# Implementation of Addie Model in Hisbah Reflection through Mobile Phone Application

**Mardzelah Makhsin, Nurulwahida Hj Azid@Aziz, Siti Nurmaya Jumiran, Mohamad Fadhli Ilias & Mohamad Amirul Fahmi Mat Sukeri**

*Universiti Utara Malaysia*

## Abstract

Hisbah Reflection a control practice behaviour based on al-'amr bi al-ma'ruf wa al-nahy an al-munkar plays a big role in achieving the goals of National Education Philosophy. Hisbah Reflection seen as an alternative or best control mechanism in driving the youth to behave noble. This study focuses on the development of Hisbah Reflection mobile applications as mobile phone is the closest device to us. The aims of this study is develop a mobile phone application based on the Hisbah Reflection components, namely Musyaratah (promise of heart), Muraqabah (behavior observation), Muhasabah (mind accountability), Muaqabah (spiritual reinforcement), Mujahadah (desire resistance) and Muatabah (soul purification). This study involving 50 students as respondents and the implementation of ADDIE model (Analysis, Design, Development, Implementation and Evaluation) throughout the development process. The data collection process involves questionnaire as a research instrument and data were analyzed in descriptive (frequency, percentage, and mean) using the Statistical Package for Social Sciences (SPSS). The findings of Hisbah Reflection Practice Level and Mobile Applications Results shows that respondents are satisfied with the application. The proposed improvements were also made to overcome any weaknesses detected.

*Keywords*: Hisbah Reflection, Self-Control, Control mechanism, Mobile phone application and ADDIE model.

## 1. Introduction

Hisbah Reflection is a surveillance system involving the internal control process to ensure that Al-Amr bi Al-Ma'ruf wa Al-Nahy 'an Al-Munkar implemented in Islamic Education. This process is important in building sense of morals among students, especially those who are often faced with a crisis of identity and unhealthy social phenomenon. To overcome this problem, Hisbah Reflection need to be applied among university students and schools students to realize the construction of a noble character and academic excellence. Academic achievement should keep pace with the spiritual values as demanded by Islam [1].

Disclosure of the concept Hisbah Reflection implemented through the development of mobile applications based on ADDIE model as a guideline. Mobile phone is choose as a medium for Hisbah Reflection Al Nafs application is due to the accordance of mobile phone which considered as one of the teenage lifestyle trends, regardless of whether from the upper or middle class. There is no doubt that the gadget or smartphone has affected the way people conduct their daily affairs.

## 2. Research Objective

This study was conducted to identify the level of Hisbah Reflection Al-Nafs among students. Here are the specific objectives of the study are as follows The Develop mobile phone application that contains the components of Hisbah Reflections namely Musyaratah (promise of heart), Muraqabah (behavior observation), Muhasabah (mind accountability), Muaqabah (spiritual reinforcement), Mujahadah (desire resistance) and Muatabah (soul purification).

## 3. Application Development Process

The process of developing a mobile phone application software is a complex process. This process takes a long time to complete. The process of developing this application requires a detailed planning for the future, so that the software will be produced in quality and compatible with the objectives and target users. It is well known that the process of developing the concept of educational multimedia software requires not only high costs but also requires the study accordingly. This is because the process of disseminating information to consumers who are largely of students and educators [2].

Therefore, psychologists and technology experts has inspired various theories and models of instructional design and learning as the procedures and guidelines in the process of design and development of multimedia software. There are various forms of work, approach or steps that can be followed in the process of developing multimedia software such as Design and Construction Model based on the specification instruction [3]. In education, methods to develop software typically based on design instruction model, including ADDIE model, ASSURE Model, Dick and Crey Model, and so on [4].

### Software Development Based On Addie Model

Researchers use ADDIE design model in developing Hisbah Reflection mobile phone application. However, the researchers did not follow the necessary requirements in each phase in the ADDIE model. Here are the adjustments for each phase in the ADDIE model while developing the application.

## Analysis Phase

In the analysis phase which is the first phase of ADDIE model, researchers conduct a study in several key areas, including goals and objectives, target groups, content, applications and hardware or software used in the construction.

Firstly, researchers conducted an analysis of Hisbah Reflection mobile phone application's objective aspect to meet the design concept study based on experiments and research questions. In addition, the goal of the development of Hisbah Reflection mobile applications aims to help students to monitor themselves (al-raqabat al-zatiyyah) or Muhasabat Al-Nafs introduced by al-Ghazali means practices account for self to against all that was done during the day [5]. In fact, the development of this application also due to no more Hisbah Reflection oriented mobile phones application in market. Students were also given the opportunity to analyze themselves by answering 30 statement about their self in Hisbah Reflection questionnaire. Hisbah Reflection mobile phone application correlated with M-learning as it is more towards to self-learning which only require mobile equipment. Self-independent learning encourages students to stimulate knowledge, experience, observations, or reading.

Secondly, in terms of target groups, the researchers choose UUM students who majored Spirituality as a target. This is because of they had early exposure on Hisbah Reflection and this application development is expected to strengthen their understanding of concept Hisbah concept in life.

Researchers also analyzed in terms of content applications. In this aspect, researchers have divided the content into several parts, namely About Applications, About Hisbah, Six Components of Hisbah, Self-Reflection and Contact Us. The "About Application" describes the rationale for application was developed while "About Hisbah" explain the purpose and rationale of Hisbah. Meanwhile,"Six Components of Hisbah" describes the concept in six components of Hisbah . For "Self-Reflection", students are given the opportunity to analyze themselves by answering 30 statement about themself. Scores of self-reflection is sent to students via e-mail. Therefore, based on these marks, the students will know their level of self-control and make improvements.

In terms of hardware and software development, the researchers conducted an analysis of complete hardware's importance to ensure that the development process runs smoothly. The hardware requirement is laptop and mobile phone. In terms of software application, researcher have used app.buildfire.com meanwhile to develop Self Reflection questionnaire researcher choose to use surveyanyplace.com. Both of the software can be accessed online. There are elements of media such as images, text and animation are also required.

## Design Phase

In the design phase, there are several steps that must be taken into account, which is to determine how the implementations of Hisbah Reflection Mobile Applications by generate a flowchart. In the process of determining how the implementation of these applications, the researchers used the items that have been identified in the analysis phase and the items used to identify the student level of Hisbah. In addition, the election must be suitably selected graph with six Hisbah key components. To facilitate the user using the application, researchers have completed applications by using icons or buttons that represent certain meanings and understandable. For example, in "About Application", home icon is selected while for "Self-Reflection", heart icon is used.

To develop an application, researchers designed a process flow chart in visual form to get interesting results and systematic. The flow chart is a stream symbol that can show overall trends or multimedia application process designed to produce a multimedia application products. A flow chart is a graphical representation for explaining the method of describing the overall solution or an application function [6]. Typically, the language used to describe the composition and functions of the software screen is in the form of standard symbols that can be understood universally by the designer and software development

## Development Phase

Application development phase focuses on two measures, namely the construction of content and programming. These two steps are the measures to be carried out on the development and implementation phase. The contents were related items associated with six Hisbah Reflection key components. Similarly, the selection of the chart, which is derived from sources such as the internet. Planning should be done before generating a mobile phone application. In this study, the researchers divided the scope of construction on two aspects, the development involving app.buildfire.com software and specialized software to set the Self Hisbah questionnaire which is surveyanyplace.com.

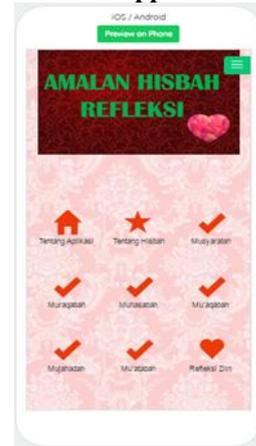## Hisbah Reflection Mobile Application's Home Interface



**Figure** 1: Main Interface and Side Interface of Application

Figure 1 shows the main page of application and the side interface. The main menu displays the main screen of Hisbah Reflection mobile application. Both of these interfaces have a variety of options for user to starts the Hisbah Reflection application, which enables users to move freely and go any part required.

## 'About Application' Interface



**Figure** 2: Interface for 'About Application'

When user selects the About Application (the home), users are exposed to the rational development of Hisbah Reflection mobile applications.

**About Hisbah ' Interface**



**Figure** 3: Interface for "About Hisbah "

**'Hisbah Reflection Components' Interface**



**Figure** 4: Interface for Hisbah Reflection Components

In this context, users are exposed to the concept of six components of Hisbah Reflection in everyday life. Right icons are chosen to represent each of these components.

**'Self Relfection' Interface**



**Figure** 5: Some Questions (out of 30) of Self Reflection

In this aspect, researchers use special software in developing 30 questions itself, which is *surveyanyplace.com*. Users can analyze themselves by answering all 30 questions within the representative point value between 1 to 10 in every statement. The results of the report sent to the user via e-mail so that the user can identify the level of control and improvement of Self-Hisbah done.

**Implementation Phase**

In the implementation phase, the developed application is ready to be informally presented to non-target user which is five UUM students and a lecturer in psychology education to use Hisbah Reflection mobile application and to evaluate directly. The aim is to test the effectiveness of Hisbah Reflection mobile application and to see if there is problems discovered during the design phase

and development carried out. All deficiencies and shortcomings that arise are identified and subsequently repaired and tested again until it is proven to be effective prior to use.

**Evaluation Phase**

In the evaluation phase, researcher uses questionnaire as an instrument of evaluation to ensure its effectiveness. 50 respondents as evaluators give evaluation marks from the value of 1 as it is not good to 4 as it is good. Hisbah Reflection Mobile Application consists of four main parts, Part A: Design Information, Part B: Interaction Design, Part C: Design Presentation and Section D: User Understanding about Hisbah Reflection. Feedback from respondents in this assessment is very important for researchers to make improvements to the Hisbah Reflection Mobile Application.

## 4. Conclusion

The use of mobile applications on the concept of self-control or Hisbah Reflection particularly in schools and higher education institutions is still in its early stages. Various factors that need to be addressed in this effort to ensure that applications developed to meet the objectives set. One aspect that helps the production of the application is to implement a model of instructional development.

## Acknowledgements

## References

[1] Mardzelah Makhsin. (2008). Hisbah : Sistem Pengawasan dan Etika Pengurusan Islam Sintok, Kedah: Penerbit Universiti Utara Malaysia.

[2] Baharuddin Aris, Noraffanday Yahya, Jamalludin Harun, & Zaidatun Tasir. (2000). Teknologi Pendidikan. Skudai, Johor: Jabatan Multimedia Pendidikan, Fakulti Pendidikan, Universiti Teknologi Malaysia

[3] Baharuddin Aris, Noraffanday Yahya, Jamalludin Harun, & Zaidatun Tasir. (2000). Teknologi Pendidikan. Skudai, Johor: Jabatan Multimedia Pendidikan, Fakulti Pendidikan, Universiti Teknologi Malaysia

[4] Mayer, R. E. (2005). Introduction to multimedia learning. New York: Cambridge University Press.

[5] Mardzelah Makhsin. (2012). Hisbah dan Penghayatan Akhlak Murid Sekolah Menengah. PhD Thesis. Selangor: Universiti Kebangsaan Malaysia.

[6] Alessi, S. M. & Trollip, S. R. (2001). Multimedia for learning: Methods and development (3rd.). Needham, MA: Allyn & Bacon