KAMPUNG SANTRI: TOWARDS DIGITALIZATION

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Abstract: *The purpose of this study is to evaluate the effectiveness of applications and websites that have been created by distributing questionnaires to get user feedback. Website and Application are a place on internet where people can search, read and watch billion of things. With website and application, people are able to promote their business, buy and sell item, transaction of money and E-learning as we are facing the pandemic Covid-19. Website, application and the internet are proofs that technology has come to a whole new level. But there is a significant gaps in body of literature in transforming community through technology in rural areas. Thus this study is a synergy collaboration under programs Real Work Lecture (KURERTA) between UTHM, Malaysia and UniBanten Indonesia students in empowering and enriching the villagers of Santri with technological efficiency to improve their mastery so they don't fall behind by current industrial revolution 4.0 by creating and designing websites and digital kitab specifically for Santri villagers.*

Keywords: *Website, Application, Digital Kitab, Kampung Santri*
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Introduction

World nowadays have move a step forward since industrial revolution is keep expanding and leaving various kind of technology to ease humans' life. Especially in today's world, we are facing Covid-19 pandemic which affect all countries all around the globe. Various effort have been done to increase the utilization of technology in transforming the society into the knowledge based society (Juliana et al, 2019).

Kampung Santri that located at Kota Serang, Banten are under the management of Bidikmisi Student Association Universitas Islam Negeri Sultan Maulana Hasanuddin Banten. Since this organisation is a new organisation, because of that Kampung Santri still lacking in terms of communication, management, public facilities and infrastructure. Thus, Kampung Santri should have a Things based on Technology to promote their village to the outside world. As we search the term "Kampung Santri" on the internet, many result will generate but not all of that are Kampung Santri that located at Kota Serang, Banten. "Web 2.0" and "Social Software" are used frequently to indicate that Web has become strongly communicative platforms (Fuchs et al, 2010).

This website will also prevent miscommunication, the spread of fake news and information leakage as the Organisation of Kampung Santri can write an article and post it on the website whether it is about the village, country or international matters. Educational institutions and organizations are investing in information technologies to develop e-learning software, e-learning management system and e-learning authoring tools (Abdel et al, 2015). Through this way, Kampung Santri society can read the latest news and did not have to worry if anything bad happen as they can prepare themselves first.

As the whole world now are in pandemic situation due to Covid-19, everyone should follow the rule by keeping social distancing, wash hand and wear mask every time going to public. Due to this, learning become a new norm as face to face learning are not applicable during this time of pandemic. Students prefer using mobile phone than computer and printed material because it is more effective and more preferable method (Basal et al, 2016). Development of technology in smartphone make it a necessity nowadays (Kirin et al, 2020). Information and correspondence innovation is significant in the life of society (Juliana et al, 2019). Smartphone

is a devide that helps in the process of teaching and learning in educational institutions (Marwan, Madar & Fuad, 2013). Student at Kampung Santri seek for something new so that student can seek for knowledge even though during this hard time.

University Tun Hussein Onn Malaysia (UTHM) in collaboration with Universitas Islam Negeri Sultan Hassanuddin Banten also didn't miss this opportunity to help the residents in Kampung Santri with program Kuliah Kerja Nyata (KUKERTA). In this program, our group have been assigned to give solution in technological aspect. We have decided to make a website for Kampung Santri that could help them either to promote their business and village. As a result of Covid-19 pandemic also, many people are affected by this pandemic and have difficulty living. Daily routines change drastically, and are no exception with the closure of places of worship. Therefore, we also willing to assist Kampung Santri in learning religious knowledge by telephone. This application was created specifically for Kampung Santri, in the apps has been filled with Surah's from the Al-Quran.

The current research is motivated by the following objectives;
1.   To develop and design website and learning application for Kampung Santri
2.   To evaluate the effectiveness of Kitab Digital applications and Kampung Santri website

Literature
Over the time, Technology have become the important factor and component in daily life. Most everything now, what we do will involves technology. Industry revolution 4.0, robotics, artificial intelligence and Internet of Things (IoT) has been affecting people especially students as their must possess several skill in order to adapt with the industry situation such as cognitive flexibility, complex problem solving, emotional intelligence and critical thinking according to World Economic Forum. The maturity of the hardware and software platforms of mobile devices and the promotion of the Mobile Internet have brought a great opportunity of the web applications to mobile platforms (Holla & Katti, 2012).

With Website, people use the advantages of internet to the fullest. There are many type of website such as blog (weblog), E-commerce website, content and information website, news website and school website. The developer needs have encouraged the development of a new generation of Web forms, called Web Forms 2.0 (Jakus et al, 2010). According to Sharma & Lijuan, 2014 website with a specific set of features are created to attract users for the purpose of exchanging values. The interface of a website is considered as the entry point for the visiting people as it's rely on its layout, content, information and other attributes of the sites (Abdel et al, 2015). Development of website using code system is complex and consume a lot of time but using self-built website, it is more convenient, interactive and innovation (Kirin et al, 2020). By using website, it is very affordable as we do not use paper to make advertisement or pay wages for people to distribute it. We can just sit at home and write an article or make a poster, then publish it on the website. Website also give a wide demographic reach as the whole world can search for it. Web refers to the qualities of the Web as a techno-social system that enhance human cognition, communication and co-operation (Fuchs et al, 2010).

Application is a simple tools that we can found and use especially on the smartphone as it is easy, convenient and productive. Smartphones have become both powerful hardware and software that make them as capable as computer, learning becomes more and more convenient (Basal et al, 2017). Mobile technology-based education occur in places that do not rely on the

network and going online independently, students can determine their own learning time and provide a new approach to lifelong learning (Marwan, Madar & Fuad, 2013). Recent development of mobile application development has reached a high demand on today's cellular market (Holla & Katti, 2012). In developing country, the uses of mobile application improve the knowledge of people (Rashedul et al, 2017). We can make a transaction money by using only Bank application and can read a tons of book. Many people become more concern about development of app, this includes lecturer, teacher, businessman and student because they can make everything out of it. Even a simple education application, a financial management application and communication application. Today, 1.85 million application available on IOS App Store while 2.56 million application on Google Play Store. The evolution of technology becoming faster day by day (Mahajan, 2020)

Methodology
This research methodology is important to have the most suitable and effective method to survey Kampung Santri's people opinion about the website and application of Kampung Santri and achieve the objective. This section will discuss clearer and detail about the research design. The research methodology or procedure is the main thrust of each step should be elaborated in detail that requires continuity between the steps.

In this research, the information and data have been collected through online medium only because of pandemic Covid 19. Therefore, Data collection had been done through quantitative method approach which is research that use feedback form as a research information. This can provide accurate and clear information and potentially meet the requirements of the questions made.

Questionnaire was used to obtain information from respondents to answer the problems in this study and achieve the objectives set regarding the problems in Kampung Santri. This set of questionnaires consists of two parts, namely part A which consists of 4 question items and part B consists of 12 question items that have been submitted to the respondents. Part A is about the personal information of the respondents while part B is about questions related to the views of the community of Kampung Santri about websites and applications produced by UTHM and UIN BANTEN students. This research use two google form for both application and website to get precise result. This study uses a three-level Likert scale namely Yes, Maybe and No. The use of this Likert scale makes it easier for respondents to respond.

These google form had been spread using Whatsapp and other social media platform. With the use of 'google form' also makes it easier for researchers to obtain data records more accurately and further analyze the data. The content of this questionnaire was designed concisely and easily understood in accordance with the respondents' understanding.

In the end of the research, the collection of data google form had been done according to procedure which started with google form being distributed to 19 people of Kampung Santri, analyse the data according to the descriptive analysis of the frequency, percentage and subsequently the data obtained from the questionnaire is evaluated to produce a complete study report. Briefly the data collection process is as follows:
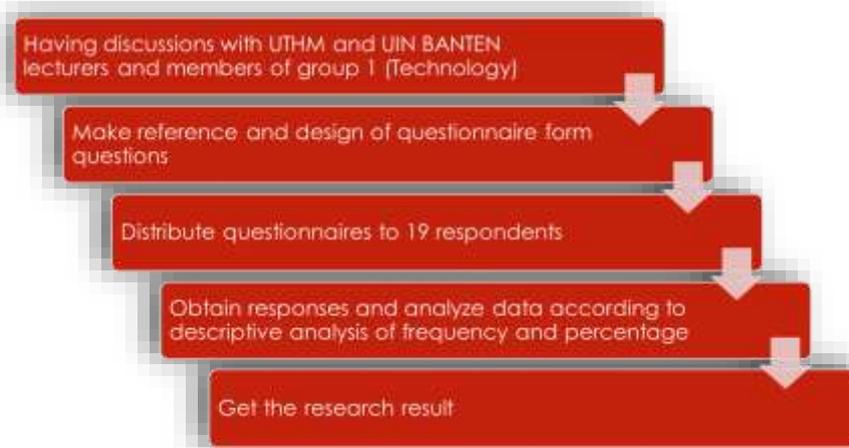
Figure 1 Procedure of data collection

Website "Kampung Santri" was developed by using Wix.com. This website was developed to make sure people can get all the information about Kampung Santri there. This website take 5 to 6 days to develop and fill the content about Kampung Santri. The theme of the website is green white green because the green colour symbolizes the Kampung Santri resident who has spirit of unity. One of the good practices in modern web development are separate definitions of structure and style (Jakus et al, 2010). In the website contain the organization of Kampung Santri, for making it easier for outside community to deal with Kampung Santri Resident. Thus, the website contain news that they can access for the latest news especially in this pandemic covid- 19.In the website contain the logo of Kampung Santri with the meaning, vision, mission and goals. They can access this website by using the link provided in whastApp group of Kampung Santri. According to Sharma & Lijuan, 2014 Website features provide a medium for functionalities which are able to convey messages from text-based to multimedia, providing a richness of product information and responsiveness to the users. After we do the survey on the google form about the website "Kampung Santri", mostly we get the positive feedback from the resident of Kampung Santri. Finally, we found that the content of the website was very helpful for them to get information and news.

Figure 2 showing interface of Kampung Santri website

The development of application "Kitab Digital Kampung Santri" by using appsgeyser is very helpful for resident of Kampung Santri to access books. This application is developed for

student in Kampung Santri as a platform for their study. Mobile application is easy, use friendly, inexpensive, downloadable and run able in most of the smartphone (Rashedul et al, 2017). They can access books in this application and read the books. The theme in this application is the same with website "Kampung Santri" which is white green. The icon of the application we develop by inspiring the logo of Kampung Santri. In the application contain 8 books in Arabic language. The books are in pdf file and they can read it easily. We developed the application with the bookmarks,setting, and views of the book to give the application more interesting and facilitated. Smartphone applications that are already well-functioning and popular among users could facilitate the mobile learning practices considerably (Basal et al, 2016). The application contain the privacy policy for them to download it. They can get this application by click the link and QR code given to download it. We also provided the link and QR code in the website "Kampung Santri" so that they can easily access it. As conclusion, this application get the positive feedback from Kampung Santri resident by using the google form because this application help them to easily access a books form home, so they don't need to go to mosque and madrasah to read it.

Figure 3 showing interface of Kitab Digital Kampung Santri

Finding and discussion

The survey have been conducted to 7 respondents for website survey and 12 respondents for application survey from among the 95.85% of students and 4.15% of others and have answered the 11 questionnaires for each survey. The average age of the students around 15 to 19 years old is 81.55% and the balance is around 20 to 24 years old. The level of high education is mostly from Strata 1 which is undergraduate or bachelor programme with 69.05% record. Table 1 and Table 2 shows the result from respondents on the overall website and application effectiveness respectively.

Table 1: Result on overall website effectiveness

Scale Questions	Yes	No	Maybe
User-friendly	100%	0%	0%
Easy to use	100%	0%	0%
Interesting view	85.7%	0%	14.3%
Suit for daily used	100%	0%	0%
Provide knowledge on time	100%	0%	0%
Interested in using the site	71.4%	0%	28.6%
Provide various reading materials	57.1%	0%	42.9%
Easy to access reading materials	85.7%	0%	14.3%
Can be used without helps	100%	0%	0%
Provide accurate information	85.7%	0%	14.3%
Mobile-friendly	57.1%	0%	42.9%
Average	85.7%	0%	14.3%

Table 2: Result on overall of application effectiveness

Scale Questions	Yes	No	Maybe
User-friendly	75%	0%	25%
Easy to use	83.3%	0%	16.7%
Interesting view	66.7%	0%	33.3%
Suit for daily life	66.7%	0%	33.3%
Provide knowledge on time	58.3%	0%	41.7%
Interested in using the app	75%	0%	25%
Provide various reading materials	50%	8.3%	41.7%
Easy to access reading materials	66.7%	0%	33.3%
Can be used without helps	41.7%	8.3%	50%
Provide accurate information	50%	0%	50%
Mobile-friendly	33.3%	0%	66.7%
Average	60.61%	1.50%	37.89%

Conclusion and recommendation

As for the conclusion, we can conclude that creating Kampung Santri's website has lead to an effective sharing of news and information among the community of Kampung Santri. The education at Kampung Santri will be a new significant as learning through internet become easier and more effective. Moreover, from the website, they can promote Kampung Santri in Banten to people from different states and from hence, attracting tourists to visit Kampung Santri and join the community programs. The student do not need to risk they life to continue they effort as a persistent student. As a result, entrepreneurs may also have the benefits from tourism activities, which can help their cost of living by selling traditional or homemade goods, including services. Here, we can see that the website and application can be useful among the community to keep on receiving trustworthy news or information efficiently, can promote their goods to others, making learning applicable and lighten the burden that being face by student

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