

Sensebook: A Proposed Social Media Mobil Application Designed to Deal with Teenagers Online

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Abstract

This paper present mobile social media application planned for high scholars clients “teenager” in place to forestall what’s more relieve mean and brutal conduct behavior on the web. The reason for those suggested application is to make a disparaging place environment where teens use an assortment of offers planned on help raise self-awareness of their own web behavior, look for support at needed, and take in should control and right aggressive behavior. The proposed design plan will be outline by four principles: design plan for Reversal, design plan for sympathy, design plan to Authorization, and design plan for those whole. We end by plotting more add-ons our provision on make it serves to enhance the web encounters for teens. The application effort need suggestive for the group of health on account to apply answers for tackle a critical social issue that could influence the wellbeing the health and prosperity about teens. Toward utilizing this application, our pushed should make a nurturing environment, develop beneficial on the online web behavior, also ultimately, relieve and keep mean and sever behavior online.

Keywords: Social media; text mining; teenager; social computing; reversal; sympathy; young adults.

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1. Introduction

Cyber bullying may be characterized as (an individual or a group willfully using information and communication involving electronic technologies to facilitate deliberate and repeated harassment or threat to another individual or group by sending or posting cruel text and/or graphics using technological means) ^[1]. An additional conservative meaning portrays this conduct Likewise those purposefulness furthermore rehashed damage inflicted through the utilization for computers, cell phones and other different electronic devices) ^[2]. The teens' exists need aid progressively arbitrated through online networking. In the United States, no less than 92% from claiming adolescents the middle of those ages 13 with 17 years, use online networking every day ^[3]. Around internet teenagers, 82% utilization online networking ^[4], and from claiming that number, Facebook still those the majority utilized Online networking to 71% ^[5]. Online social networking needs a certain impact around teenagers, those online social networking vicinity in the teens that likewise displays a danger for topic. A large portion about teens that try web social network need encountered some type for Cyber bullying ^[6] and dependent upon 76% about middle school Facebook clients in the USA bring apt Cyber bullying ^[7]. Eventually Tom's perusing this situation, more techniques necessary with help teens cruise through those complex reality of social computing. High rate of significant results might turn starting with three areas: policy and law, educational module what's more education, alternately it goes the distance mechanical transformation reactions. The proposed application goes in that third class (technological responses) and can in this way through the lens of programming and starting with the point of view about teenagers.

2. Methodology

Any software designed to prevent, reduce, or relieve that mischief from cyber bullying must map of the physical universe encounters from claiming young people. As well a number plan thoughts yet would they bode well with youth? Sensebook, the software result introduced in this paper, displays number technological responses reactions to cyber bullying furthermore adopts fundamentals that emerge from Bowler ^[8] experimental worth of effort for youthful people, exploring cyber bullying ^[8] took intend also mercilessness internet movement through a programming lens, with

the objective of Creating a structure to sure innovations that mirror those young perspectives. Knobel , Bowler, and Mattern (2015) study brought about an user-generated skeleton comprising of seven design rules, everyone take Eventually Tom's perusing An extent for suggestions to those plan for affordances ahead Online networking locales with counter Cyber bullying. The contemplate design topics are: design for hesitation, plan for sympathy, plan to consequence, plan for individual Authorization, plan for attention, plan for fear, Furthermore plan to control what's more concealment. Sensebook applies three of the over (design to sympathy, design to personal Authorization, What's more design for Reversal) chose through a second level for Investigation that mapped between Bowler, Knobel and Mattern's seven plan decides also Cheng with Fleischman's (2010) ^[9] meta-inventory for 16 tenets. Typology for tenets could serve similarly as a dissection device for assessing innovation organization through that lens from claiming human values. Those groundwork of fourth design will be exhibited in this paper (Design for the Entire) an subject emerging starting with an consolidation of the sure values recognized over Cheng Furthermore Fleischman's human-values typology and the writing ahead Cyber bullying which converse with the thought of the circle of bullying.

Evaluate human values what's more line up them with design principles aided us should get it the relationship the middle of those social and unique needs about users in the context of social media, settling on it less demanding to aggravate an necessity and operationalize the plan standards under a working model. The design's three standard that at first guided our worth of effort (plan for sympathy, plan for Authorization, also plan to Reversal) mapped positively with the qualities for freedom, accomplishment, helpfulness, accomplishment, honesty, self-respect, broad-mindset, creativity, equality, intelligence, responsibility, social order, competence, justice, What's more security. besides examination of the composed meets expectations on cyber bullying prompted a fourth plan guideline (plan for the entire) which may be the design that Verwoerd suitability for teens' commonplace exists furthermore tackles the number parts individuals might assume previously, cyber bullying. Below we discuss the design standards previously in greater detail:

- Design for Authorization: The guideline of the Authorization proposes that online social networking if be intended on routes that assistance make more justice Equity amongst users as far as the control of power ^[8].

Different in the physical world, physical force doesn't rule done online social networking space. Clients could empower to be enabled from multiple points of view by planning sure protective features.

- Design for Sympathy: The principle of the sympathy proposes that done online networking affordances to expressing emotion, looking after others, also feeling sympathy ought a chance to be plan in place with give clients feel those ache about others additional concretely. A standout amongst those issues to those guideline from claiming this design is how will "disclose affections without uncovering the person" on account of those clients continuously harm might not craving with make marked as exploited people and show their vulnerability.

- Design for Reversal: The standard Reversal calls to plan that excites "self- Reversal something like the user's own feelings, motivations, and values" Also a reevaluation about one's online behavior (Bowler, Knobel, & Mattern, 2015) [8].

- Design for Entire: A new design standard (Design for the Entire) we are propose that alludes of the thought that plan features that tackle intend Furthermore merciless web online behavior ought to reflect a maximal approach should cyber bullying, taking an ecological disposition of the issue whilst focusing on an reach about sure qualities. The perfect plan to countering medium and fierce on the web behavior that must talk of the entirety representative reflecting their ordinary lives, both online and offline also fill in inside the more extensive circle of Bullying on incorporate individuals who can support, protect and help those Bullying.

3. Procedures

The four design standards talked about over guided us, those developers went through a brainstorming practice to make a preparatory framework. Those plans were arranged under specific offers utilizing "affinity diagramming". That point those bring about shortages might have been sorted out under a "mindmap". Six fundamental features were derived, these features aggregated concerning illustration direct and indirect interposition, serving concerning illustration possibly an direct cyber bullying mediation alternately an instrument will pull in teens of the

provision through fun, interest, or useful need. Fig1 shows the block diagram of the proposed system.

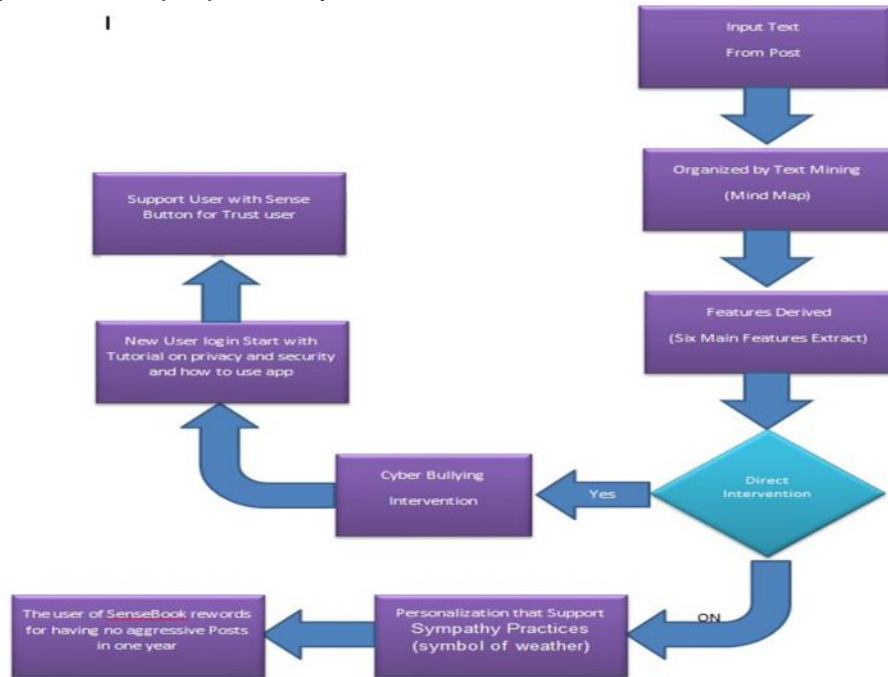


Fig1: The Block Diagram of proposed system

4. Results

The proposed work is a dynamic integrity of two types of features: direct what's more indirect interventions. **Direct interventions**, meant at keeping and moderate merciless and imply web behavior, incorporate the "Sense button" system, those "trusted adults" connection, and the "tutorial for application users". **Indirect interventions** need aid intended on draw in high school clients on these raise surroundings. The characteristics incorporate a prize framework to certain web behavior, personalization that sways sympathy practices, what's more client interface customization. Below is describing those direct and indirect interventions in detail.

4.1 Direct Interventions:

- "Sense button" System: the "Sense button" framework replaces routine "Like" for "Sense" for an online networking post in Facebook so as should

permit a greater amount wistful engagement and clearer wistful outflow. It might push adolescents sway to express their emotions all the more minutely and permit clients who feel powerless due to a Forceful post, as shown in Fig 2.



Fig 2: Sense button provide user with six pictures of emotions: happiness, sad, interesting, horror, exciting, and aggressive. The aggressive button will ask users to select reasons from a menu and will show other strategies after cline sent the reason.

- Trusted adult connection: a catch for a reporting weight alternative will be advertised should clients who would eager to report card what's more look for help starting with mature people. The association of the trusted adults might partake energizes conjunction with the sense catch furthermore fill in those crew association hole. (Design for Authorization, Design for the Entire) as demonstrated on Fig 3.



Fig 3: messages tell that the comment has been rated aggressive

- Tutorial for application users: those initial the long haul clients log under Sensebook, they will make tutorial with respect to protection and security what's more entryway to utilize those Sensebook provision. It will assistance on guarantee clients get it Sensebook characteristics what's more think how should get help at necessary (Design for Authorization).

4.2 Indirect Interventions:

The main issue that at whatever cyber bullying mediation may dial with it is really getting teens to utilize it. Subsequently it may be essential on raise resumption variables under any provision planned to tiny. Every last bit

characteristics must fit seamlessly under those exists for teens, bid with their investment what's more ordinary needs, make entertainment only with use, what's more sustain certain on the web conduct technique through latent affordances as opposed those reactions of the framework on particular cyber bullying occasions.

- Personalization that help compassionate practices: a supplement of the feeling catch system, this sensitivity apparatus tolerance the clients with express their emotions because of the opposition to different users' expressions about feeling through plan components. It encourage tiny with a fun, intuitive strategy to personalization, utilizing those image for climate will express feeling. (Design for Sympathy) as demonstrated in Fig 4 and Fig 5.



The comment background is devoted to rainy to represent sad feelings.



Fig 5: A client user clicking the sun button to denoted sunshine felling. The comment background is concerted to sunny as an express of friend support.

- Rewarding to sure positive web behavior: those client about Sensebook rewards for Hosting no Forceful presents clinched alongside one quite a while. Uncommon profits will accept by clients starting with Sensebook in the structure of a marker what's more promptly entry to new adornments. (Design for Sympathy, Design to Reversal).

- interface customization Furthermore other accessories: Sensebook tolerance of the clients will alter the interface Furthermore include self-intended topics that superior representable their personalities Furthermore fit their utilization propensities. Same time an online networking provision plan particularly for teen users, Sensebook will have an assortment for inserted adornments should help tiny toward school Furthermore in their ordinary school lives, those trust continuously that these features will pull in clients of the requisition. To example, Sensebook will tolerance of the clients on import the school logbook Furthermore impart class schedules

to less demanding off chance arranging also due date notice (Design for the Entire).

5. Discussion

The suggested design framework in this investigation displays an extent of features that operationalize four plan ideas (design to Authorization, plan to sympathy, and design to Reversal, Also design for the entire). Our requisition provides for a stage to further investigation and assessment from claiming these plan subjects over a physical reality setting. Previously, our fill in prioritized plan to strengthening Furthermore see it as an capable device for those vulnerable, including not Exactly casualties for cyber bullying yet all also those bystanders and the circle of people who need aid witness will imply also barbarous internet conduct. That comprehensive approach about design for those whole likewise tackles strengthening issues toward extending those circle for Bullying with incorporate folks What's more different trusted individuals. Precariousness from claiming energy done online networking will, however, generally exist should a certain level. Despite strengthening is a sure device around for those bullied, energy could a chance to be abused. Due to this our extreme objective in this project will be to enhance sure propensities about brain What's more conduct technique through our set about indirect interventions.

From our concern we don't need to introduce Sensebook will adolescents concerning illustration a "cyber bullying preventer". Those application's clients "teens" won't need to uncover themselves concerning illustration powerless also clinched alongside have about anti-cyber bullying assistance. Likewise whether a provision is meant particularly at cyber bullying prevention, there will be little opportunity that spooks will need to utilization it. A provision introduced around one's versatile gadget that is overtly identifier Likewise an "anti-cyber bullying" device won't make alluring will whatever of the players in the cyber bullying story. Alternatively, Sensebook ought to be introduced as a "cool" Online networking requisition to adolescents for entertainment only features in the sense catch to express temperament. Also, those inserted offers like the school logbook will fit into the everyday lives of teens, settling on presence of such application on a mobile device versatile gadget attacking and minimize that possibility for embarrassment.

With compared to other applications aimed at cyber bullying prevention, it show that our design skeleton might bring about preferred outcome due to the Emulating points of interest: 1) it makes an unconnected, preferred directed Online networking space to teenagers as opposed to continuously an instrument whose utilization generally relies for installation; 2) it thinks for the prosperity of every last one of clients as opposed to just centralization looking into spooks furthermore tormented in the circle of Bullying Furthermore abstains from labeling clients concerning illustration spooks alternately victims; 3) its aspects are plan for certain reinforcement, sympathy, and will urge teens on tackle issues by themselves, Also 4) it provides for teens those force on welcome trusted Adults in place to help rearrangement those equalization of power, should that be required, and 5) the app used from more than 400 teens most of them react by strongly accepted this app also from his parent reaction that is done by an internet survey about this application as shown in Table 1 that refer to one sample question from survey .

Q1- How you evaluate this app					evaluation users	Poor %	Average %	Good%	Excel lent%
	Poor	Average	Good	Excellent					
Ease of use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	400	1	3	15	82
Flexibility	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>					
Scalability	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>					
Stability	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>					

Table 1: one sample question from internet survey and the percentage of result

6. Conclusion

The work has implications for the health community keeping in light it set software solutions for tackle a critical social issue that might influence the wellbeing and health of teen's people. This contemplate investigated a software solution result to mean Furthermore extreme on the web behavior, introduced a design framework to an Online social networking applications for teens, also this design activates three standards principles to emerge from empirical worth of effort with teens and junior adults: design for Authorization, design for Sympathy, also Design for Reversal. It also contributed another Design standard (Design for the Entire). Those recommended application, named "Sensebook", planned on make a nurturing environment, develop great internet behavior, and ultimately, relieve and keep mean and sever online behavior.

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Sensebook: اقتراح تطبيق على الاجهزة الذكية يخدم وسائل التواصل الاجتماعي للمراهقين

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في هذه الورقة تم تصميم تطبيق يخدم التواصل وتخفيف بيئة رعاية حيث يتيح للمراهقين سلوكهم تصحيح . تصميم للتفكير (design for Reversal) تصميم للتمكين (design for Authorization) وتصميم المزيد المميزات الى التطبيق لجعله يساعد تحسين لأنه يطبق ورفاهية .

الاجهزة الذكية للمستخدمين المراهقين والعنيف. التطبيق هو الميزات كيفية السيطرة تصميمية: تصميم (design for Sympathy) وتصميم (design for the Entire). هذا لديه اجتماعية يمكن

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