

2. RESEARCH METHODOLOGY

The research methodology would normally comprise a combination of qualitative and quantitative approaches[9] when developing a Decision Support System (DSS) using the Analytical Hierarchy Process (AHP) to determine appropriate television programmes for youngsters. The following research approaches could be used for such a study:

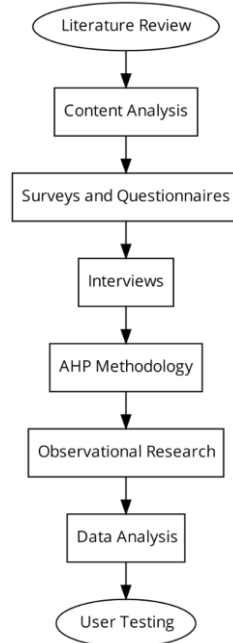


Figure 1. Research Methodology

3. RESEARCH RESULTS

3.1. Criteria Determination

Criteria are essential in determining good television shows for children. Criteria are determined based on observations and the results of distributing questionnaires. After observing, there are five criteria that are considered vital in determining the results of determining television shows that are good for children. The following tables are the criteria used along with the weightings used to make the AHP method calculations simpler[10].

The criterion for the relevance of a story is to determine how connected or related it is to the values of ordinary life.

Story Relevance	Scale
Relating to everyday existence	5
There are religious values	4
Teaches discipline and honesty	3
Teaching environmental responsibility	2

Informative criteria determine how well the program provides information or teaches new things to children.

Table 1. Informative Scale

Informative	Scale
Teach good qualities	5
There are violent values and brutal expressions	1

This criterion really determines the values that can be adopted in ordinary life.

Table 2. Educative Scale

Educative	Scale
Very high	5
Higher	4
Tall	3
Currently	2
Low	1

These criteria significantly influence children's social and community life.

Table 3. Respect Social Values and Norms Scale

Respect Social Values and Norms	Scale
Very high	5
Higher	4
Tall	3
Currently	2
Low	1

Social empathy teaches children to be helpful, assist each other and look after each other.

Table 4. Social Empathy and Respect for people Scale

Social Empathy and Respect for people	Scale
Very high	5
Higher	4
Tall	3
Currently	2
Low	1

3.2. Case Study

When entering the weight value the user will input the value on each criterion:

Table 6. User Inputted Criteria Value

K001	3	Story
K002	4	Information
K003	3	Educational
K004	3	Norma
K005	4	Empathy

Previously there was a table of alternative values of children's television shows obtained from the source of the Television impact study conducted by KPI, can be seen in the following table:

Table 5. Table of Alternative Children's Television Shows

Broadcast alternatives	K001	K002	K003	K004	K005
News	3	1	1	4	3
Kids Sitcoms	3	5	4	3	2
Adult Sitcoms	5	3	2	3	2
Kids Animation	4	5	4	5	5
Reality Show	3	4	3	4	3

3.3. Matrix of Perceptual Comparison Criteria

Then calculations are carried out to get a comparison matrix, but to make a comparison matrix the value is converted into a 5 decimal number where:

Table 6. Weight Conversion Table

Criteria	Weight 1 decimal	Weight 5 decimal	Information
K001	3	30000	Story
K002	4	40000	Information
K003	3	30000	Educational
K004	3	30000	Norm
K005	4	40000	Empathy

Next, calculations are carried out to obtain the comparison matrix in the following way:

Row 1= (K001/K001),(K001/K002),(K001/K003),(K001/K004),(K001/K005)

Row 2= (K002/K001),(K002/K002),(K003/K003),(K004/K004),(K005/K005)

Row 3= (K003/K001),(K003/K002),(K003/K003),(K003/K004),(K003/K005)

Row 4= (K004/K001),(K004/K002),(K004/K003),(K004/K004),(K004/K005)

Row 5= (K005/K001),(K005/K002),(K005/K003),(K005/K004),(K005/K005)

Table 7. Matrix table of comparison of perceptual criteria

Criteria	K001	K002	K003	K004	K005
K001	1,00000	0,75000	1,00000	1,00000	0,75000
K002	1,33333	1,00000	1,33333	1,33333	1,00000
K003	1,00000	0,75000	1,00000	1,00000	0,75000
K004	1,00000	0,75000	1,00000	1,00000	0,75000
K005	1,33333	1,00000	1,33333	1,33333	1,00000
total	5,66667	4,25000	5,66667	5,66667	4,25000

3.4. Matrix of Each Criterion

To obtain the matrix of each criterion is obtained from dividing each column element in accordance with the total, example for K001:

$$1,0000/5,66667 = 0,17647$$

$$1,3333/5,66667 = 0,23529$$

$$1,0000/5,66667 = 0,17647$$

$$1,0000/5,66667 = 0,17647$$

$$1,3333/5,66667 = 0,23529$$

And so on for K002-K005

To find the value in the number column is done by adding each element in the column in each row, for example:

$$\text{Row 1/K001: } 0,17646+0,17646+0,17646+0,17646+0,17646 = 0,88235$$

To get the value in priority weight by dividing the value of the Sum column by the existing element, example: $0,88235 / 4 = 0,22059$

Table 8. Matrix of Each Criterion

Criteria	K001	K002	K003	K004	K005	sum	Priority/ perception weights
K001	0,17647	0,17647	0,17647	0,17647	0,17647	0,88235	0,22059
K002	0,23529	0,23529	0,23529	0,23529	0,23529	1,17647	0,29412
K003	0,17647	0,17647	0,17647	0,17647	0,17647	0,88235	0,22059
K004	0,17647	0,17647	0,17647	0,17647	0,17647	0,88235	0,22059
K005	0,23529	0,23529	0,23529	0,23529	0,23529	1,17647	0,29412

3.5. Selection or Ranking Stage

At this stage, a comparison of each existing criterion will be carried out by multiplying the weight value of the priority.

1. News

$$= (\text{Weight K001 X Weight K001 Perception}) + (\text{Weight K002 X Weight K002 Perception}) + (\text{Weight K003 X Weight K003 Perception}) + (\text{Weight K004 X Weight K004 Perception}) + (\text{Weight K005 X Weight K005 Perception})$$

$$= (3 \times 0,22059) + (3 \times 0,29412) + (5 \times 0,22059) + (4 \times 0,22059) + (3 \times 0,29412)$$

$$= 0,66177 + 0,88236 + 1,10295 + 0,88236 + 0,88236$$

$$= 4,41180$$
2. Kids Sitcoms

$$= (1 \times 0,22059) + (5 \times 0,29412) + (3 \times 0,22059) + (5 \times 0,22059) + (4 \times 0,29412)$$

$$= 0,22059 + 1,4706 + 0,66177 + 1,10295 + 1,17648$$

$$= 4,63239$$
3. Adult Sitcoms

$$= (1 \times 0,22059) + (4 \times 0,29412) + (2 \times 0,22059) + (4 \times 0,22059) + (3 \times 0,29412)$$

$$= 0,22059 + 1,17648 + 0,44118 + 0,88236 + 0,88236$$

$$= 3,60297$$
4. Kids Animations

$$= (4 \times 0,22059) + (3 \times 0,29412) + (3 \times 0,22059) + (5 \times 0,22059) + (4 \times 0,29412)$$

$$= 0,88236 + 0,88236 + 0,66177 + 1,10295 + 1,17648$$

$$= 4,70592$$
5. Reality Show

$$= (3 \times 0,22059) + (2 \times 0,29412) + (2 \times 0,22059) + (5 \times 0,22059) + (3 \times 0,29412)$$

$$= 0,66177 + 0,51824 + 0,44118 + 1,10295 + 0,88236$$

$$= 3,67650$$

So from the calculation above, the Global Priority Value of each alternative is obtained and conclusions can be drawn from the following ranking:

Table 9. Global Priority Value

Alternative	Priority	Ranking
News	4,41176	3
Kids Sitcoms	4,63235	2
Adult Sitcoms	3,60294	5
Kids Animations	4,70588	1
Reality Show	3,67647	4

3.6. Interface Implementation

The implementation of this decision support system interface has several menus that can perform different functions. This interface is created using PHP programming language.

1) Login Page

The login page will be displayed when the *website* is accessed. This page requires *a user name and password*. Figure 1 is a view of the login page.

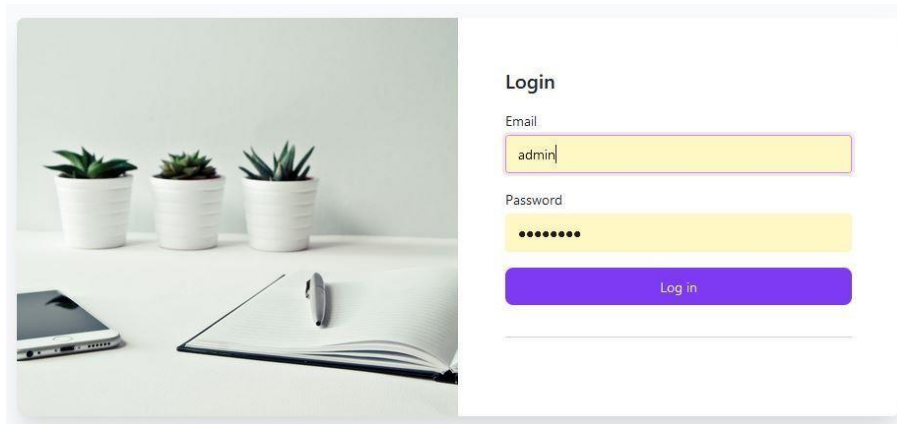


Figure 1. Login Page

2) Children's Television Type List Page

This page contains information and a list of children's television shows. Figure 3 is a view of the children's television list page.

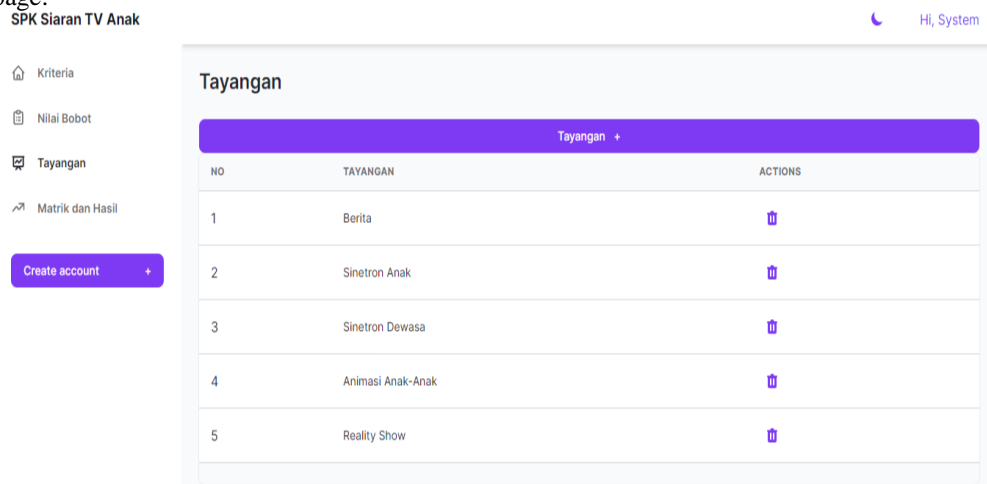


Figure 2. Children's Television Type List Page

A criteria data page is a page that informs the criteria used. On this page the process of modification of the criteria data can be done so that it can be adjusted to the needs. Figure 4 is a view of the criteria data page.

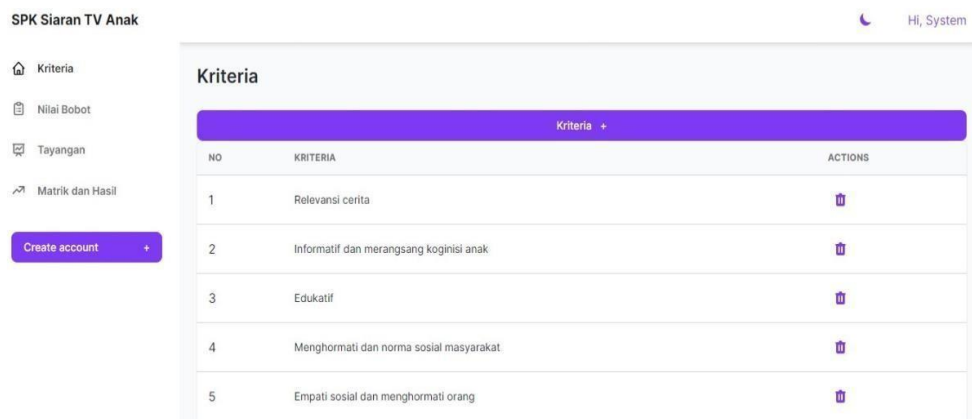


Figure 3. Criteria Data Page

3) Analysis Page

The analysis page is a page that displays the stages of the calculation process which can be seen in the following figures. There are several processes carried out on this page, including:

a) Comparison Matrix Table of Perceptual Criteria

This table explains the results of the comparison calculation of each matrix, to make the comparison matrix the value converted into the number 5 can be seen in the following figure:

KRITERIA	K1	K2	K3	K4	K5
K1	1.00000	0.75000	1.00000	1.00000	0.75000
K2	1.33333	1.00000	1.33333	1.33333	1.00000
K3	1.00000	0.75000	1.00000	1.00000	0.75000
K4	1.00000	0.75000	1.00000	1.00000	0.75000
K5	1.33333	1.00000	1.33333	1.33333	1.00000
TOTAL	5.88887	4.25000	5.88887	5.88887	4.25000

Figure 4. Comparison Matrix of Perceptual Criteria

b) Comparison Matrix Results Table of Perceptual Criteria

To get the matrix of each criterion is obtained from dividing each column element according to the total, and can be seen in the following table:

KRITERIA	K1	K2	K3	K4	K5
K1	0.17647	0.17647	0.17647	0.17647	0.17647
K2	0.23529	0.23529	0.23529	0.23529	0.23529
K3	0.17647	0.17647	0.17647	0.17647	0.17647
K4	0.17647	0.17647	0.17647	0.17647	0.17647
K5	0.23529	0.23529	0.23529	0.23529	0.23529

Figure 5. Perceptual Criteria

Value matrix table This criterion is an advanced table of the perception criteria matrix result table above, as shown in figure 7 below:

KRITERIA	JUMLAH	BOBOT PRIORITAS
K1	0.88235	0.22059
K2	1.17645	0.29411
K3	0.88235	0.22059
K4	0.88235	0.22059
K5	1.17645	0.29411

Figure 6. perception criteria matrix

3.7. AHP Analysis Results Table

For this AHP Analysis Table is a table of conclusions from all calculations made, then this analysis table appears as the final result, where we can choose and sort based on the final value, the highest value is the best value or the best show that can be watched by children, such as figure 8:

NO	ALTERNATIF	NILAI
1	Berita	4.41173
2	Sinetron Anak	4.63230
3	Sinetron Dewasa	3.60290
4	Animasi Anak-Anak	4.70584
5	Reality Show	3.67644

Figure 7. AHP Analysis Result (Ranking)

4. CONCLUSION

This study demonstrates the potential of using a decision support system (DSS) based on the analytical hierarchy process (AHP) method to assist parents in selecting appropriate television programs for children. The AHP allows for systematic analysis of multiple criteria, enabling informed decision-making.

The implementation results indicate the DSS can successfully determine television programs that align with defined criteria for story relevance, informativeness, educative values, social norms, and empathy. By weighting and prioritizing these criteria based on user preferences, the system ranks television programs to recommend the most suitable options.

The proposed DSS provides an effective approach for parents to evaluate children's programs against customizable criteria. It promotes active participation in children's media choices, balancing entertainment and educational values. Overall, this research highlights the benefits of harnessing DSS and AHP for value-driven decision-making on children's media consumption.

Further work could expand the criteria framework and options database to cover diverse program genres and age groups. Additional parental controls could also be incorporated for managing screen time and access. There is also scope to enhance the system's explanatory capabilities regarding the AHP computation process. Nonetheless, this study represents an important step toward purposeful integration of technology to guide children's development. The DSS methodology could be adapted for choosing other child-appropriate media and content.

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