**Undergraduate Thesis/Project Proposal**

**School of Information Engineering, Nanjing Xiaozhuang University**

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| **Proposed Topic/Title:**  Mobile Chatbot Application for Giving a Recommendation Quran Surah to Recite Based on Emotion | | |
| **Background of this Topic:**  Religion is a doctrine or system that regulates the system of faith or belief and worship of Almighty God and the rules relating to the association between the humans, and humans with their environment [1]. In 2016, it was recorded that 62% of the world considered themselves to be religious people, 25% consider themselves unreligious, while 9% think they are atheists or have no faith [2].  Islam is the last shari'ah that Allah sent to the Prophet Muhammad bin Abdullah Sallallahu 'alaihi wasallam which is the closing of His prophets and messengers. Islam is the only true religion. Allah does not accept religion from anyone but Him. And Allah has made Islam an easy religion, there are no difficulties in it [3].  Indonesia is the 4th most populous country in the world, in 2010 data were collected with a total of 238.5 million people and the population of Muslims was 207 million or 87% [4]. The International Community said that Indonesia was the largest Muslim country in the World [5].  But even though the majority of Indonesian people are Muslims, the religious level in Indonesian society itself is very weak at 58%, while the non-religious figure reaches 30% [2], whereas religion itself is a guideline, a life guide for those who believe it, because the non-religious rate of the community is very high, indicating they do not involve religion in their lives so they often fall into a state of depression where depression is a mental disorder characterized by feelings of sadness, loss of interest or pleasure, decreased energy, feelings of guilt or inferiority, problems with sleep or appetite and lack of concentration [6] because of. WHO estimates that in 2020 depression will become the disease with the highest number of cases, which ranks second in the global disease burden, after heart disease. The prevalence of depression in Indonesia in the age group of more than 15 years reached 6.1 percent or 11,315,500 people [7], this indicates that the level of depression in Indonesia is very high.  With the development of technology in this era, it is inevitable that the presence of information technology is the cause of the emergence of various application, the one of the application is social media whose initial purpose is to connect between family, friends and those around them to be one of the causes of depression, because they see friends or people around them have a better life, more established or more perfect than themselves to be the cause of the emergence of negative emotions that feel hopeless and helpless, and ultimately choose to commit suicide. | | |
| **Objectives:**   1. This application aims to help users especially the Indonesian people to fight their negative thoughts 2. This application aims to prevent the occurrence of deviant behavior due to negative thoughts that exist in the user 3. This application aims to make the Indonesian people recite the Qur'an more and understand its meaning | | |
| **Methodology and Outline:**  Agile Methodology is used in this project as a software development method. The author chooses the Agile because it allows for improvements and modifications during the development [8].  Step in Agile Methodology are:   1. Planning and Gathering Requirements, 2. Development Iteration (Design, Develop, Test), 3. Deploy.   It has 12 weeks for the thesis process and will explain every activity in the schedule. | | |
| **Schedule:**  Schedule for the thesis is:    The process of arrange this thesis takes around 12 weeks, based on domestic schedule, start from February 24th to Mei 18th 2020 | | |
| **References / Bibliography:**  [1] Kementerian Pendidikan dan Kebudayaan Republik Indonesia. *Agama*. Badan Pengembangan Bahasa dan Perbukuan. 2016. Retrieved from <https://kbbi.kemdikbud.go.id/entri/agama>  [2] International, Gallup. *Global Report on Religiosity*. 2017. p. 3.  [3] Askar, Zulfi. *Introduction to Islam in Indonesian Language*. Darul Qosim. 2007. p. 2.  [4] Badan Pusat Statistik Republik Indonesia. *Penduduk Menurut Wilayah dan Agama yang Dianut*. 2010. Retrieved from <https://sp2010.bps.go.id/index.php/site/tabel?tid=321&wid=0>  [5] Hasyim, Syafiq. *State and Religion: Considering Indonesian Islam as Model of Democratisation for the Muslim World*. Liberal Institute. 2013. p. 5.  [6] Marsasina, Arhatya, & Fitrikasari, Alifiati. *Gambaran dan Hubungann Tingkat Depresi dengan Faktor-Faktor yang Mempengaruhi Pada Pasien Rawat Jalan Puskesmas (Studi Deskriptif Analitik di Puskesmas Halmahera Semarang).* Jurnal Kedokteran Diponegoro. 2016. p. 2.  [7] Kementerian Kesehatan Republik Indonesia. *Hasil Utama Riset Kesehatan Dasar*. Badan Penelitian dan Pengembangan Kesehatan. p. 81.  [8] Velvetech. *Top 12 Software Development Methodologies: Benefits and Drawbacks*. 2019. Retrieved from <https://www.velvetech.com/blog/software-development-methodologies/> | | |
| **Advisor Approval:**  Signature:  Date: | | |
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