groups, determining the goals and extent of improvement, deciding whether existing problems can be solved through framework progress, deciding and assessing techniques used in framework repair, deciding on specific needs, and selecting applications.
2. **Systems Analysis**
At this stage, it will be dissected how the framework will work. Side effects of testing appear as benefits and disadvantages of the framework, framework capacity and material updates. This section is remembered for the segment "Plans". The different parts that are remembered for such arrangements are the distribution of assets, quantification of the scope, arrangement of projects, assessment of costs and guarantees. In this way, the consequences of the regulatory stage are the project plan, plan, quotation and storage. In a perfect world, project heads and designers can give bold efforts at this stage.
3. **Systems Design**
This stage will create a model and several different outcomes, including notes containing plans, examples, and segments that are expected to make the effort a reality. After the determination is detailed, the framework configuration will be carried out as the next stage. This stage is the stage in which the side effects of all investigations and conversations of framework determination are applied to the diagram or framework plan. This stage is known as a plan. From the implementation of the framework, the examination of the framework to the emotional support network to be created, a framework can be created.
4. **Systems Implementation**
The next stage is execution, that is, carrying out the plan from the previous stage and directing the examination. During execution interactions, accompanying exercises will be performed: create datasets as planned, make applications dependent on framework configurations, test and upgrade applications (debugging).
5. **Systems Maintenance**

Performed by a designated administrator to keep the system up and running through the system's ability to self-adjust as needed

The ongoing system on character education is generally only applied when at home with parents and when at school with teachers, but in terms of the environment and the internet, it has a big influence on shaping the character of adolescents, if the environment and internet are well accessed, it will produce a positive character and vice versa.

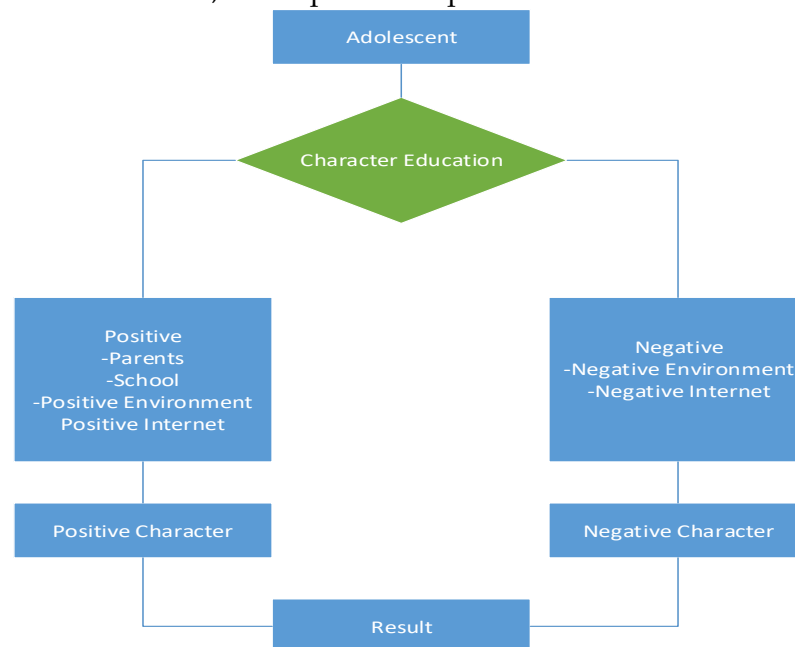


Figure 2 Running system

The system design in this study used several diagrams to clarify the data collection process. Here are the stages in the process. As can be seen in the picture below, In the context of this Website-Based Genre Character Education System, data is inputted by the Admin and then the User can receive information after an update of the data from the Admin. As shown below:

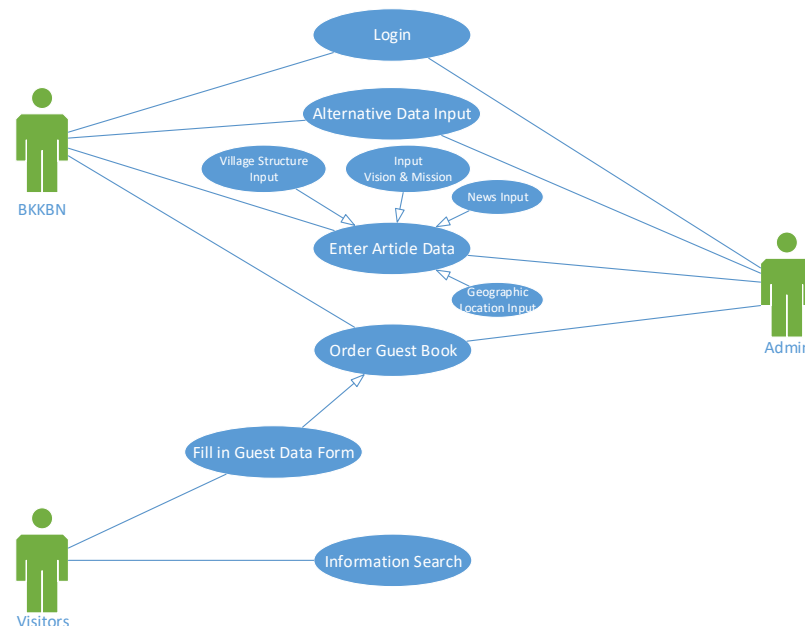


Figure 3 Use Case Diagram

Use Case This diagram shows that the Admin as a provider of information in this Website-Based Genre E-learning System, the admin can also receive information in the form of the number of visitors or so on after performing automatic updates from the visitor data entered, Visitors as users or recipients of information after inputting data from admins. And BKKBN as a service provider or supervisor of the development of this Website-Based E-Learning System, BKKBN can also receive/input data on this website system.

ERD

ERD (Entity Relationship Diagram) contains the entity relationships of each entity in the Website-Based E-Learning System. Such as the Visitor entity which has attributes Name, Age, Gender. Those related to the information to be accessed are article entities that have attributes of Information Type, information target, information relevance. Which is inputted by an Admin entity that has the Name, Age, Gender attributes. As in the picture below:

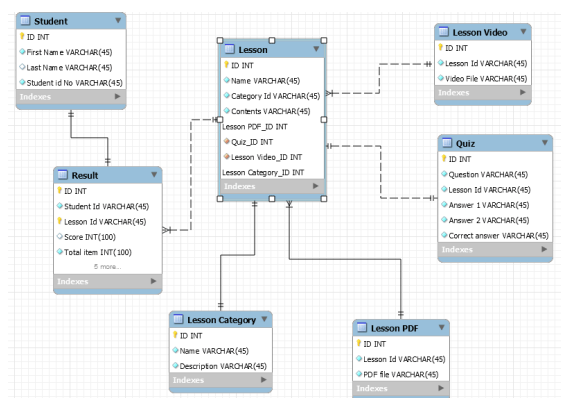


Figure 6 ERD

Implementation

Log In page

Contains a page to log in as an Admin/Visitor, this page is the first page that appears when the website is accessed. On this page, admins / visitors are asked to enter a username and password to be able to log in and access deeper to this website. If you don't log in, visitors can only see the information without being able to input or provide input. The login page can be seen in the image below:

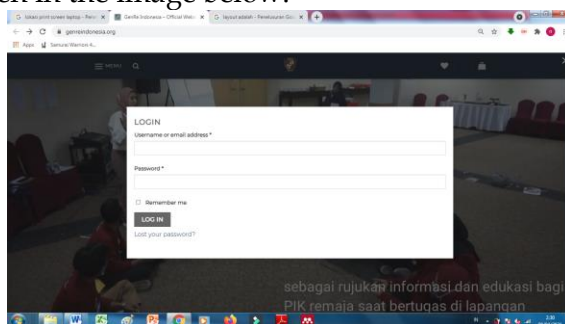


Figure 7 Log In Page

Menu Page

The menu page is usually located at the top under the title/head of the website. The menu page contains a list of drop-down menus for accessing the desired data selection. About menu to see about Website-Based E-Learning System. The Articles menu contains articles published by the admin for interesting knowledge regarding character education to Visitors. Login menu to enter as Admin/Visitor who has been registered or you can also register as Admin/new visitor. The menu page can be seen in the image below:

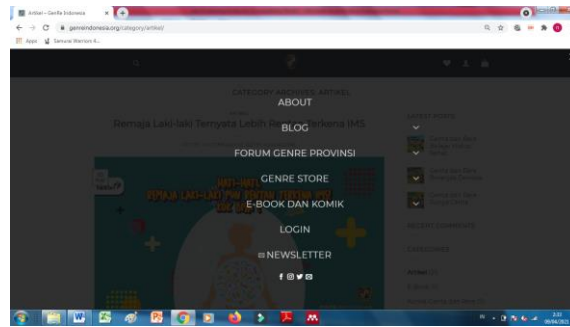


Figure 8 Home Page

Article Page

The article page contains articles published by the admin for interesting knowledge about character education to Visitors reading articles are also designed to add insight to teenagers. The article page can be seen in the image below:

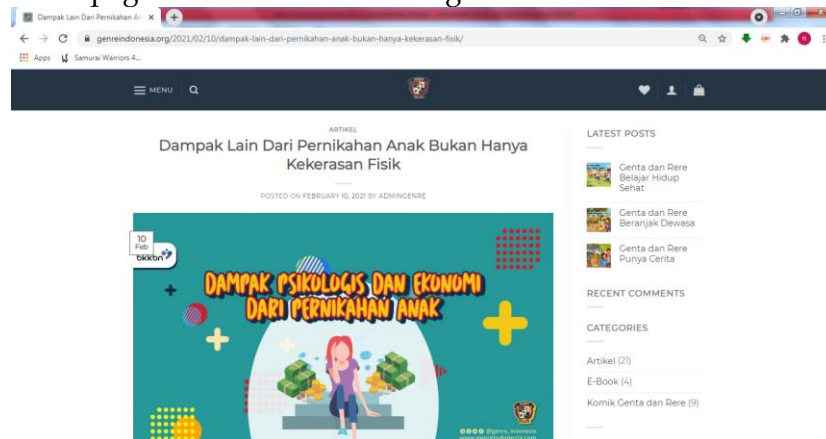


Figure 9 Article Page

Analysis of Test Results

Testing uses the Client Recognition Testing strategy, specifically a survey with 4 phases, to be a specific client's response to the framework, the client's response to the framework interface, the client's response in working on the framework, and the client's response to the usefulness of the framework. Next, the estimated list of items uses a likert scale, and the number of respondents is 10 people. The following questionnaire sheet can be seen in the picture below:

LEMBAR KUISIONER PENELITIAN

Identitas Responden (*responden tidak perlu menulis nama*)

Nomor responden : _____

Jenis kelamin : (Laki-laki/perempuan)* _____

Usia : _____ Tahun

Alamat : _____

Pendidikan : _____

Untuk melihat hasil penggunaan website e-learning Genre

Petunjuk Pengisian : Berikan pernyataan berikut dengan mengisi jawaban atau memberikan tanda centang (✓) pada kotak yang tersedia di bawah ini!

NO.	DAFTAR PERNYATAAN	SETUJU	TIDAK SETUJU	BIASA SAJA
01	Seberapa setuju anda dengan adanya penggunaan website e-learning Genre			
02	seberapa setuju anda dengan desain antarmuka sistem			
03	seberapa setuju anda dengan dalam mudahnya mengoperasikan sistem			
04	seberapa setuju anda dengan maksimalnya fungsionalitas sistem			

*Coret yang tidak perlu

Figure 10 Questionnaire sheet

From the upper tests, the average results of individuals are taken, which can be concluded in the following table:

Table 1. Test Result

INDICATOR / POINT	NUMBER OF RESPONDENTS	NUMBER OF SCORE
Agree / 5	6	30
Not Agree/3	2	6
Netral/ 4	2	8
Score Total		44

Formula of Percentage: $TS / PM \times JR$

Formula $PM = IPT \times JR$

Description:

TS = Total Skor (Score Total)

PM = Poin Maksimum (Maximum Point)

IPT = Indikator Poin Terbesar (Largest Point Indicator)

JR = Jumlah Responden (Number of Respondents)

JI = Jumlah Indikator (Number of Indicator)

Interval = $100 / JI = 33$

Percentage 0% - 33,3% = Bad

Percentage 33,4% - 66,6% = Netral

Percentage 66,7% - 100% = Good

It is known by calculating the percentage which is $44/50 \times 100\% = 88\%$ which means **Good**.

CONCLUSION

The conclusion of how to create a research website is as follow determine the purpose of creating a website, determine the website platform, and determine the platform / CMS that will be used to create a website, register a host and domain name. Host and manage domains, website installations and settings. The conclusion of the test results using the Likert scale is that 88% of responders like the results of this Website.

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