Android-based games to detect history of radicalism

Achmad Fathoni Rodli1*, Endry Boeriswati2, M Adhi Prasnowo1, Djauhari Pamungkas1 and Renny Nirwanasari1

1Universitas Maarif Hasyim Latif, Sidoarjo, Indonesia
2Universitas Negeri Jakarta, Indonesia
* fathoni_rodli@dosen.umaha.ac.id

Abstract. The younger generation is more familiar with the technology and social media of many news content that provides a misconception about certain religious teachings, thus encouraging the younger generation to take very wrong action. Further gadgets for the present generation are more of a staple, younger generations such as losing their identity and beliefs if not using gadgets, even worse feel the world is lost. Gadgets are used in this era is more wearing android operating system type. So game technology with android-based applications to be one effort to measure the level of exposure to radicalism. Making games using AIR Flash application with AS 3 scripting (Java Script) while for data management using PHP MySQL inject. Game content is created with an empirical approach that synergizes hypnotherapy theory. The determination of the image and the design of the game is tailored to the most up to date model with the latest conditions. Game created with a system that is divided into users and administrators. Game uses 11 levels to detect the understandings exposed to game players. In the study of making HEBAT games can be produced Game applications that are able to detect exposure to the idea of radicalism in college. Detection process by dividing in 3 forms of assessment. Assessment of nationalism, the assessment of radicalism and the assessment of individualism.

1. Introduction
The increasing number of cases and activities that lead to the form of threats and security disturbances caused by the spread of radicalism, becomes a phenomenon that must be wary of. The pattern of spreading radicalism that is very neat and systematic by utilizing technology and social media, making the form of radicalism pervasive like a basic consumption of society, especially academic communities in college. College is a container that has a role as a nation's generation of printers.

In a critical reflection on youth studies in Indonesia laid out in a comparative perspective, three main ideas were identified in viewing youth developing in youth studies: "youth as a generation", "youth as transition" and "youth as creators and consumer culture"[1]–[4]. In addition to finding that a study perspective looking at "youth as a transition" as a dominant approach, as seen in World Bank studies, Naafs and White also found a number of interesting trends in youth studies in Indonesia that also reflect similar trends at levels wider. Some of these trends include: focusing more on urban youth, especially in the capital and large metropolitan cities; biased in young men; a new tendency to show great interest in youth culture and lifestyles, and show little interest in the activities and interests of practical and material young people, such as the matter of school-work transition and unemployment or underemployment of youth. They also found a tendency to focus strongly on the "youth defectology"-
what's wrong with youth, what to do to "fix" them. Or, there is a tendency to focus more on youth as "toxic" (problem or constraint) rather than as a "tonic" (potential or strength) in community life [5], [6]. We need the teachers to improve their skill competencies and innovation[7]. Well, especially in relation to this last issue, we need to discuss the link between youth as an agency and the phenomenon of religious-social radicalism, especially among Muslims [1].

Game comes from english which means basic game. The game here is a sense of intellectual agility (Intellectual Playability Game) which can be interpreted as a place of decisions and actions of players. In the game, there are targets to be achieved by players. These targets then make the players become addicted. The game is a system where players engage in artificial conflict. Here players interact with systems and conflicts in games that are made by programmers. In the game, there are rules that aim to limit and determine the players. The game aims to entertain, both children and adults. Games or games are actually important for brain development. In addition, the game can also increase concentration, train problem solving appropriately and quickly because in the game there are various conflicts or problems that require us to solve them quickly and precisely.

Adapting to technological and technological developmental conditions in youth a more suitable approach is with a technological approach. The younger generation is more familiar with the technology and social media of many news content that provides a misconception about certain religious teachings, thus encouraging the younger generation to take very wrong action. Further gadgets for the present generation are more of a staple, younger generations such as losing their identity and beliefs if not using gadgets, even worse feel the world is lost. Gadgets are used in this era is more wearing android operating system type. So game technology with android-based applications to be one effort to measure the level of exposure to radicalism.

2. Method
Making games using AIR Flash application with AS 3 scripting (Java Script) while for data management using PHP My SQL inject. Game content is created with an empirical approach that synergizes hypnotherapy theory [3], [8]–[11]. The determination of the image and the design of the game is tailored to the most up to date model with the latest conditions. Game created with a system that is divided into users and administrators. Game uses 11 levels to detect exposures to game [4], [10].

3. Result And Discussion

3.1. Game Creation Flow
The target of this game is for students. To facilitate the previous creation of grooves formed game design. The making process begins with Algorithm Record Data Player will explain the data field Name, No Parent Student, Password Game by the user. Then the Algorithm create an avatar profile will explain the selection process object: hair model, face model, dressing mode, accessory chosen (according to gender) by user. At the next stage the game starts to enter at leveling. The game level 1 algorithm will describe the object selection process: selecting certain symbols favored by the user to fill the logistics of the ship for the second level game. If the container has been filled with 10 types of symbols then the choice can go to level 2. Ideology ladder algorithm will explain the selection process object to test the consistency of the user puts certain symbols favored by the user to the ladder running properly to proceed to level two. If the ladder is filled with 5 types of symbols of choice then it can only go to level 3. Algorithm Shooting Arrow Rejection will explain the selection process target object to test the rejection of certain symbols by the user by shooting through the arrows. The test of speed and accuracy of choosing symbols will affect to level 4. The Initial Consistency Algorithm will describe the process to test the initial consistency of acceptance of certain symbols by the user by inserting the symbol into a magic box with a low start up to high level of preference. Test k accuracy choosing symbol will affect to the next level and give an idea of why user choose symbol (reason info). The Initial Consistency Algorithm will describe the process of testing the initial inconsistency of rejection of certain symbols by the user by inserting the symbol into a spell of rejection with a low level of startling dislike to high.
Test k accuracy choosing symbol will affect to the next level and give an idea of why user choose symbol (reason info). The algorithm comparing consistency and inconsistency will explain the comparison between consistency and inconsistency of the user so that there is a striking result of the comparison. The comparison test will affect to the next level. Algorithm Recording a player’s self-description will explain the target object selection process for recording the player’s self-image through certain symbols by the user by choosing the right image for himself. The accuracy of selecting the symbol will affect the player image profile. Algorithm Recording a player’s way of thinking explains the target object selection process to test the player’s way of thinking by selecting his thought cap. The accuracy test of selecting symbols will influence the information of excavation of thinking. The Final Consistency Algorithm will describe the target object selection process to test the memory of a particular symbol by the user as a final consistency benchmark. Test the accuracy of choosing a symbol will affect the statistics score of the user. The End Consistency Algorithm describes the target object selection process to test the memory of a particular symbol by the user as a final consistency benchmark. Test the accuracy of choosing a symbol will affect the statistics score of the user. Test Algorithms The personality tree will explain the target object selection process to explore the basic personality of the user by using the Funny Tree test approach. The accuracy test of selecting symbols will reflect the personality. The Zondi Test algorithm will explain the target object selection process to explore the negative personality of the user by approaching the Zondi Method test. The accuracy test of selecting symbols will reflect the personality. At this final stage the algorithm is focused on the record / recording statistics scores from level 1 to the end, the group graph of behavior and player personality. From the recordings for the next in connection with the database server as the basic ingredients processed HEBAT statistical research.

![Flowchart of game Indonesia HEBAT](image)

**Figure 1.** Flowchart game Indonesia HEBAT

### 3.2. Data Management
Data management is part of an information resource management that includes all activities that ensure that information resources are accurate, up-to-date, safe from interference and available to users. The flow of data management in the application of this game is:

3.2.1. Using Database

**Reports and Forms.** The majority of the interaction of use with the database is through report form. Some database management software vendors offer a GUI that facilitates the creation of forms and reports. Most reports and forms needed by users can be made without the help of an information systems professional. The biggest difference between forms and reports is in the format. Forms typically display one record at a time and do not provide an overview of data and usually do not aggregate data from many database tables. Reports are aggregated data from formatted databases in a way that will aid decision making. **Query.** Query is a query to the database to display the selected records. Queries generally select a limited number of data fields and then limit the records that are displayed based on a single set of criteria. **Structured Query Language.** (SQL) is the code used by relational database management system to work the works of their databases.

3.2.2. Advanced Database

Processing Analytical or on-line analytical processing (OLAP) processing has become common in database management software. Knowledge discovery is another interesting concepts. Personnel database consists of: a. Database administrator is a specialist who is expert in developing, providing, and securing database. The database administrator supervises all database activity. b. Database programme. c. End user. The next step is placing Database Management System In Perspective Data and then coding encoding in Great. Game Superb game using Flash AIR Tools with US scripting 3 (java Script), while for data management using PHP my SQL inject.

3.3. Graphical User interface

In computing technology, the graphical user interface or APG (English: Graphical User Interface or GUI) is a type of user interface that uses interaction methods on graphical devices (not text commands) between users and computers. The GUI is one of the convenience factors in computer usage, mobile devices such as MP3 players, portable media players or game devices, home appliances, and office equipment. GUI describes the information and commands available to users using graphical icons. Data management is part of an information resource management that includes all activities that ensure that information resources are accurate, up-to-date, safe from interference and available to users. The flow of data management in the application of this game is:

![Figure 2. Graphical User Interface Game HEBAT](image)

4. Conclusion
In the study of making HEBAT games can be produced Game applications that are able to detect exposure to the idea of radicalism in college. Detection process by dividing in 3 forms of assessment. Assessment of nationalism, the assessment of radicalism and the assessment of individualism. In general, this game can be applied to the wider community, not only in college. But it needs improvement at the user interface level. To be more acceptable to the public.

Acknowledgment
We would like to thank to Lembaga Pengelola Dana Pendidikan (LPDP) Indonesia, Yayasan Pendidikan dan Sosial Ma’arif Sepanjang Sidoarjo. Has supporting this research.

References
[1] Juwono C Abdullah M A and Permata A N, 2013 Menghalau Radikalisme Kaum Muda: Gagasan dan Aksi Ma’arif (Arus Pemikir. Islam dan Sos. 8, 1 p. 1–270.
[2] Widyaningsih R Ag S Soedirman U J Muda K and Keberagamaan P, 2017 Kerentanan radikalisme agama di kalangan anak muda 6 p. 1553–1562.
[3] Naafs S and White B, 2012 Intermediate generations: reflections on Indonesian youth studies Asia Pacific J. Anthropol. 13, 1 p. 3–20.
[4] Agustina C and Wahyudi T, 2015 Aplikasi Game Pendidikan Berbasis Android Untuk Memperkenalkan Pakaian Adat Indonesia J. Soc. Stud. Educ. Res. 25, 2 p. 308–317.
[5] Kang A R Woo J Park J and Kim H K, 2013 Online game bot detection based on party-play log analysis Comput. Math. with Appl. 65, 9 p. 1384–1395.
[6] Murray J Bogost I Mateas M and Nitsche M, 2006 Game design education: Integrating computation and culture Computer (Long. Beach. Calif). 39, 6 p. 43–51.
[7] Ruddle C J, 2009 Game Changers: Education and Information Technologies November Educaves.