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Description

International Journal of Computer Science and Humanitarian AI (IJCSHAI) is an international journal published biannually in February and October. IJCSHAI will *process accreditation* to Google Scholar, DOAJ, the Ministry of Research, Technology and Higher Education Republic of Indonesia (SINTA), and SCOPUS. The journal is managed by the Center of Excellence (CoE) in Humanitarian AI and Technology and School of Computer Science, Bina Nusantara University.

Focus and Scope

IJCSHAI invites academicians and professionals to write their ideas, concepts, new theories, or science development in the field of Computer Science, Artificial Intelligence (AI), Fuzzy Systems, Expert Systems, Geo-AI, Machine Learning, Deep Learning, Humanitarian AI, Data Science, Computer Vision, Natural Language Processing (NLP), Information Systems, Psychoinformatics, Computational Intelligence, Recommender Systems, Robotics, Robot Vision and Control Systems.

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FOREWORD

We express our gratitude for publishing the first volume and issue of the International Journal of Computer Science and Humanitarian AI (IJCSHAI). The release of this edition Vol. 3 No. 1 February 2026 marks an essential step in disseminating the latest knowledge and research in computer science and the application of artificial intelligence for humanitarian purposes. In this edition, the authors present six research articles covering various exciting and relevant topics, including:

1. **Comparative Evaluation of ChatGPT, Gemini, Claude, DeepSeek, and Grok for Descriptive Statistical Analysis of Likert-Scale UAT Data**—This study evaluated the accuracy of ChatGPT, Gemini, Claude, DeepSeek and Grok in calculating scores and descriptive statistics for five-point Likert-scale UAT data from ten respondents across five items, using IBM SPSS Statistics 26 as a benchmark. The results largely corresponded with those from SPSS, except for discrepancies in the variances of Q1, Q3 and Q4, and a slight difference in the standard deviation of DeepSeek's total score; consequently, these results may not necessarily apply to other data, and analyses requiring high precision should still be verified using standard statistical software.
2. **HexDrop: Privacy Preserving, Cross Platform Ephemeral Data Sharing App**—In this study, HexDrop is a self-hosted file-sharing web application, designed to address issues of privacy, data breaches and the legal risks of surveillance (such as the CLOUD Act) associated with centralised cloud services, whilst also overcoming the shortcomings of P2P alternatives, which are not cross-platform and have limited reach.
3. **Implementation of Fine-Tuned Model Llama3 on Hugging Face to detect Online Gambling Promotional Text**—This study shows that the Llama 3.2 model, fine-tuned with PEFT/LoRA, is capable of effectively detecting online gambling advertisements, with accuracy rising from 0.89 to 0.92 following the use of the AdamW optimiser.
4. **Employee Aptitude & Personality testing using Gamification for more accurate results**—This study examines the use of gamification systems as a more reliable and anxiety-free assessment tool than conventional tests for measuring employees' aptitude, personality and competencies, such as problem-solving, adaptability, risk assessment and strategic planning, within work simulations.
5. **Augmented Reality in Mobile Gaming and Player Engagement: A Quantitative Study**— This quantitative study (a Likert-scale survey combined with market data for 2022–2026) found that AR enhances mobile gamers' engagement across all four dimensions (immersion, interaction, enjoyment, user experience), particularly through location-based mechanisms, and is supported by industry data: the AR gaming market is valued at USD 14.2 billion in 2024, with a projected value of USD 141.7 billion by 2033 (CAGR 28.1 per cent).
6. **From Sign-Up to Cancellation: A Comparative Study of Dark Patterns in Spotify and Netflix**—This study compares the sign-up and cancellation workflows of Spotify and Netflix, finding that the cancellation process is rife with 'dark patterns' (hierarchical buttons, hidden information, repetitive steps, 'confirm-shaming'), with Spotify making greater use of them; consequently, a more transparent interface design that respects user autonomy is required.

We hope this inaugural edition can make a meaningful contribution to the advancement of science, particularly in the fields of computer science and artificial intelligence. We extend our sincere thanks to everyone who contributed to the publication of this journal, especially the authors, editorial team, and peer reviewers. We hope the articles in this journal prove useful and serve as valuable references for researchers.

Jakarta, October 28th, 2026

Prof. Dr. Ir. Widodo Budiharto, S.Si., M.Kom., IPM., SMIEEE
Editor in Chief of IJCSHAI

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