

DEVELOPMENT OF “SELF-REFLECTION INSTRUMENT FOR CHARACTER DETECTION (SERINTERON)” TO HELP STUDENTS KNOW THE STRENGTHS AND WEAKNESSES OF THEIR CHARACTERS

HENDRIK PANDU PAKSI¹, SA'DUN AKBAR^{1,*},
A. ROSYID AL ATOK¹, ARI SAPTO¹, ZAENAL ABIDIN²,
ZAINAL ARIFIN HASIBUAN³, AMADHILA ELINA PENEHAFO⁴

¹Universitas Negeri Malang, Malang, Indonesia

²Universitas Pendidikan Indonesia, Bandung, Indonesia

³Universitas Komputer Indonesia, Bandung, Indonesia

⁴Namibia College of Open Learning, Windhoek, Namibia

*Corresponding Author: sadun.akbar.fip@um.ac.id

Abstract

The purpose of this study was to develop an independent technology-based reflection instrument to detect the strength of religious character, helping students identify their character strengths and weaknesses while also assisting teachers in selecting appropriate religious character-strengthening programs based on students' conditions. We used the Analysis, Design, Development, Implementation, dan Evaluation (ADDIE) model because it provides a structured approach to instructional design, ensuring systematic development and evaluation. The results indicated that the instrument had a good level of validity because expert evaluations confirmed its accuracy. Construct and content validity assessments demonstrated that the instrument met the required standards. After validation, a limited trial was conducted with students, showing high effectiveness. This instrument was also considered practical, as evidenced by student questionnaire responses. Additionally, interviews with teachers confirmed its ease of implementation in learning because the instrument was designed with user-friendly procedures. These findings were obtained because the instrument underwent systematic development, incorporated revisions based on expert feedback and was trailed to assess effectiveness and practicality. This research impacts students by enabling them to assess their religious character strengths while also providing teachers with valuable data to design learning programs that align with students' needs.

Keywords: Elementary school, Religious character, Self-reflection instrument, Serinteron, Students.

1. Introduction

Character education is a fundamental aspect of student development, fostering values that shape behavior and decision-making [1-5]. Among various character attributes, religious character plays a crucial role in guiding ethical and moral actions. This makes many reports regarding religious character well-developed [6-10]. However, assessing and strengthening students' religious character remains a challenge due to the lack of standardized measurement tools in educational settings. Without a structured evaluation method, students struggle to identify their strengths and weaknesses, while teachers face difficulties in designing effective character-strengthening programs.

Self-reflection has been widely recognized as an effective approach to character education [11-13]. Studies indicate that self-reflection tools assist in evaluating competence and reinforcing character development [14, 15]. Furthermore, research highlights their role in enabling teachers to adopt data-driven strategies to support student growth [16, 17]. Despite these benefits, many schools still lack systematic instruments to assess religious character, making it difficult to integrate structured self-reflection into learning processes.

To address this gap, additional technology can be used to support the current issue [18-22]. This study developed Self Reflection Instrument for Character Detection (SERINTERON); an Android-based application designed as an independent reflection tool for students. The application provides a structured platform for students to evaluate their religious character, understand their strengths and weaknesses, and take steps toward self-improvement. Additionally, it assists teachers in designing more targeted character education programs.

We used the Analysis, Design, Development, Implementation, dan Evaluation (ADDIE) development model, ensuring a systematic design and evaluation process. The novelty of SERINTERON lies in its (i) integration of self-reflection instruments that have proven effective in character formation, (ii) utilization of an Android-based platform for enhanced assessment efficiency, and (iii) inclusion of audio guides to support students with low literacy [23]. The findings of this research contribute to educational technology by demonstrating how self-reflection tools can facilitate character development and improve learning outcomes.

2. Literature Review

Figure 1 illustrates the relationship between self-reflection and character development through an Android application. The process begins with Self-Reflection, Self-Evaluation, and Self-Improvement, where users engage with questions or activities to reflect on their behavior. AI and NLP analyse responses, detect emotional patterns, and provide automated feedback, while Cloud Computing ensures secure data storage. In the Personal Value Identification and Strengths and Weaknesses Analysis stages, users recognize their values and assess their character. Machine Learning (ML) identifies behavioral patterns and offers recommendations, while Biometric Analysis (via camera or microphone) detects facial expressions and voice tone. The Character Development stage incorporates Gamification, Augmented Reality (AR), and Virtual Reality (VR) to enhance social skills through interactive exercises. Finally, the self-awareness and confidence stages foster self-understanding, boost confidence, and strengthen character [24-25].

28]. The integration of Android applications in education has been widely explored. Research highlights their ability to enhance learning motivation and engagement [29, 30]. Mobile technology can significantly improve student outcomes [31], but effective implementation requires pedagogically sound design [32, 33]. However, challenges such as infrastructure limitations and teacher readiness must also be addressed [34, 35].

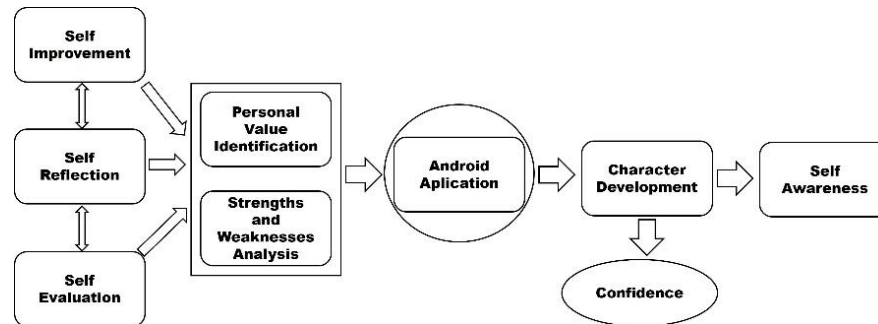


Fig. 1. The relationship between application technology and character education.

3. Method

The study followed five stages: Analysis, Design, Development, Implementation, and Evaluation. Validity was assessed by two expert teams, effectiveness was tested through a limited trial, and practicality was evaluated via student questionnaires and teacher interviews.

4. Results and Discussion

Figure 2 illustrates the application on an Android smartphone. Students download the APK via barcode scanning (No.1), install it (No.2), and access the app for self-reflection (No.3). Before testing, they can review instructions (No.4). The test consists of 50 true-false statements, with results categorized into weak (≤ 250), normal (251-399), and strong (≥ 400) character strength (No.5). Research supports mobile applications as effective tools for self-reflection in character education [36, 37]. Android-based self-reflection enhances awareness more effectively than traditional methods [38, 39]. While Serinteron uses true-false assessments, other studies suggest Likert scales for more detailed evaluations [40]. Integrating gamification could further improve engagement [14]. Additionally, mobile apps have been used for intelligent diagnosis in education, emphasizing technology's role in character development [41]. Serinteron serves as both an educational tool and strategy for character education [3, 42].

Table 1 presents validation and trial results. Detailed information on how to calculate from statistical data is reported elsewhere [43-45]. Construct validity (language, technology, visual appearance) averaged 86, while content validity (material, evaluation, reflection) scored 75.3, placing Serinteron in the valid category (final score: 80.65). Trial results indicated high effectiveness (91.11), and practicality (77) based on student feedback. Teacher interviews confirmed its ease of implementation. These findings align with research showing that digital tools

enhance learning and classroom assessment effectiveness [46]. This study adds new information, especially when utilizing android for improving education as reported elsewhere [47, 48].



Fig. 2. Serinteron apk product on android smartphone:
(1) apk download link (2) apk icon on smartphone (3) Serinteron initial display (4) instructions for use (5) test page (6) measurement results.

Table 1. Research results.

Aspect	Value	Score	Result
Construct Validity	86		
Validity of Content	75.3	80.65	Valid
Application Usage	80		
Implementation of Instruments	93.3		
Test Results	100	91.1	Very Effective
Practicality questionnaire		77	Practical

5. Conclusion

The results of the study showed that the Serinteron instrument had good validity based on expert assessment. Construct validity obtained an average score of 86, while content validity obtained an average score of 75.3. Overall, this instrument was declared valid with a final score of 80.65. The results of the trial showed that this instrument had high effectiveness with an average score of 91.11 and was declared practical with a score of 77 based on the student questionnaire. Interviews with teachers also supported that this instrument was easy to apply in learning.

Acknowledgments

We received research grants from the Institute for Research and Community Service, Universitas Negeri Malang (LPPM UM).

References

1. Ammatulloh, M.I.; Permana, N.; Firmansyah, R.; Sa'adah, L.N.; Izzatunnisa, Z.I.; and Muthaqin, D.I. (2022). Strengthening character education of students

- through civics caring apps based on m-learning during the Covid-19 pandemic. *Indonesian Journal of Educational Research and Technology*, 2(2), 87-96.
2. Riyanto, M.; Nandiyanto, A.B.D.; Kurniawan, T.; and Bilad, M.R. (2022). Management of character education in the scope of elementary school students in the distance learning period. *Indonesian Journal of Multidisciplinary Research*, 2(1), 1-8.
 3. Fahrannisa, A.L.; Muktiarni, M.; and Mupita, J. (2022). The use of short stories as learning media for character education for elementary school students during the Covid-19 pandemic. *Indonesian Journal of Multidisciplinary Research*, 2(2), 237-244.
 4. Nabil, F.; and Nugraha, M.S. (2024). The integration of the philosophy of science and character education curriculum. *Indonesian Journal of Multidisciplinary Research*, 4(2), 461-468.
 5. Nugraha, M.G. (2023). Development of web-based radioactivity teaching materials oriented-on character education for high school students. *ASEAN Journal of Science and Engineering Education*, 3(1), 95-102.
 6. Khimmataliev, D.O.; and Omonova, N.P.Q. (2025). Encoding schemes for image and symbol classification in religious traditions. *ASEAN Journal of Religion, Education, and Society*, 4(1), 23-36.
 7. Karmaker, R.; and Rahman, R. (2024). Female having education in the world of technology wading obstacle facing religious and social barrier. *ASEAN Journal of Religion, Education, and Society*, 3(1), 23-36.
 8. Saadu, U.T.; Obafemi, K.E.; and Adeyemi, C.O. (2023). Female genital mutilation: Parental perception and religious point of view. *ASEAN Journal of Religion, Education, and Society*, 2(2), 75-82.
 9. Azizah, S.N.; Nandiyanto, A.B.D.; Wulandary, V.; and Irawan, A.R. (2022). Implementation of video learning media in Islamic religious education subjects for elementary school students. *Indonesian Journal of Multidisciplinary Research*, 2(1), 91-96.
 10. Anggraeni, R.; and Maryanti, R. (2021). Implementation of video learning media in Islamic religious education subjects. *Indonesian Journal of Multidisciplinary Research*, 1(2), 257-266.
 11. Zhao, Y.; Zhao, M.; and Shi, F. (2023). Integrating moral education and educational information technology: A strategic approach to enhance rural teacher training in universities. *Journal of the Knowledge Economy*, 15, 15053-15093.
 12. Sangsawang, T. (2020). An instructional design for online learning in vocational education according to a self-regulated learning framework for problem solving during the Covid-19 crisis. *Indonesian Journal of Science and Technology*, 5(2), 283-198.
 13. Lestari, D.A.; Suwarma, I.R.; and Suhendi, E. (2024). Feasibility analysis of the development of STEM-based physics e-book with self-regulated learning on global warming topics. *Indonesian Journal of Teaching in Science*, 4(1), 1-10.
 14. Ersoy, H.; Baskici, C.; Aytar, A.; Strods, R.; Ratnika, N.J.; Fernandes, A.M.L.; Neves, H.; Blaževičienė, A.; Vaškelytė, A.; Grotell, C.W.; Paakkonen, H.; Söderlund, A.; Fritz, J.; and Kav, S. (2024). Digital

- competence of faculty members in health sciences measured via self-reflection: Current status and contextual aspects. *PeerJ*, 12, e18456.
15. Pai, H.C. (2015). The effect of a self-reflection and insight program on the nursing competence of nursing students: A longitudinal study. *Journal of Professional Nursing*, 31(5), 424-431.
 16. Smith, P.; Rice, K.; Schutte, N.; and Usher, K. (2024). Development and validation of the Cultural Responsiveness Assessment Measure (CRAM): A self-reflection tool for mental health practitioners when working with first nations people. *International Journal of Social Psychiatry*, 70(1), 190-200.
 17. Abbott, M.; Beecher, C.; Petersen, S.; Greenwood, C.R.; and Atwater, J. (2017). A team approach to data-driven decision-making literacy instruction in preschool classrooms: Child assessment and intervention through classroom team self-reflection. *Young Exceptional Children*, 20(3), 117-132.
 18. Susilawati, A.; Al-Obaidi, A.S.M.; Abduh, A.; Irwansyah, F.S.; and Nandiyanto, A.B.D. (2025). How to do research methodology: From literature review, bibliometric, step-by-step research stages, to practical examples in science and engineering education. *Indonesian Journal of Science and Technology*, 10(1), 1-40.
 19. Al Husaeni, D.F.; Al Husaeni, D.N.; Nandiyanto, A.B.D.; Rokhman, M.; Chalim, S.; Chano, J.; Al-Obaidi, A.S.M.; and Roestamy, M. (2024). How technology can change educational research? Definition, factors for improving quality of education and computational bibliometric analysis. *ASEAN Journal of Science and Engineering*, 4(2), 127-166.
 20. Suherman, I. (2023). How to improve student understanding in learning science by regulating strategy in language education? Definition, factors for enhancing students comprehension, and computational bibliometric review analysis. *International Journal of Language Education*, 7(3), 527-562.
 21. Fauziah, S.P.; Suherman, I.; Sya, M.F.; Roestamy, M.; Abduh, A.; and Nandiyanto, A.B.D. (2021). Strategies in language education to improve science student understanding during practicum in laboratory: Review and computational bibliometric analysis. *International Journal of Language Education*, 5(4), 409-425.
 22. Al Husaeni, D.F.; Al Husaeni, D.N.; Ragadhita, R.; Bilad, M.R.; Al-Obaidi, A.S.M.; Abduh, A.; and Nandiyanto, A.B.D. (2022). How language and technology can improve student learning quality in engineering? Definition, factors for enhancing students comprehension, and computational bibliometric analysis. *International Journal of Language Education*, 6(4), 445-476.
 23. Retnawati, H.; Arlinwibowo, J.; and Apino, E. (2018). Strategy and implementation of character education in senior high schools and vocational high schools. *Journal of Social Studies Education Research*, 9(3), 370-397.
 24. Djirong, A.; Jayadi, K.; Abduh, A.; Mutolib, A.; Mustofa, R.F.; and Rahmat, A. (2024). Assessment of student awareness and application of eco-friendly curriculum and technologies in Indonesian higher education for supporting sustainable development goals (SDGs): A case study on environmental challenges. *Indonesian Journal of Science and Technology*, 9(3), 657-678.
 25. Nuhu, K.M.; Abdulfatai, D.A.; and Onojah, A.O. (2021). Undergraduate awareness and perception on the use of digital collaborative tools in facilitating

- learning in selected universities within the Ilorin metropolis. *Indonesian Journal of Educational Research and Technology*, 1(3), 95-104.
26. Stephen, B.O.; Abosede, P.J.; and Adebisi, O.S. (2024). Undergraduates' awareness of the use of technological tools for information collection and analysis. *Indonesian Journal of Educational Research and Technology*, 4(2), 105-112.
 27. Ekamilasari, E.; and Pursitasari, I.D. (2021). Students' critical thinking skills and sustainability awareness in science learning for implementation education for sustainable development. *Indonesian Journal of Multidisciplinary Research*, 1(1), 121-124.
 28. Abance, A.C.; Anglaser, S.D.; Soriano, F.J.A.; Umadhay, A.G.C.; Malaco, A.C.; and Besa, A.S. (2021). Respondents' level of education, knowledge, awareness, and acceptability of blue ternate (*clitoria ternatea*) as alternative medicine. *Indonesian Journal of Multidisciplinary Research*, 1(2), 337-340.
 29. Hwang, G.J.; and Wu, P.H. (2014). Applications, impacts and trends of mobile technology-enhanced learning: A review of 2008-2012 publications in selected SSCI journals. *International Journal of Mobile Learning and Organisation*, 8(2), 83-95.
 30. Pechenkina, E.; Laurence, D.; Oates, G.; Eldridge, D.; and Hunter, D. (2017). Using a gamified mobile app to increase student engagement, retention and academic achievement. *International Journal of Educational Technology in Higher Education*, 14, 1-12.
 31. Sung, Y.T.; Chang, K.E.; and Liu, T.C. (2016). The effects of integrating mobile devices with teaching and learning on students' learning performance: A meta-analysis and research synthesis. *Computers and Education*, 94, 252-275.
 32. Crompton, H.; and Burke, D. (2018). The use of mobile learning in higher education: A systematic review. *Computers and Education*, 123, 53-64.
 33. Serdyukov, P. (2017). Innovation in education: What works, what doesn't, and what to do about it? *Journal of Research in Innovative Teaching and Learning*, 10(1), 4-33.
 34. Viberg, O.; and Grönlund, Å. (2017). Understanding students' learning practices: Challenges for design and integration of mobile technology into distance education. *Learning, Media and Technology*, 42(3), 357-377.
 35. Alhassan, R. (2016). Mobile learning as a method of ubiquitous learning: Students' attitudes, readiness, and possible barriers to implementation in higher education. *Journal of Education and Learning*, 5(1), 176-189.
 36. Lai, Y.; Saab, N.; and Admiraal, W. (2022). Learning strategies in self-directed language learning using mobile technology in higher education: A systematic scoping review. *Education and Information Technologies*, 27(6), 7749-7780.
 37. Drigas, A.; Karyotaki, M.; and Skianis, C. (2023). Mobiles, digital tech, empathy, metacognition, self-consciousness and the role of parents in schools and societies of the future. *International Journal of Interactive Mobile Technologies*, 17(7), 118-132.
 38. Öztürk, M. (2022). The effect of self-regulated programming learning on undergraduate students' academic performance and motivation. *Interactive Technology and Smart Education*, 19(3), 319-337.

39. Haque, M.R.; and Rubya, S. (2023). An overview of chatbot-based mobile mental health apps: Insights from app description and user reviews. *JMIR mHealth and uHealth*, 11(1), e44838.
40. Ahn, J.; Lee, S.; and Yun, S. (2018). Leaders' core self-evaluation, ethical leadership, and employees' job performance: The moderating role of employees' exchange ideology. *Journal of Business Ethics*, 148, 457-470.
41. Wagino, W.; Abidin, Z.; Anggara, O.F.; Sujarwanto, S.; and Penehafo, A.E. (2024). Android application for smart diagnosis of children with disabilities and its correlation to neuroscience: Definition, literature review with bibliometric analysis, and experiments. *Indonesian Journal of Science and Technology*, 9(2), 497-526.
42. Nabil, F., and Nugraha, M.S. (2024) The integration of the philosophy of science and character education curriculum at SDIT Attaqwa nurul fahmi. *Indonesian Journal of Multidisciplinary Research*, 4(2), 461-468.
43. Fiandini, M.; Nandiyanto, A.B.D.; Al Husaeni, D.F.; Al Husaeni, D.N.; and Mushiban, M. (2024). How to calculate statistics for significant difference test using SPSS: Understanding students comprehension on the concept of STEAM engines as power plant. *Indonesian Journal of Science and Technology*, 9(1), 45-108.
44. Rahayu, N.I.; Muktiarni, M.; and Hidayat, Y. (2024). An application of statistical testing: A guide to basic parametric statistics in educational research using SPSS. *ASEAN Journal of Science and Engineering*, 4(3), 569-582.
45. Afifah, S.; Mudzakir, A.; and Nandiyanto, A.B.D. (2022). How to calculate paired sample t-test using SPSS software: From step-by-step processing for users to the practical examples in the analysis of the effect of application anti-fire bamboo teaching materials on student learning outcomes. *Indonesian Journal of Teaching in Science*, 2(1), 81-92.
46. Wang, L.H.; Chen, B.; Hwang, G.J.; Guan, J.Q.; and Wang, Y.Q. (2022). Effects of digital game-based STEM education on students' learning achievement: A meta-analysis. *International Journal of STEM Education*, 9(1), 26.
47. Abidin, Z.; Herman, T.; Wahyudin, W.; Wiryanto, W.; Farokhah, L.; and Penehafo, A.E. (2024). How to count speed? Utilizing android applications to support a concept attainment model to help mathematical thinking skills. *ASEAN Journal of Science and Engineering*, 4(2), 295-316.
48. Jadhav, S.D.; and Pawa, N.B. (2022). A study of customer awareness of payment apps in rural areas with special reference Satara district. *ASEAN Journal of Community Service and Education*, 1(2), 121-126.